

AUBURN OFFENSE

FALL 2013



RELENTLESS

AUBURN FOOTBALL

AUBURN OFFENSE

GOAL: #1 Offense in the Country

PHILOSOPHY

WHO WE ARE

TWO BACK RUN/PLAY-ACTION TEAM THAT WILL KEEP CONSTANT PRESSURE ON THE DEFENSE & DEFENSIVE COACHES BY:

- **RUNNING OUR OFFENSE AT A 2-MINUTE PACE THE ENTIRE GAME**
(Physically and Mentally Wearing Them Down)
- **BALANCED ATTACK**
(Take What the Defense Gives Us)
- **HAVING MISDIRECTION IN THE RUN AND PASS GAME**
- **STRETCH THE FIELD VERTICALLY AND HORIZONTALLY**
- **THROW THE BOOK AT THEM**
(Specials/Unusual Formations, Fire Alarms and Wildcats)
- **PRESENT THE OPTION THREE DIFFERENT WAYS**
(Zone Read, Speed Option, Power Read Option)

IDENTITY

WE WILL

- **HAVE A PHYSICAL, HARD EDGE AT EVERY POSITION**
- **HAVE GREAT DISCIPLINE & GREAT EXECUTION**
(NO UNDISCIPLINED Penalties)
- **HAVE GREAT BALL SECURITY**
(GOAL: #1 in the Country)



CHAMPIONSHIP STANDARD



ACADEMICS: TAKE PRIDE, EXCEED EXPECTATIONS

- 1.) BE ON TIME, NO MISSES TOLERATED, ACT YOUR AGE
- 2.) SIT IN 1ST 3 ROWS, GET TO KNOW PROFESSOR, PERSONALLY
- 3.) GOAL: 3.0 OFFENSIVE GPA

WEIGHT ROOM/TRAINING ROOM: PREPARE YOUR BODY

- 1.) BE ON TIME, NO MISS TOLERATED
- 2.) TRAIN YOUR BODY, TAKE CARE OF YOUR BODY
- 3.) IF SICK, CALL POSITION COACH, CALL RYAN RUSSELL

PRACTICE: PREPARE FOR GREATNESS

- 1.) DISCIPLINE – “LITTLE THINGS LEAD TO GREATNESS”
- 2.) EFFORT – HOLD NOTHING BACK AND PUSH YOURSELF DAILY.
- 3.) ATTITUDE – YOU, ONLY YOU, CONTROL THIS.

GAMEDAY: UNLEASH YOUR PREPARATION ON THE OPPONENT

- 1.) HAVE GREAT DISCIPLINE (EXECUTION)
- 2.) HAVE GREAT BALL SECURITY
- 3.) PHYSICALLY & MENTALLY WEAR DOWN YOUR OPPONENT

TEAMMATE: BE UNSELFISH

ALWAYS... ALWAYS... PUT THE TEAM BEFORE YOURSELF. “WHAT CAN I DO IN ORDER TO NOT LET DOWN THE GUY NEXT TO ME.”

AUBURN OFFENSE

FALL 2013



General Information

-Communication Procedures

-Terminology

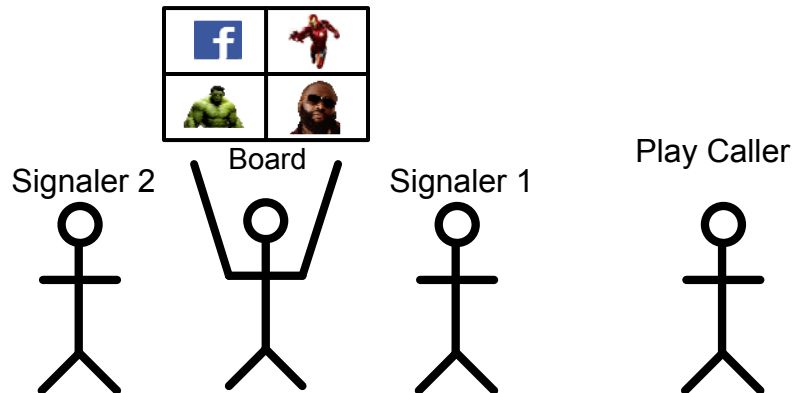


RELENTLESS

AUBURN FOOTBALL

Sideline Communication

Signaler Alignment & Protocol:



Signaler 1: Live: Formation/Motion, Direction & Play
(Red/Black, Green/Brown, Orange/Purple, \$) – Look to signaler 1

Signaler 2: Live: Formation/Motion, & Play (DROPBACK, QUICKS, SPRINTS, SCREENS)
(White/Blue) – Look to signaler 2 (Only 2 Colors)

Board: Top Left Box Will give you Color/Direction

Communication Protocol:

- 1. Formation** (plus motion/shifts) – (tells you your alignment) [Ex: *Twins Right*]
- 2. Direction** – (Tells you direction & what type of play (naked, reverse, etc). [Ex: *Red*]
- 3. Play** – (Tells you your assignment) [Ex: *Packer*]
[Ex: *Twins Rt Zip Red Packer*]

****Tempo signal change will ALWAYS precede formation call. We will have 3 primary Tempo's and our normal Tempo is understood and will not be signaled.**

- 1. Normal** – Running our offense at a fast two minute pace. Trying to snap the ball within 5 seconds of the ball being blown into play (or the Umpire leaving the ball).
 - **Freeze:** Within normal tempo, we can “Freeze” call, which means we call cadence at normal pace, but we do not snap the ball. Check if no jump.
 - **Check/Alert:** We may or may not call a play or formation, but once set, “Look” back to the sidelines quickly before snapping to see if the play should be changed. No cadence given before “Look.”

****Note: We do not consider these Tempo changers.**

- 2. Fire Alarms** – A change up tempo. We will quick huddle, center 2 yards from the ball, and once the play is called, bust out of the huddle and run the play fast (1st Sound – “Go”).
- 3. Milk** – This is a slow down tempo (often used in 4 minute to ice the game). The formation is sent in, but the play is signaled at 15 seconds. QB snaps the ball at 3 seconds.

Communication and Terminology

Cadence Sequence: Always the same.

“Color, Color, Go” [Ex: Red, Red, GO!]

“Number, Number, Go” [Ex: 9, 9, GO!]

*Only exception, is we may rarely go on first sound (i.e. Fire Alarm) [Ex: GO!]

Pre-Snap Procedure:

QB = Will call out the formation while using a hand to motion formation strength (R/L).
(ex: “Twins Right, Twins Right”)

QB = Will call out play if Run, Reverse, Naked or Screen (to O-line).

(ex: “Red Packer, Red Packer”) (“82 Rogers, 82 Rogers”)

QB = Will call out the direction of the protection if it’s a Pass (to O-line).

(ex: “Red Dallas, Red Dallas”) (“82 Romo, 82 Romo”)

All Skill (RB,WR,TE,QB) = Look to the sidelines for formation, and play. Should NOT rely on the QB in order to know the play.

Key Operational Codes & Tags:

WHITE / RED / “82”

BLUE / BLACK / “91”

GREEN / BROWN

ORANGE / PURPLE

SILVER

Right is playside

Left is playside

Naked

Reverse

QB Run

SIGNALER 1

RED/BLACK– R/L

GREEN/BROWN - NAKED

ORANGE/PURPLE – REVERSE

SILVER – QB RUN

\$

SIGNALER 2

WHITE/BLUE – R/L

“CHECK” or “Easy”(Audible) Used by QB to begin changing a play.

“HUDDLE”

Fire Alarm, Quick Huddle

“MILK”

Slow down Pace (4 Minute)

“ALERT”

Used to alert possible √ series coming

“GOOSE”

QB Sneak, Fast as Possible

Run Game Signals

PLAY	CODE	OTHERS	SIGNAL
Power G	RODGERS	PACKER	'Pulling horn on train' 'Hammer Down'
Counter	COLT	INDY LUCK	'Cover Face' 'Lasso'
Buck Sweep	SEATTLE	SEAHAWK	"S" w/ hand in front of body 'Buck Antlers'
Inside Zone	ATLANTA	FALCON	'Talons on Falcon' 'A-Town Down'
Split Zone Split Zone Read	(ATL) BACK (ATL) Slip		'Back Slap' 'Falling Down'
Zone Arc	(ATL) Dash		'Dashing Lights'
Outside Zone	OAKLAND	RAIDER	'Patch over eye' 'Large O over head'
Speed Option	SAINT	NEW ORLEANS BREES	'Praying' 'Halo over head'
Draw	LION	DETROIT	'Pistons working' 'Tying a Tie'
Speed Sweep	STEELER	PITTSBURGH	'Baseball Signals' "Slide" Signal, Wiping Pants'
Smoke Draw	DENVER	BRONCO	'Smoking a Cigarette' 'Skiing Motion'
Unbalanced Power	RODGERS 'BIG'	13/14 GREEN BAY	'Packer w/ Big Signal'

Pass Concept Signals

PLAY	DROP	PA	SIGNAL
Post Corner	-	TEXAS	'Hook em Horns' "Longhorns out of head"
Bang / Rail	-	TIGER	'Point to AU on Chest' 'Grabbing whiskers'
Verticals	-	FLORIDA	"Gator Chomp"
NCAA DIG	-	ARKANSAS	'Holding a Little Rock' 'Upside down Diamond'
Boundary Flood	-	ARKANSAS '5' ARKANSAS '9'	'Arkansas w/ 5 fingers' 'Arkansas + Slapping thigh'
Field Flood	-	ARK CLEAR	'Arkansas + 'clearing out of the way'
Curl / Flat	-	OKLAHOMA CLEAR	"Hook em Horns Down"
Bang 8 / Out	-	KANSAS	'Dribbling Basketball'
Inside Zone Boot	-	Xerox COPY	"X" with arms' 'Making copy with hands'
Bubble Vertical	-	Matador	'Bull Fighting'
Power Pass		LOMBARDI	'Discount Double Check'
Power Read Pass	-	Steeler "P"	'Steeler w/ P signal'

Pass Concept Signals

PLAY	CODE	PA	SIGNAL
Back Shoulder	23/93 Cali		“Hang 10” “Surfing”
Drive	26/36 Dakota		“One hand on wheel” “Hand spinning steering wheel”
Smash	20/90 Missouri		“Double smash to head”
‘989’	29/99 Outside		‘Stretching arms to the outside’
Vertical Dig	39 AUBURN	-	‘Making a “W” w/ Hands’
Option Concept	Option		‘Either Or’ “O” w/ Hands’
Michigan	Y/Middle/ Bait Dig		‘Shivering’
Under	Under		‘Hand going under’
-	-		-
-	-		-
-	-		-

Quick/Sprint

PLAY	CODE	OTHER	SIGNAL
Slants	22/92 Sammie		“Swinging a Bat (Sosa)” “Hand Signal for Slant”
Follow/Out	30 Oscar		‘Holding the Oscar’ ‘Thrown out of Game’
Bubble/Slant	52 Shark		“Fin above head”
Y-Stick	50 Yogi		“Rubbing Belly”
Sprint ‘Smash’	37 Royal		‘Sword out of a Sheath’
Sprint ‘Snag’	31 Cub		“Hand like a Bear Claw ”
‘Q’ + 7	20 RZ Mizz RZ		‘Mizz + RZ Signal’
Squirrel 7	Brave		Tomahawk Chop
Comebacks	Yankee		Pin Stripes on Pants

Screen Signals

CALL	CODE	Others	SIGNAL
4 Back Screen	MAGIC	ORLANDO	“Pulling out of hat” “Ninja Smoke”
Double Screen (Swing/Tunnel)	JAZZ	MALONE	“Playing Saxophone” “Swing motion w/arms”
SLIP SCREEN	CELTIC	BOSTON	“Shooting Jump Shot”
SPOT (OFF GAP)	SPUR	SPOT	“Spots on body”
BUBBLE (OFF Zone)	BUBBLE		Built Into Run Concepts
(CTR) Screen	MAVERICK	DIRK	“Six Shooters by side”
Crack Screen	INDIANA	PACER	“Hitting Forearm on Hand”
Tunnel Screen	THUNDER	DURANT	“Covering Ears”
Y-Delay Screen	MONEY PLAY	MONEY ‘2’	\$ ‘2’ w/ Hands
Sprint Screen Throwback	MONEY PLAY	MONEY ‘3’	\$ ‘3’ w/ Hands

Tags and Terms Signals

TAG	CODE	Others	SIGNAL
Check/Alert	Check Sidelines	(✓)	(✓) w/ Hands (Binoculars)
Formation Direction	Red Blue	White / 82 Black / 91	Forearms Fists in front Thumbs Up / Thumbs Down
Tagged Naked	Green	Brown	“Spending Money!” “Rubbing Hands on Chest”
Tagged Reverse	Orange	Purple	“Biting Fist” “Drinking OJ”
Freeze Play	France	(Countries)	‘Hairy Armpit’ ‘Shaving’
Quick Huddle	Fire Alarm	-	Huddle Signal
Money Plays	Money		“Money sign with hands” + #
Designated WR clears for Play	Clear	-	One Hand Fingers Pointing to Eyes
Double move off Tagged Route	Scramble	(PTH)	Patting the Head
Stop the Clock	Clock	-	Spike Ball
Quick Kick	New York	-	Statue of Liberty
QB Run	Silver	-	‘Pointing at QB’ ‘Ring Finger’

Tags and Terms Signals

TAG	CODE	Others	SIGNAL
Swap	Swapping RB's protection align		"Hands Swapping back & forth"
Switch	Used in formations		"Switching fingers in front"
Flip	#1 & #2 flip in formation on each side		"Flipping a Coin"
Flop	2 & 9 Flip in formation		"Arm falling on the other"
Squeeze	2 WR tightened splits		"Squeezing a wet towel"
Bunch	3 WR tighten splits	-	"Bunching Hands"
Stack	2 or more WR's stacked	-	"Stack of Books" (Hands 6 inches apart)
Shift	Pre-Snap Shifting Formation	-	"Shifting hands back & forth"
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-

Motion Signals

CALL	PLAYER	MOTION	SIGNAL
Zip	3	Inside formation	“Zipping Zipper”
Zip	3	Outside formation	“Zipping Zipper”
Zip	3	Outside back inside	“Zipping Zipper”
Zin	2	Outside in Motion	“Zorro in front of body”
Zac	2	Across Formation	“Hands working across body”
Utah	2	High Orbit Motion	“U” w/Hand
Lightning	2	Fly motion in front of QB	Lightning Bolt By Side
Zout	2	Inside back Outside	“Umpire Out signal”
Speed	4	Fly motion in front of QB	“Running in Place”
Wheel	4	High Motion into backfield	Big Circle with One Arm
Motion	4	Motion out of the backfield	“Illegal Motion signal”
Buzz	4	Pistol alignment – to play alignment	Shaving Head
Shift	Formation	Play Specific	Two Hands from One Side to the Other or Right hand gear shift

Formation Signals

FORMATION	SIGNAL
Split	Guns Up
Twins (Cady) Cadillac (30 personnel)	Peace Sign on Two Hands “C’s With Hands above Head”
Trips	Three Fingers “OK” with Two Hands
Spread	Opens Hands (5)
Switch	“Switch w/ Hands”
Empty Quads	Emptying Glass with Two Hands Touching Shoulder
Trey	Three Fingers “OK” Facing Down
Deuce (Deuce Over)	“Hook’em Horns” with Two Hands (+One Hand over head)
Ace (Ace Over)	Fist Up High
Pro (Pro Over)	Flex (+One Hand over head)
Wildcat	Claw High
Rebel	Gun by Side Front of Body

Defensive Blitz Alert Signals

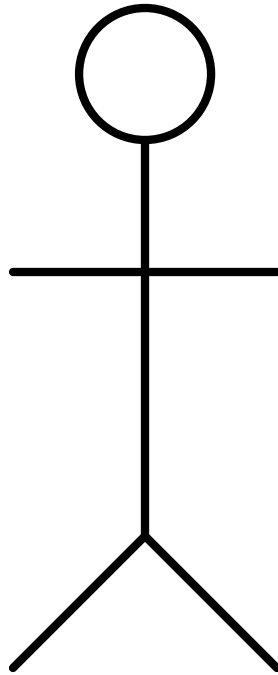
FORMATION	SIGNAL
Field Blitz	Palm Up with Finger over it Spinning Down
Boundary Blitz	Palm Down with Finger under it Spinning Up
Sam Pop	Flex Up
Will Pop	Flex Down
Lightning	Lightning
Gut Cross	Exaggerated Arms Cross
Corner Cat	Hand in front of Face
House	Both Fingers Spinning Down

QB / WR Hand Signals

PLAY	CODE	Others	SIGNAL
0	HITCH		Flat Hand Gun w/ Hand
2	SLANT		Fist down by side "2" w/ Fingers
3	BACK SHOULDER		'Hang 10'
7	CORNER ROUTE		Touch Hip (like 7 # system)
9	'9' BALL	-	Small Gator Chomp Tap Thigh
DBL Move	Drinking	-	Turn Thumb Up
		-	
		-	
-	-	-	-
-	-	-	-
-	-	-	-
-	-	-	-
			-

Number System

EVEN = Inside
0 – hand on top head
2 – touch nose
4 – hand on throat
6 – hand on belt buckle
8 – hand on crotch



ODD = Outside
1 - # 1 with finger
3 – Hand touch shoulder
5 - # 5 with hand
7 – touch hip
9 – arm down leg

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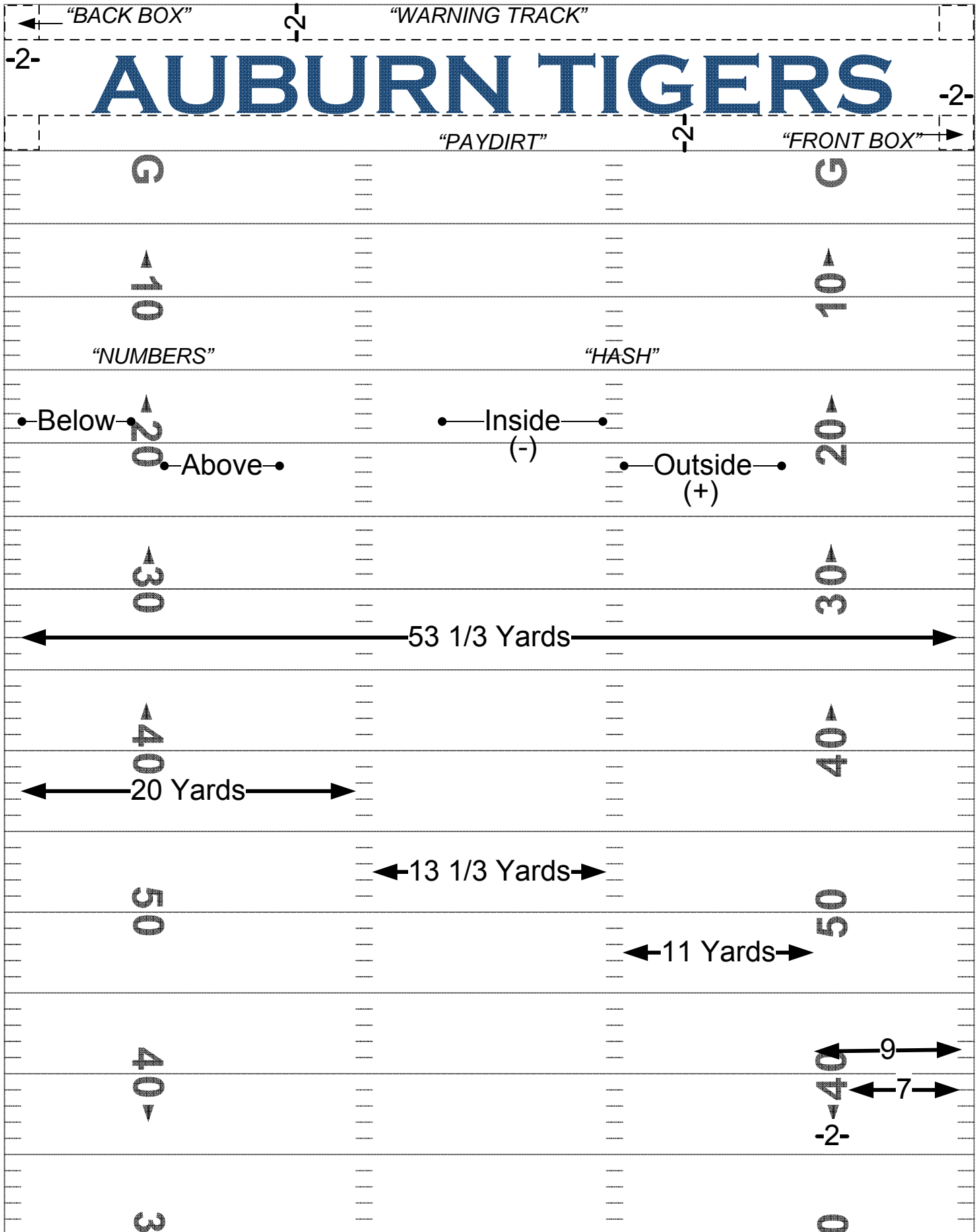
Formations &
Motions



RELENTLESS

AUBURN FOOTBALL

DIMENSIONS AND ALIGNMENTS

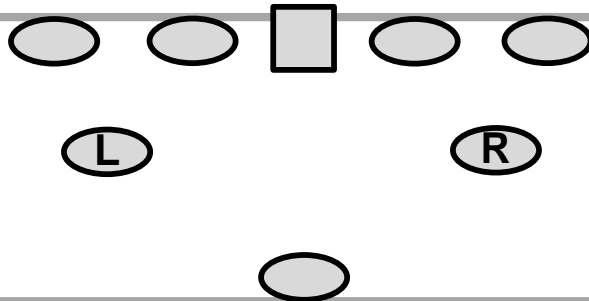


BACK ALIGNMENTS

ALIGNMENTS FOR 3

“R” - Base Twins Alignment; Heels 3 ½ yards, crotch straddle inside leg of Right Tackle

“L” - Base Twins Alignment; Heels 3 ½ yards, crotch straddle inside leg of Left Tackle



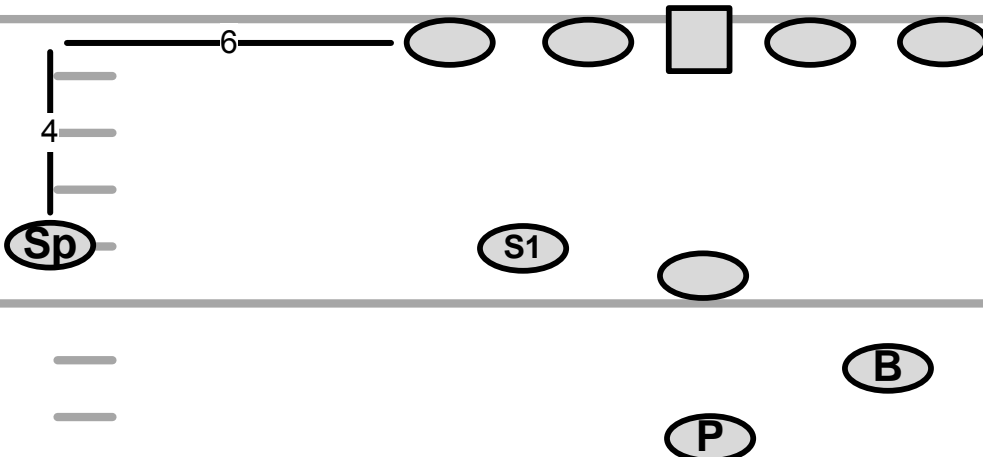
ALIGNMENTS FOR 4

“B Gap” - Heels @ 6 ½ yards in the B gap. Crotch Straddle outside leg of Guard We can also buzz from this alignment.

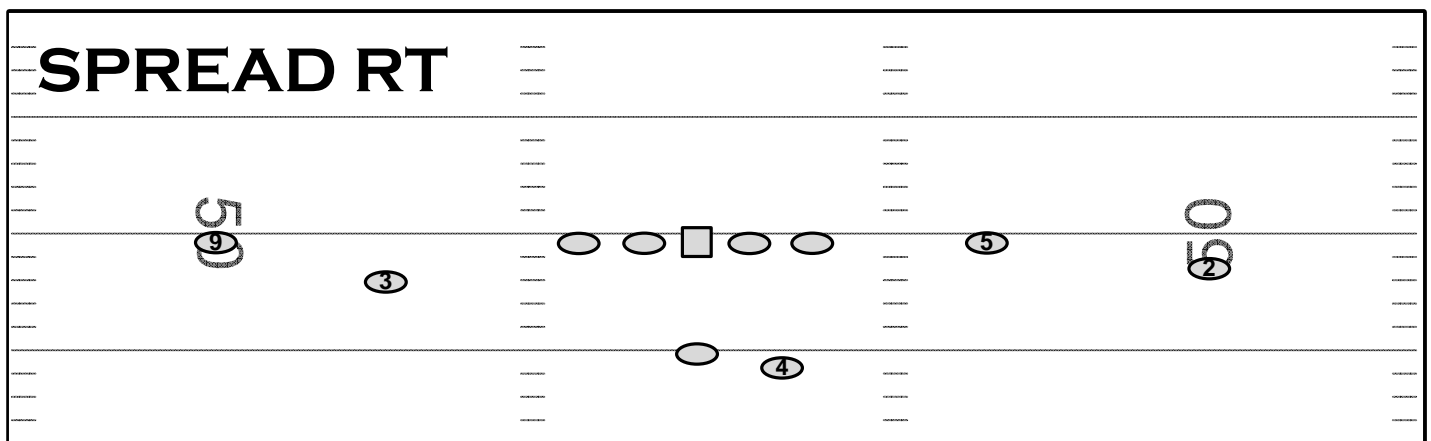
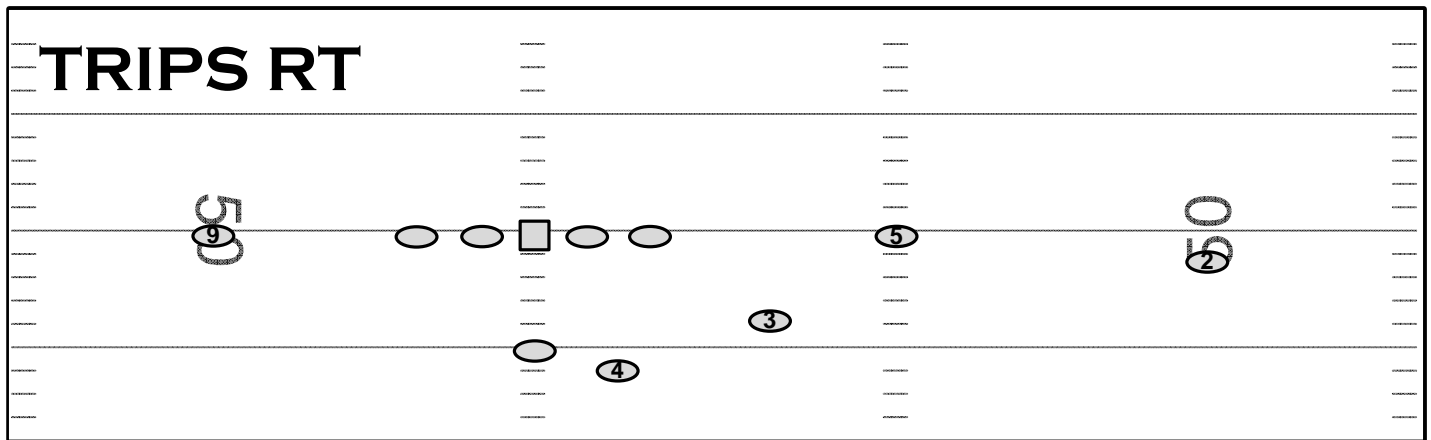
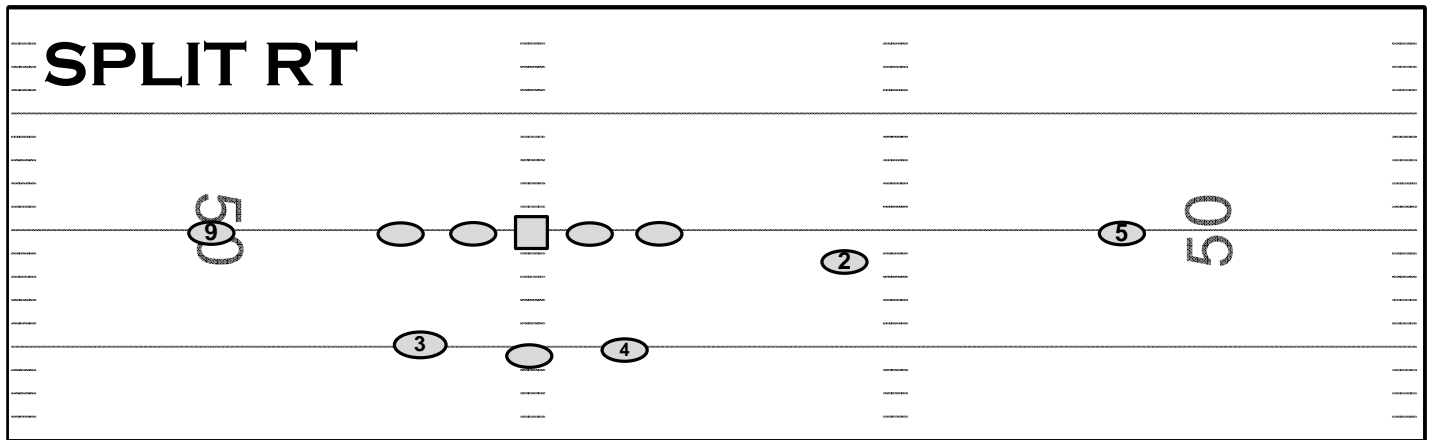
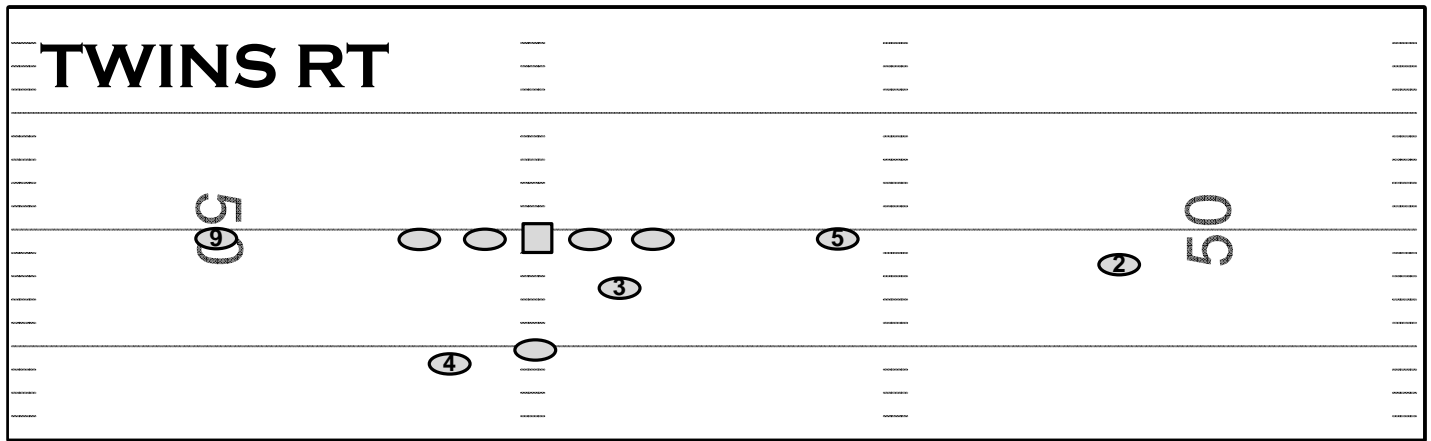
“Speed” - 6 yards from tackle, 4 yards deep

“Pistol” - 7 yards directly behind ball; also used when Buzz Motion, and when QB goes under center

“Steeler” - (B Gap) Heels on Toe's of QB

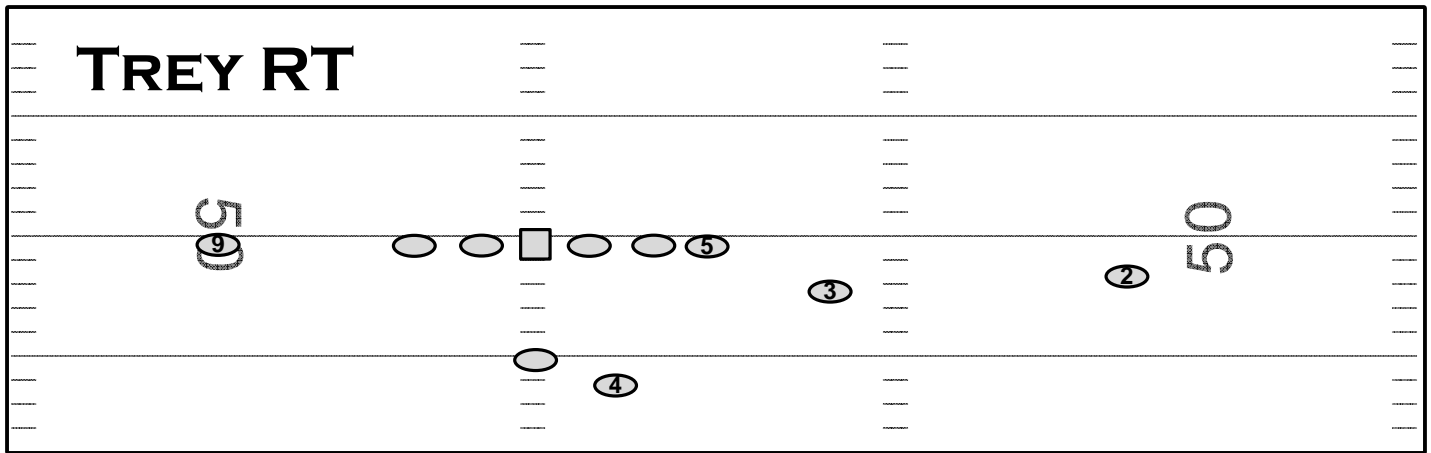


FORMATIONS

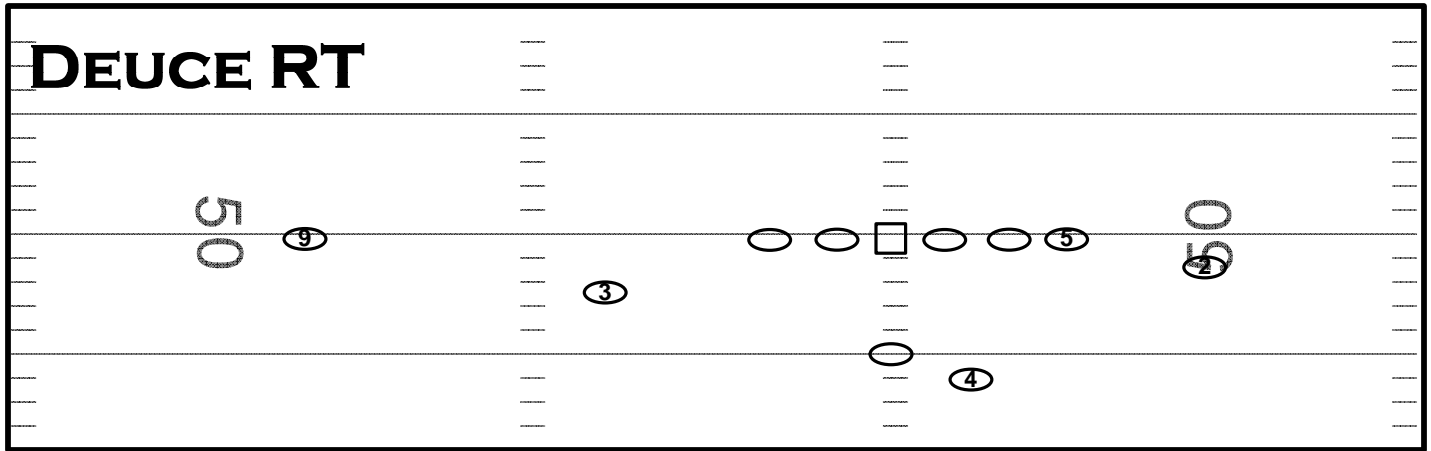


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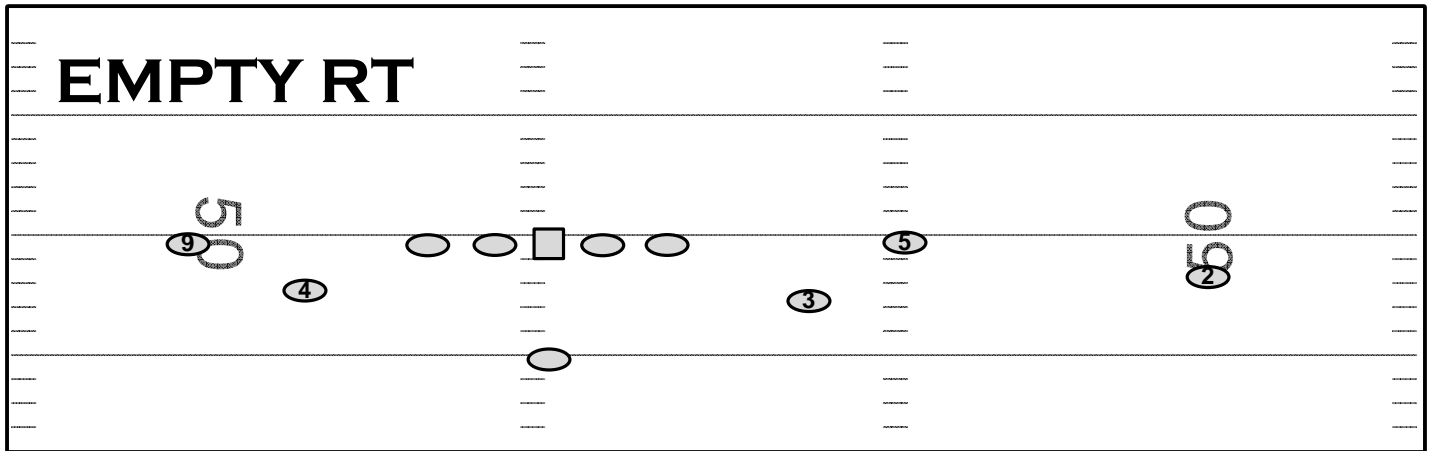
TREY RT



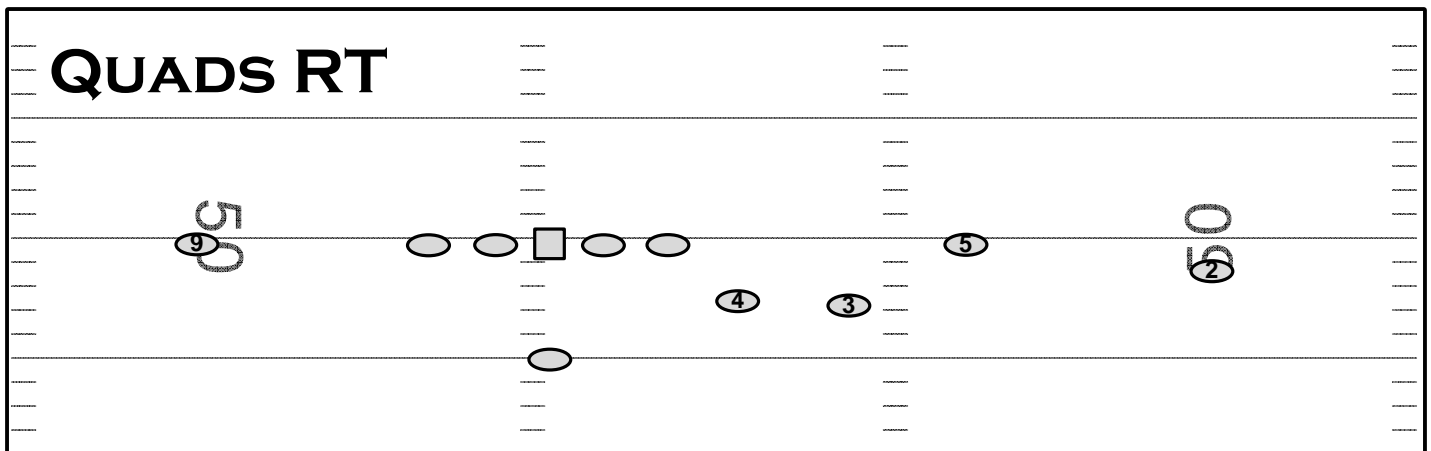
DEUCE RT



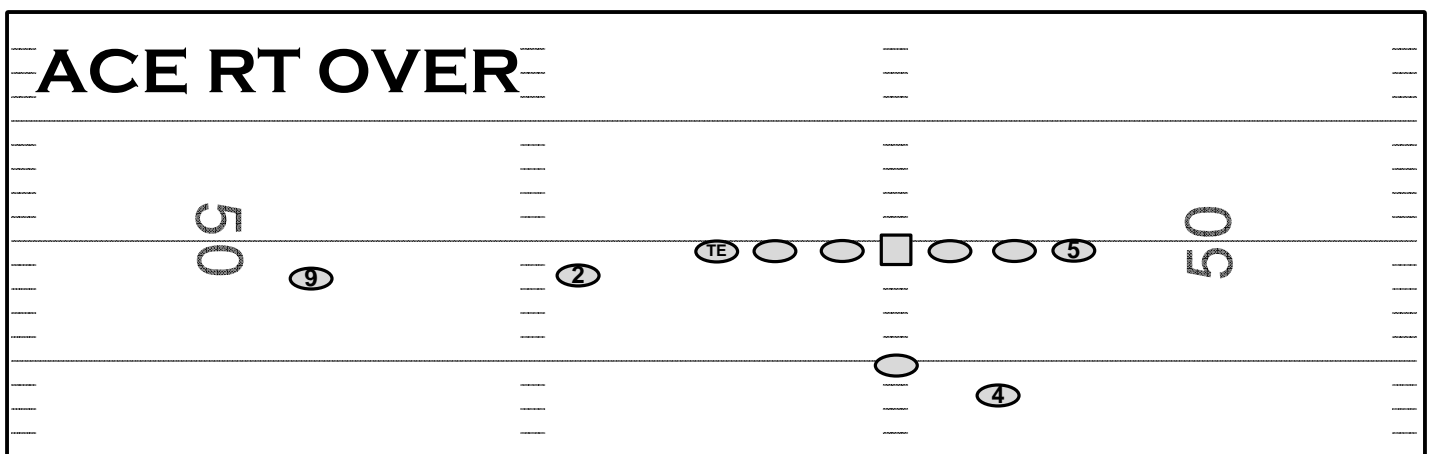
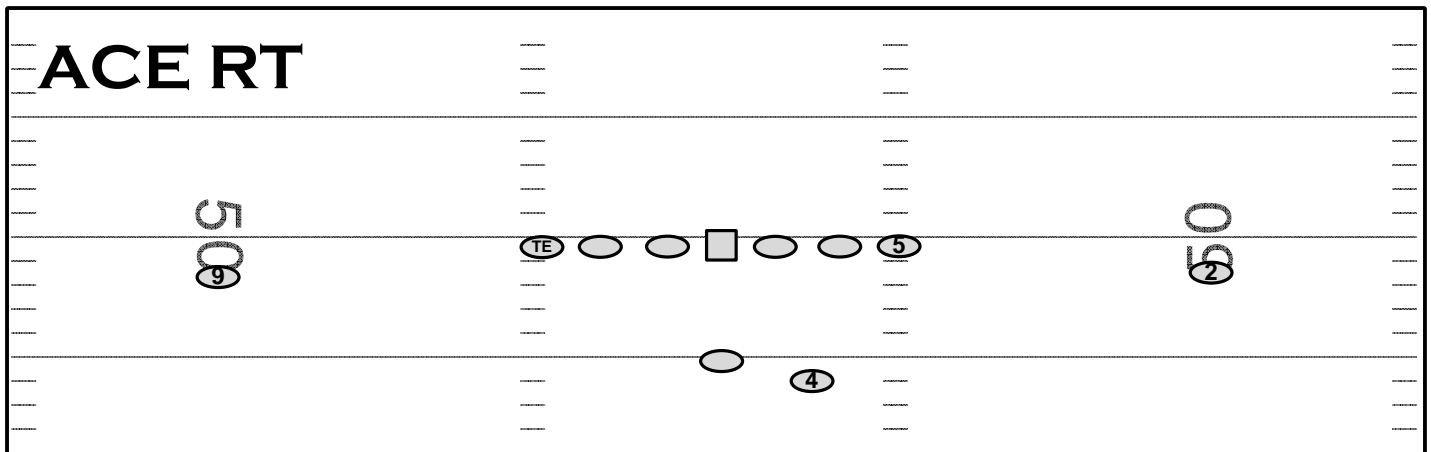
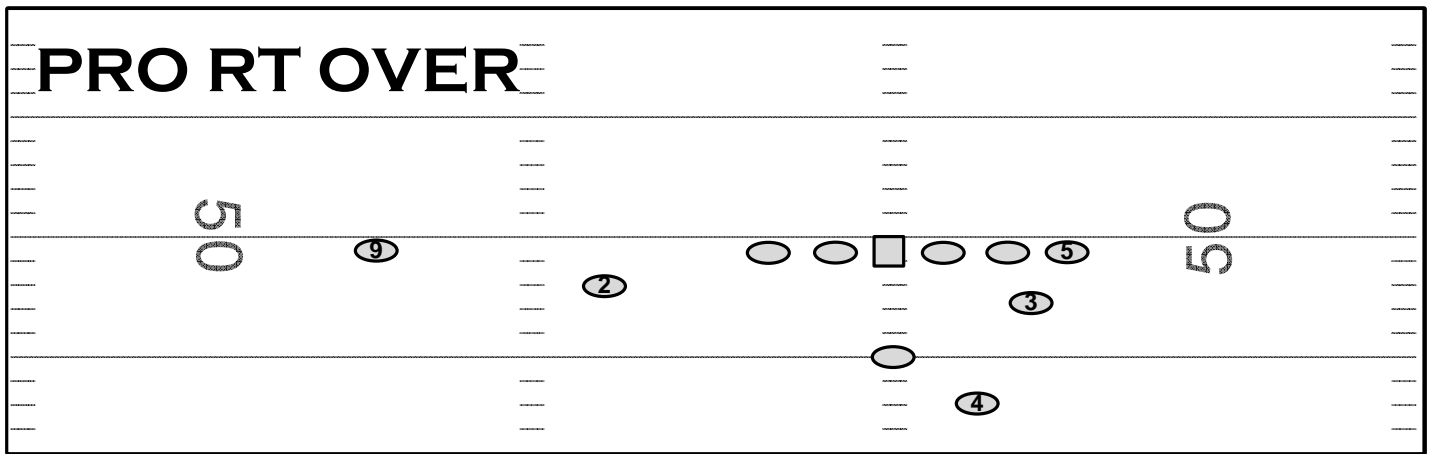
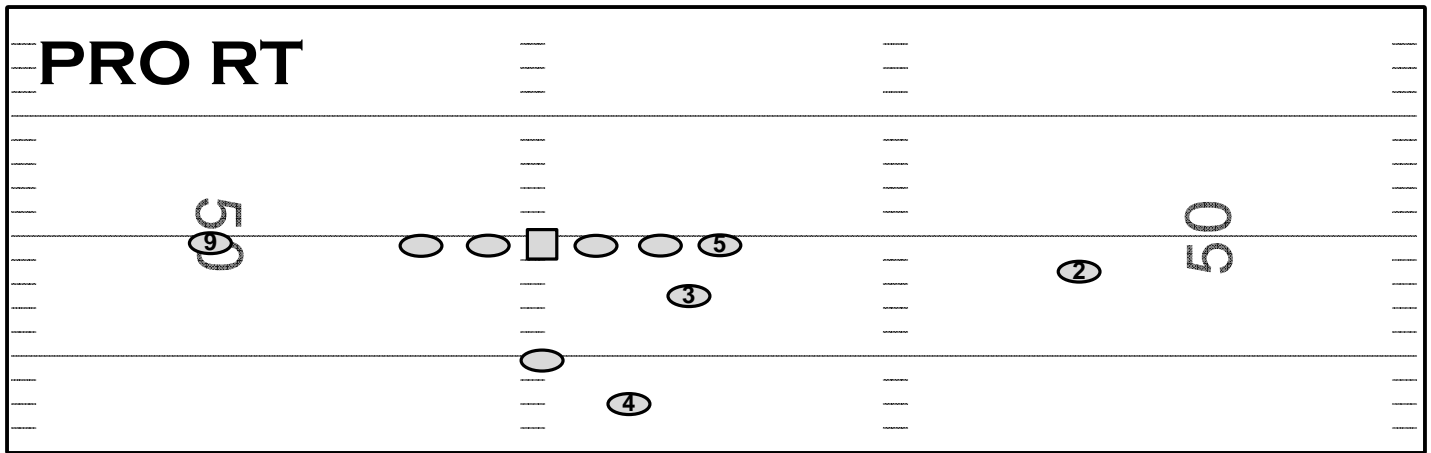
EMPTY RT



QUADS RT

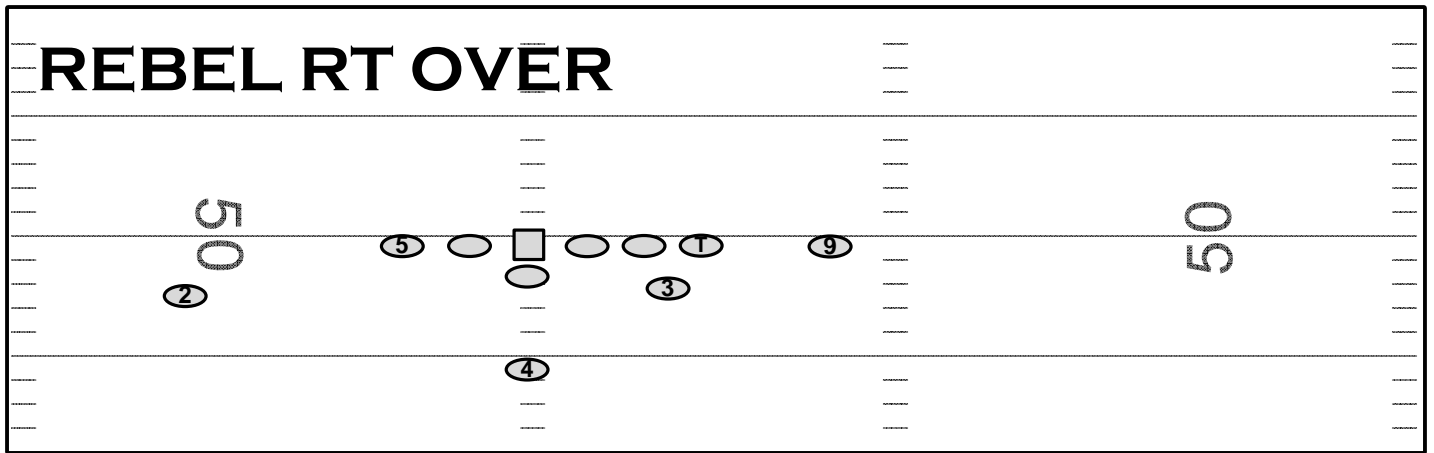


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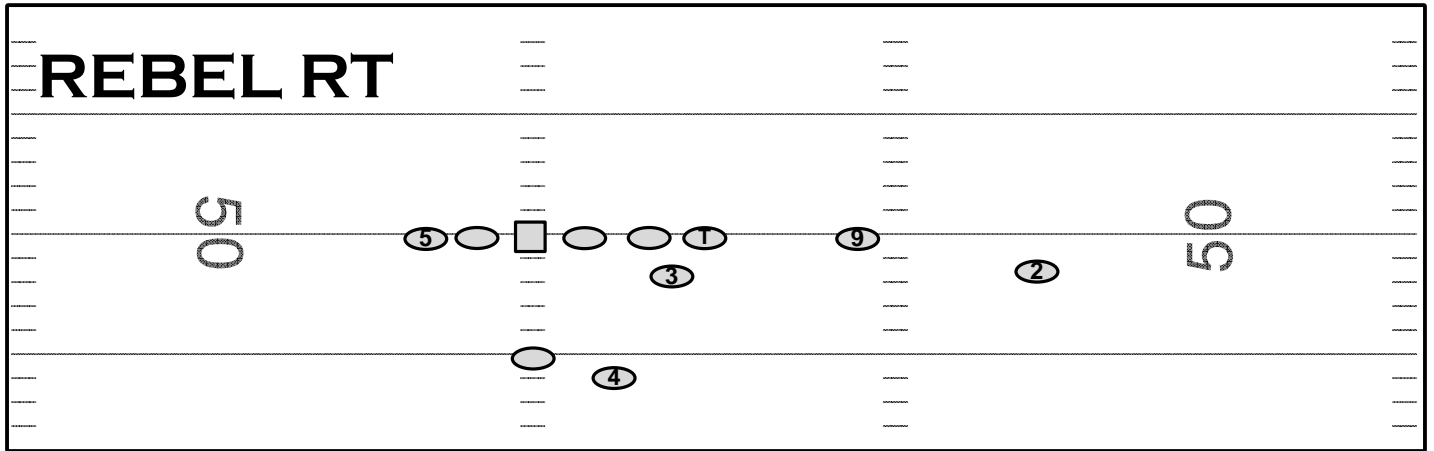


FORMATIONS

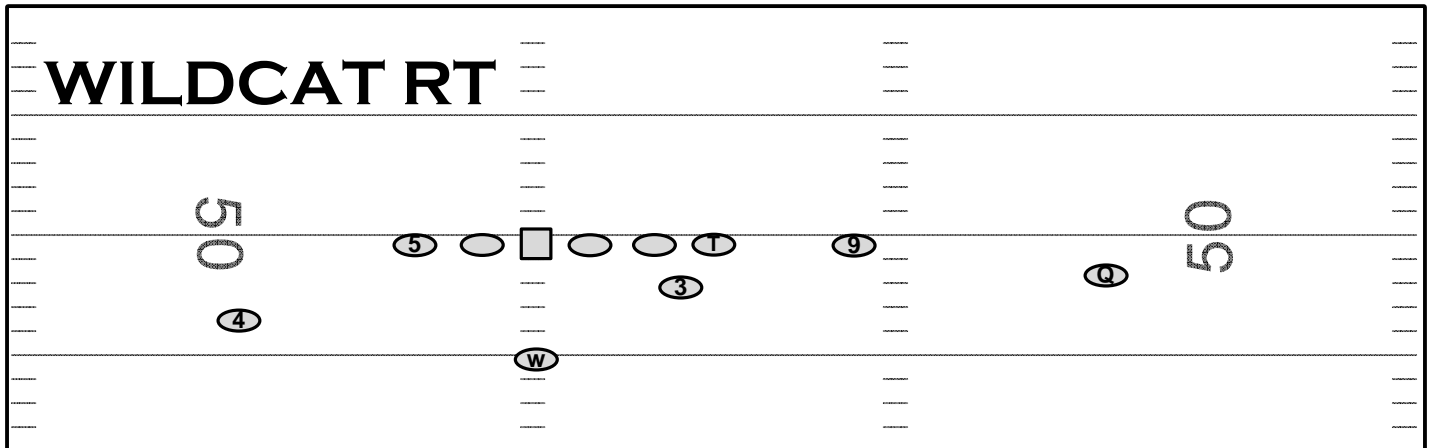
REBEL RT OVER



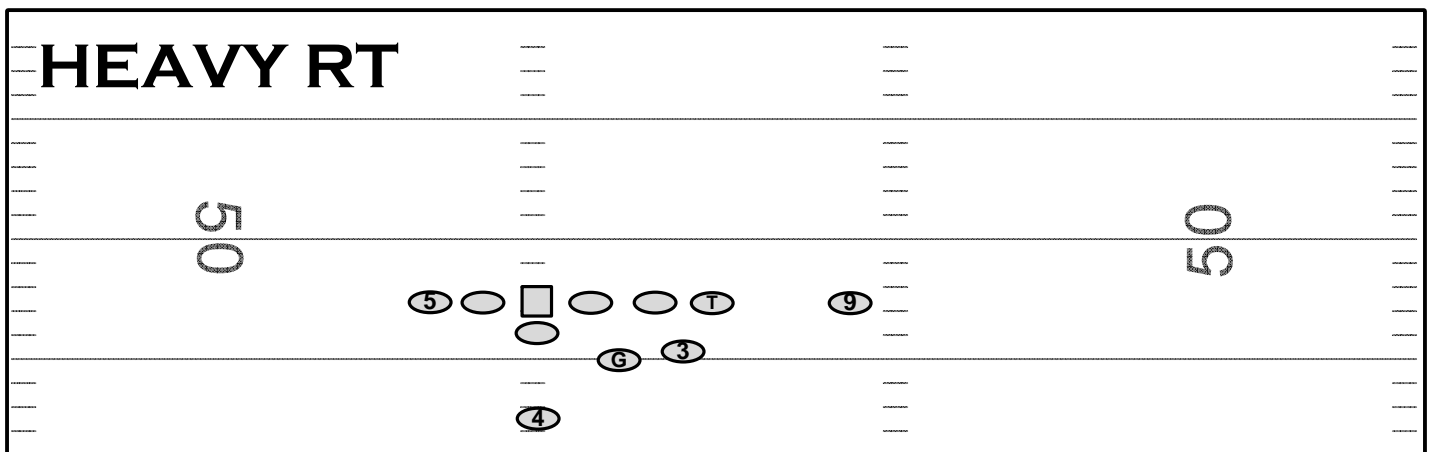
REBEL RT



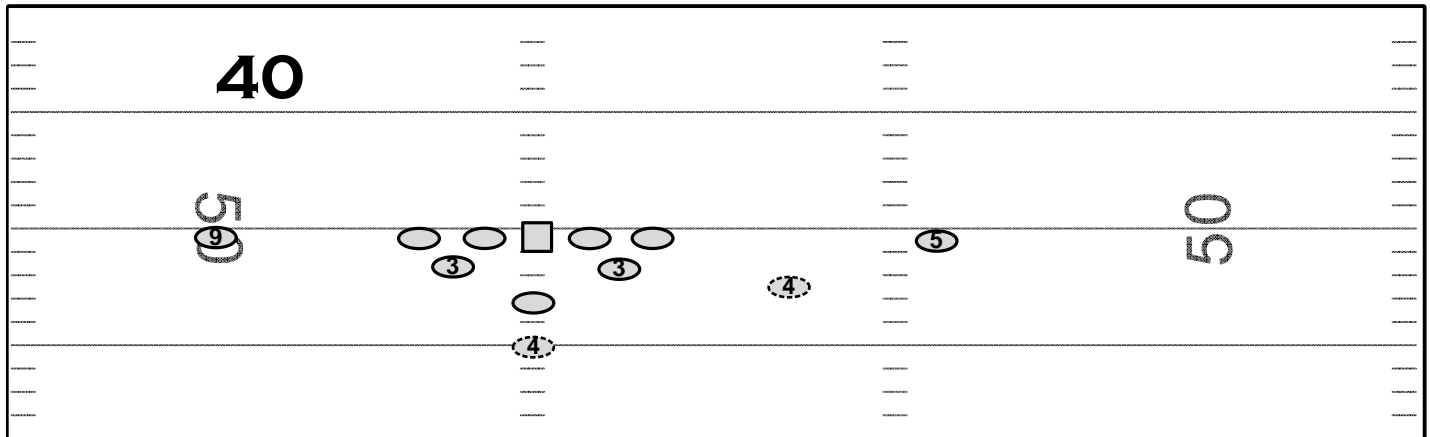
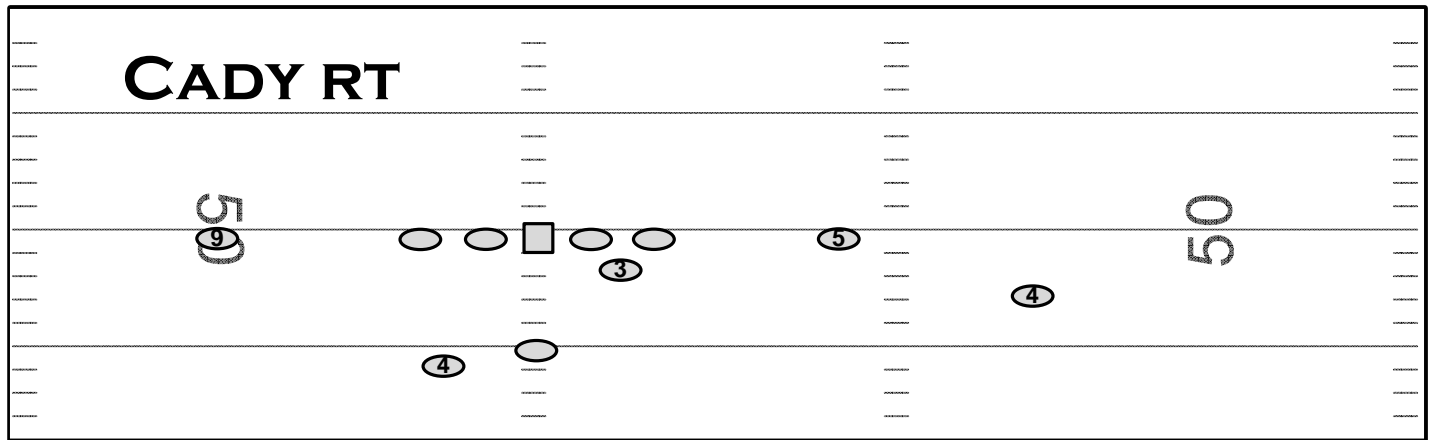
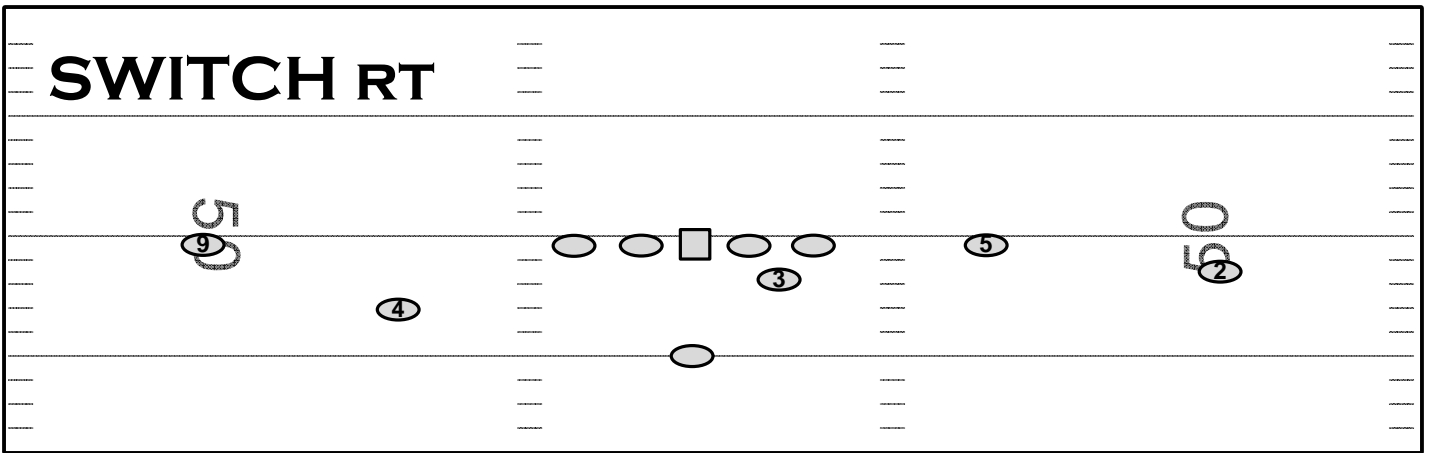
WILDCAT RT



HEAVY RT

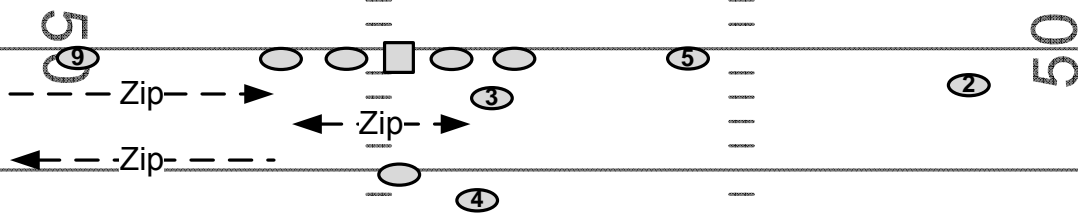


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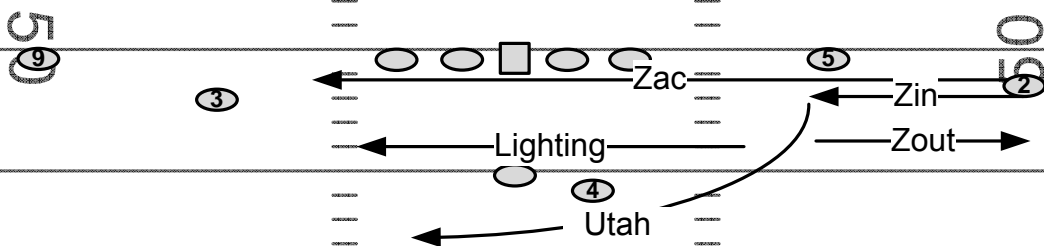


MOTIONS

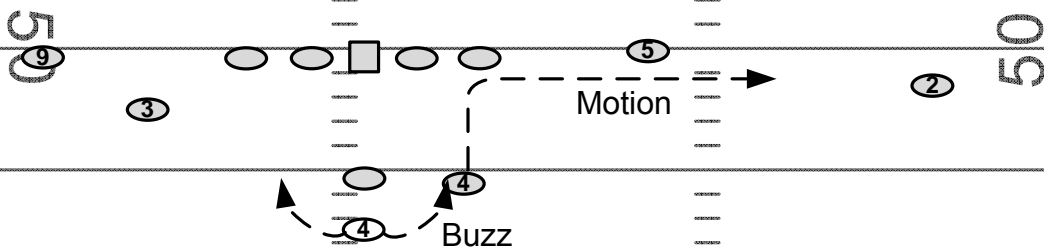
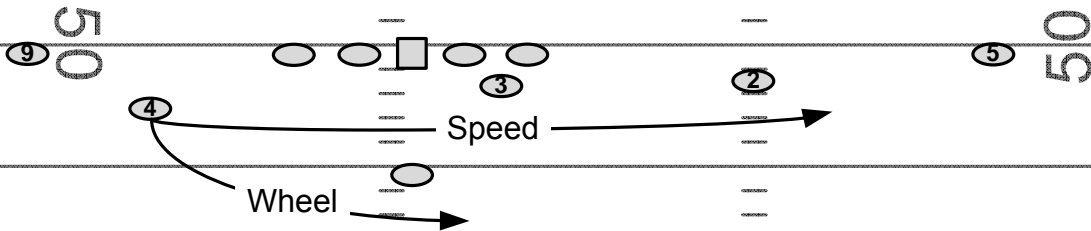
MOTIONS FOR 3



MOTIONS FOR 2

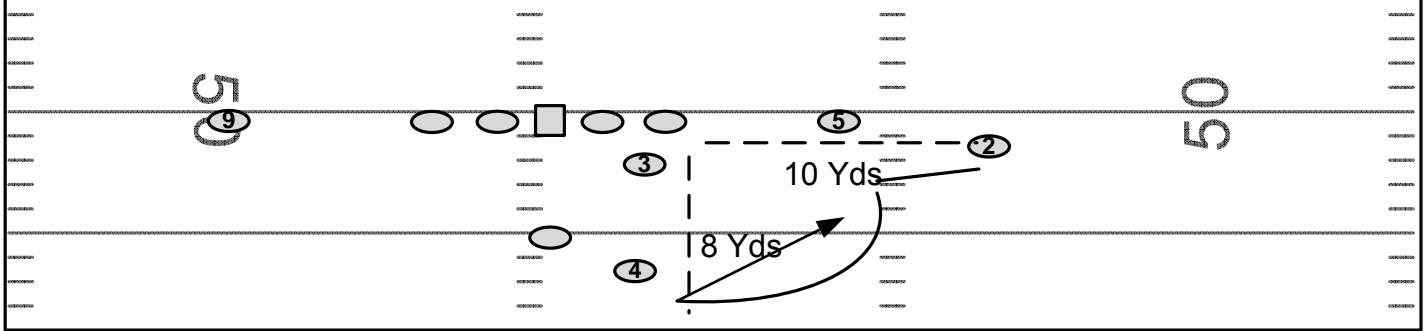


MOTIONS FOR 4

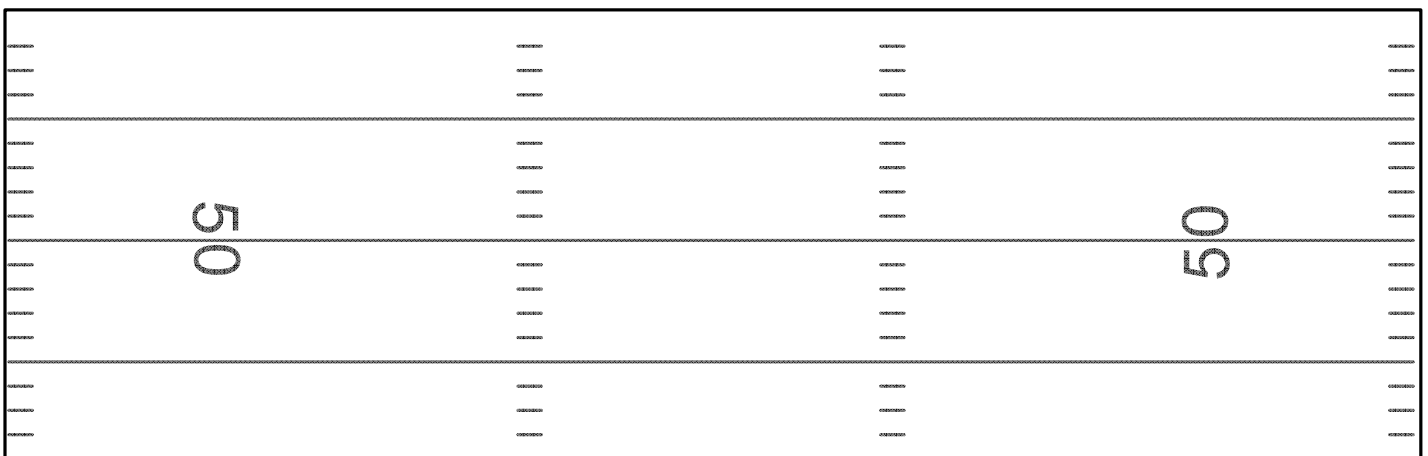
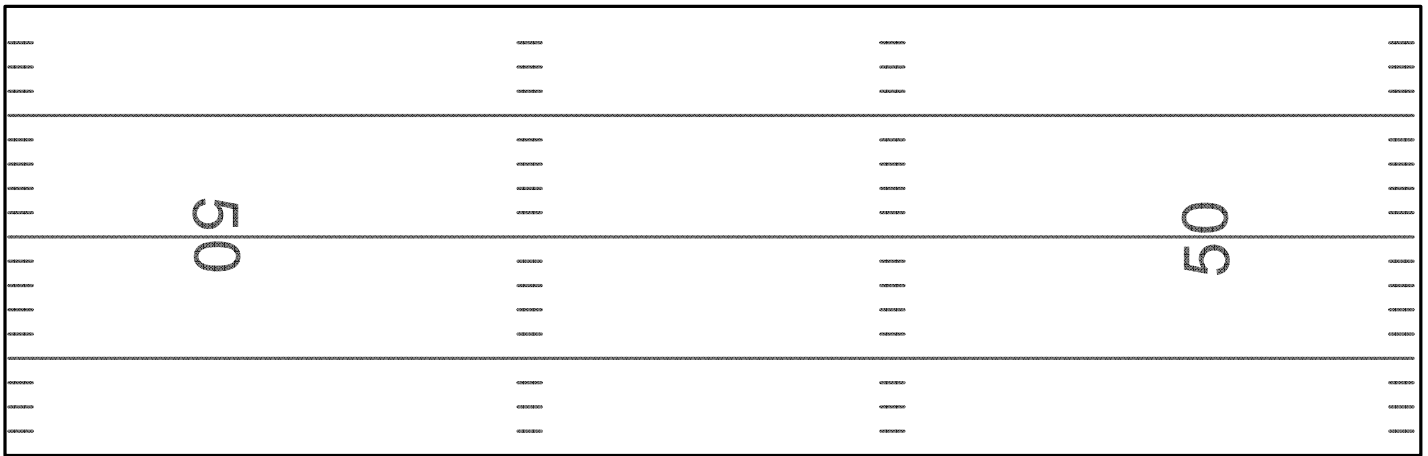
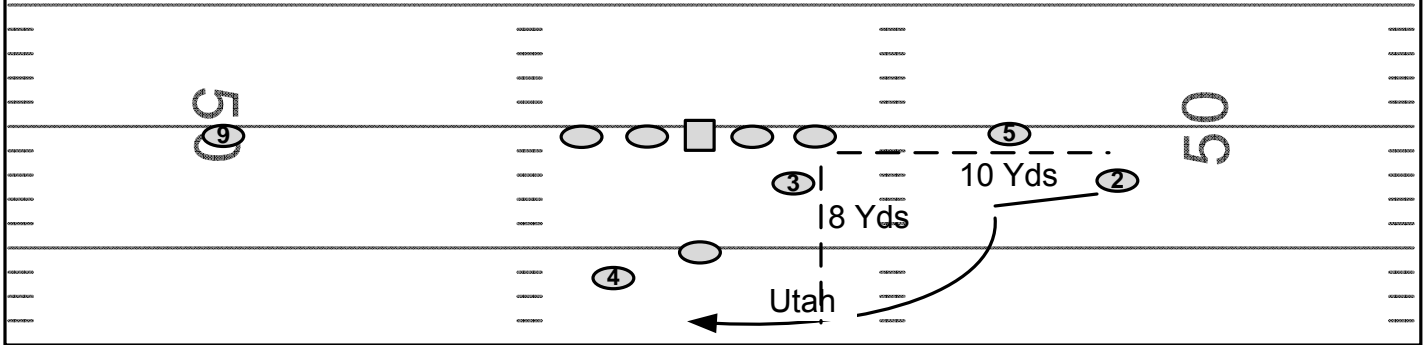


MOTIONS

UTAH MOTION BACKS STACKED



UTAH MOTION BACKS SPLIT



AUBURN OFFENSE

FALL 2013



DEFENSIVE IDENTIFICATION

-Alignments

-Fronts

-Blitzes

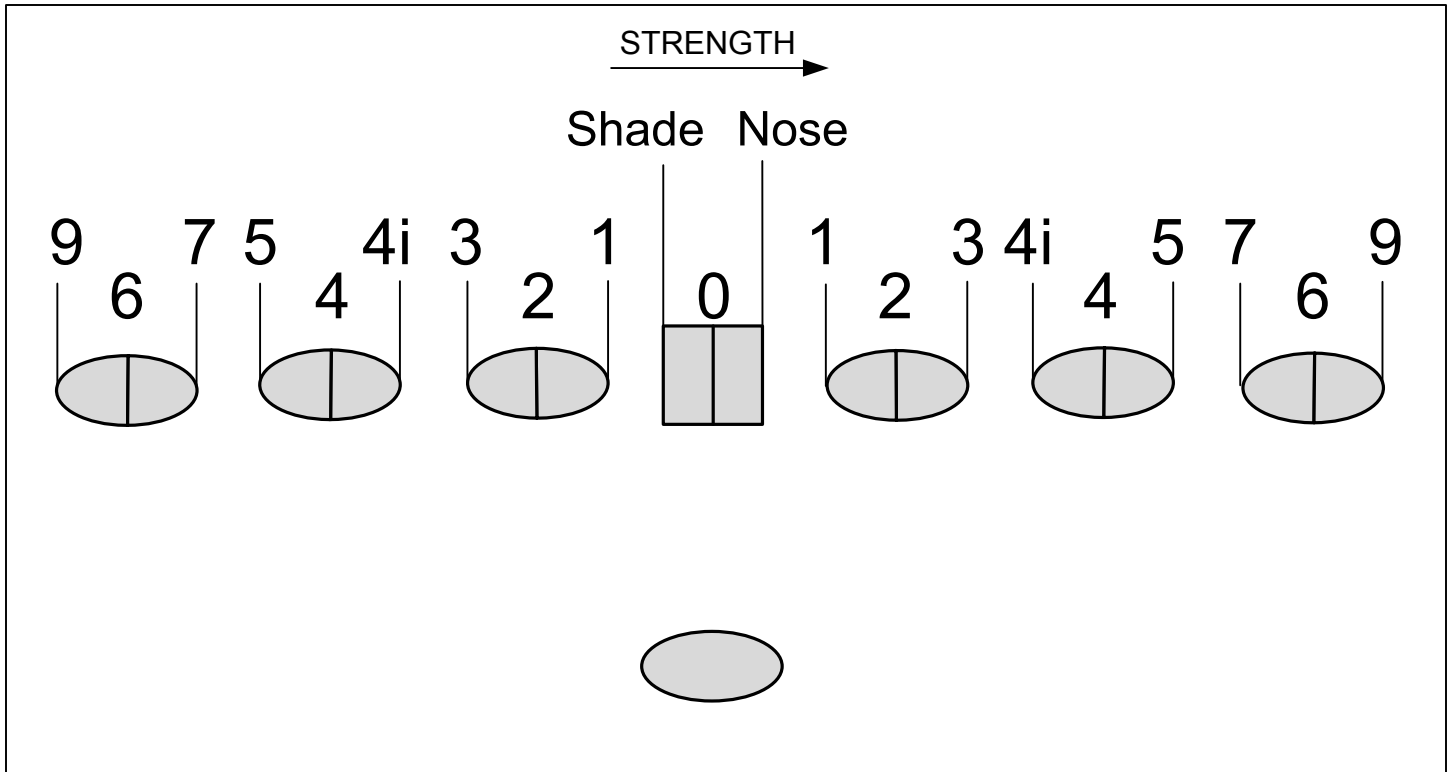
-Coverages



RELENTLESS

AUBURN FOOTBALL

ALIGNMENTS

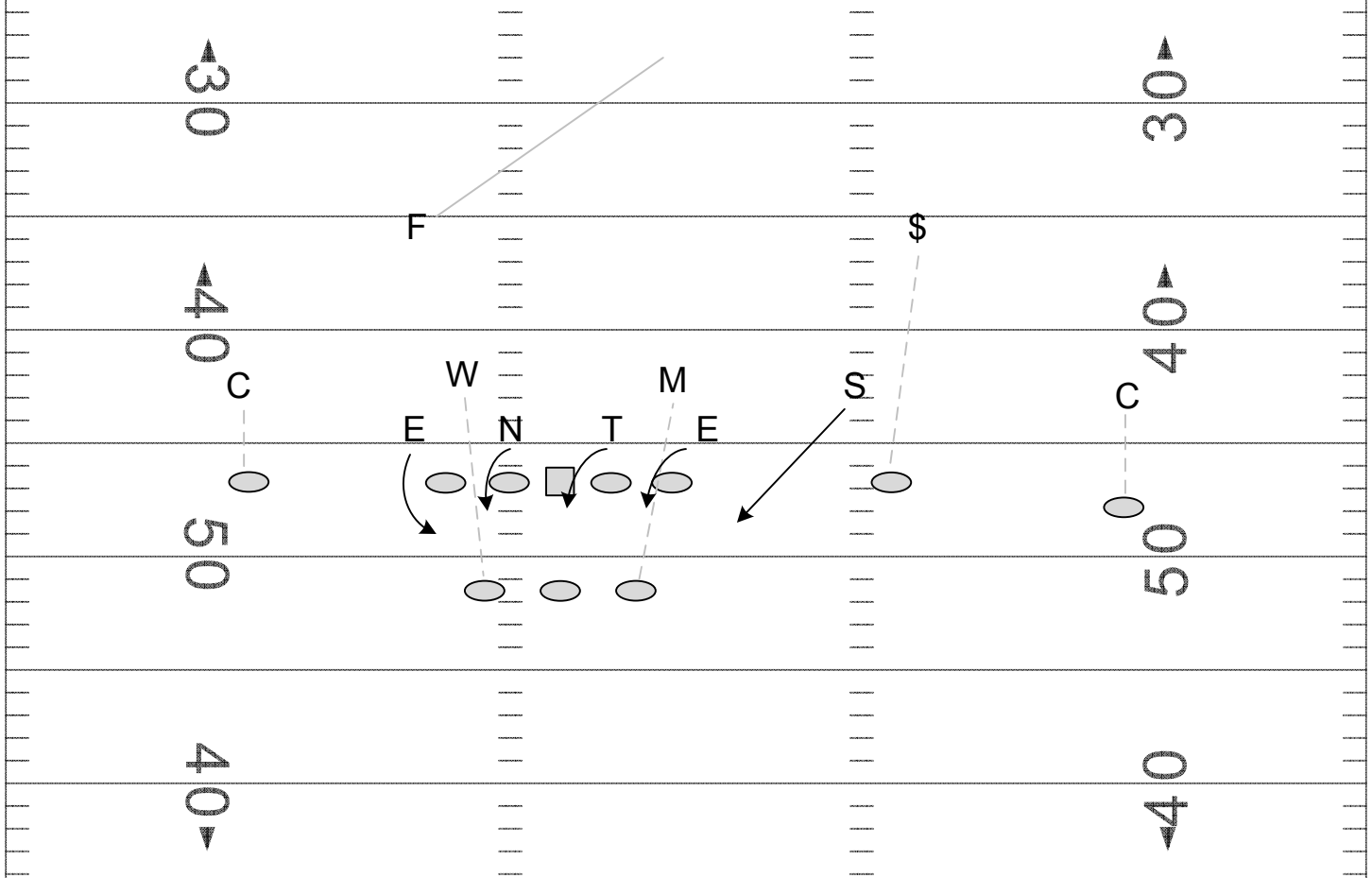


FRONTS

<p>Mike 4-3 box</p>	<p style="text-align: center;">F</p> <p>C W M S \$ C</p> <p> E N T E</p>
<p>Under Even, 4-2 box</p>	<p style="text-align: center;">F</p> <p>C W M \$ C</p> <p> E T N E</p>
<p>Over Even, 4-2 box</p>	<p style="text-align: center;">F</p> <p>C \$ W M S C</p> <p> E N T E</p>
<p>Odd 30, 3-2 box</p>	<p style="text-align: center;">F</p> <p>C B W M S C</p> <p> E N E</p>
<p>Stack 30, 3-3 box</p>	<p style="text-align: center;">F</p> <p>C W M S C</p> <p> E N E N</p>
<p>Bear Zero & two 3 tech's</p>	<p style="text-align: center;">F</p> <p>C \$ M S C</p> <p> W E N T E</p>

POP

BLITZ CONCEPT: Single Blitzer – Linebacker or Secondary



COACHING POINT

- A Pop is a 5-man pressure to help provide run fits and create more isolated edges for offensive line.
- Can pressure to a Bear Front.
- Can Pop and drop an End to change structure of Protection and keep numbers in coverage

RECOGNITION KEYS

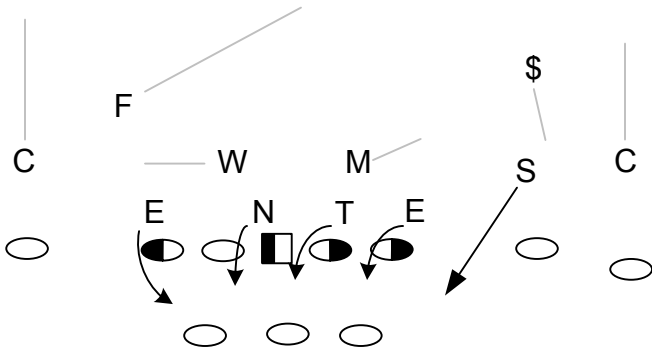
- The Safeties always are your first key. Lower depths and wider leverages (ie: a rotated Safety stacked behind a LB, or widened behind a Corner)
- Closer depths and walked-up LBs
- Some front adjustments (Even 3s, Under vs Balanced Front)

COVERAGES

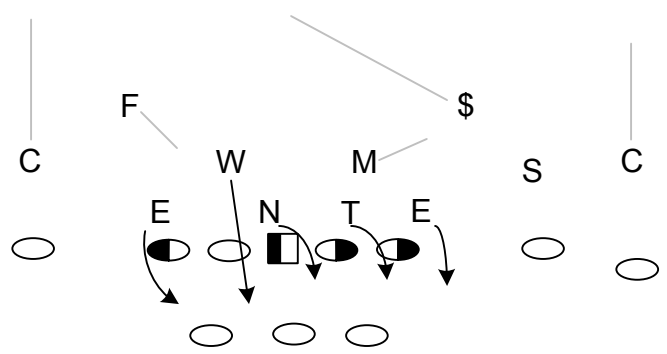
- 1** - Roll to man-free behind any LB
- R3F** - Roll to 3-Deep, 3-Underneath behind SLB
- R3B** - Roll to 3-Deep, 3-Underneath behind WLB
- K3B** - Kick to 3-Deep, 3-Underneath behind Corner Cat
- R3F** - Zone Blitz to 3-Deep, 4-Underneath with dropping DE

POP CONCEPTS

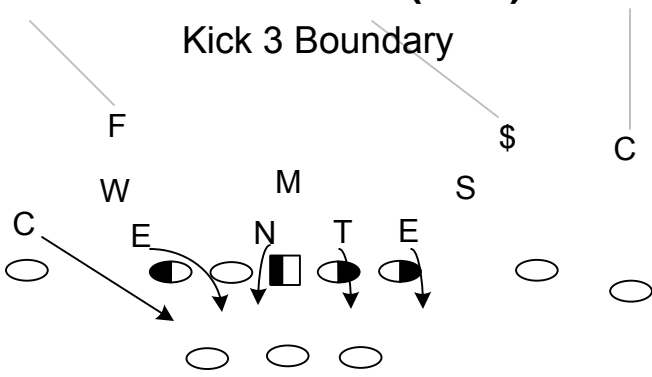
SAM POP- Roll 3 Field



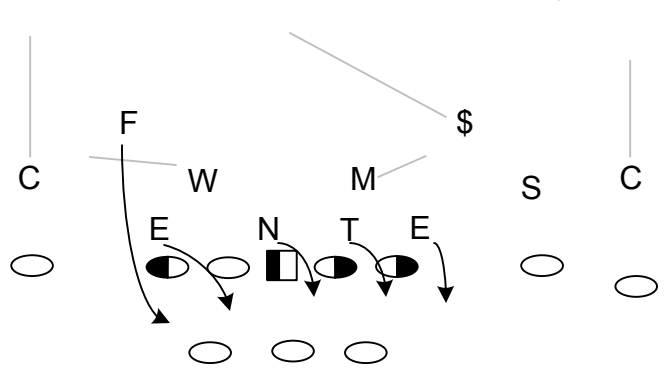
WILL POP- Roll 3 Boundary



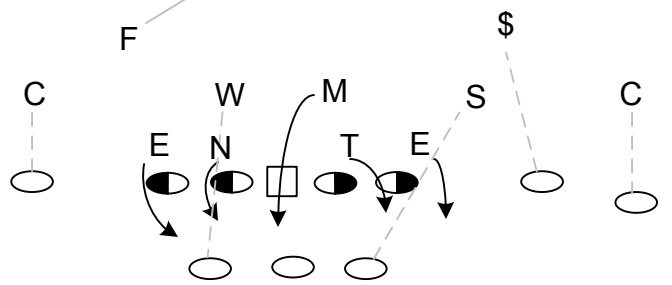
**CORNER POP (CAT) –
Kick 3 Boundary**



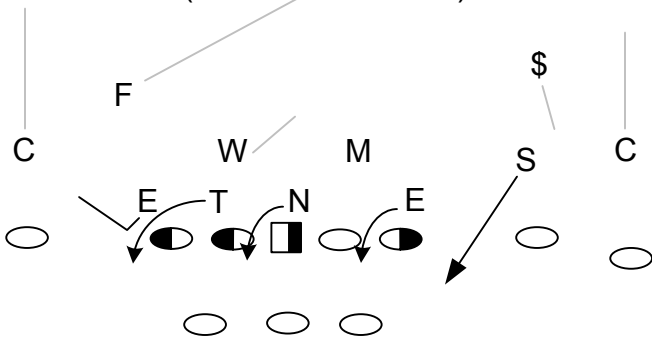
FS POP- Roll 3 Boundary



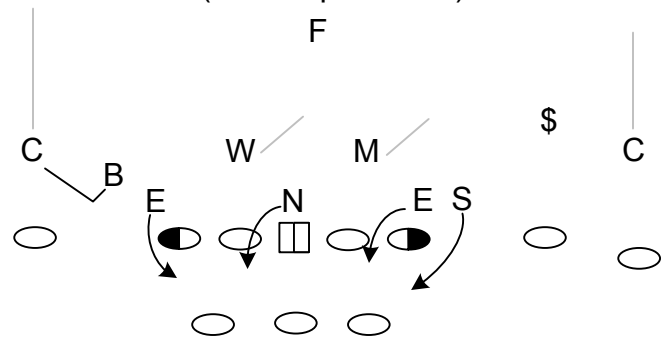
**MIKE POP to Bear- Cover 1
(Even 3)**



**SAM POP- Roll 3 Field
(Zone Blitz Cover 3)**

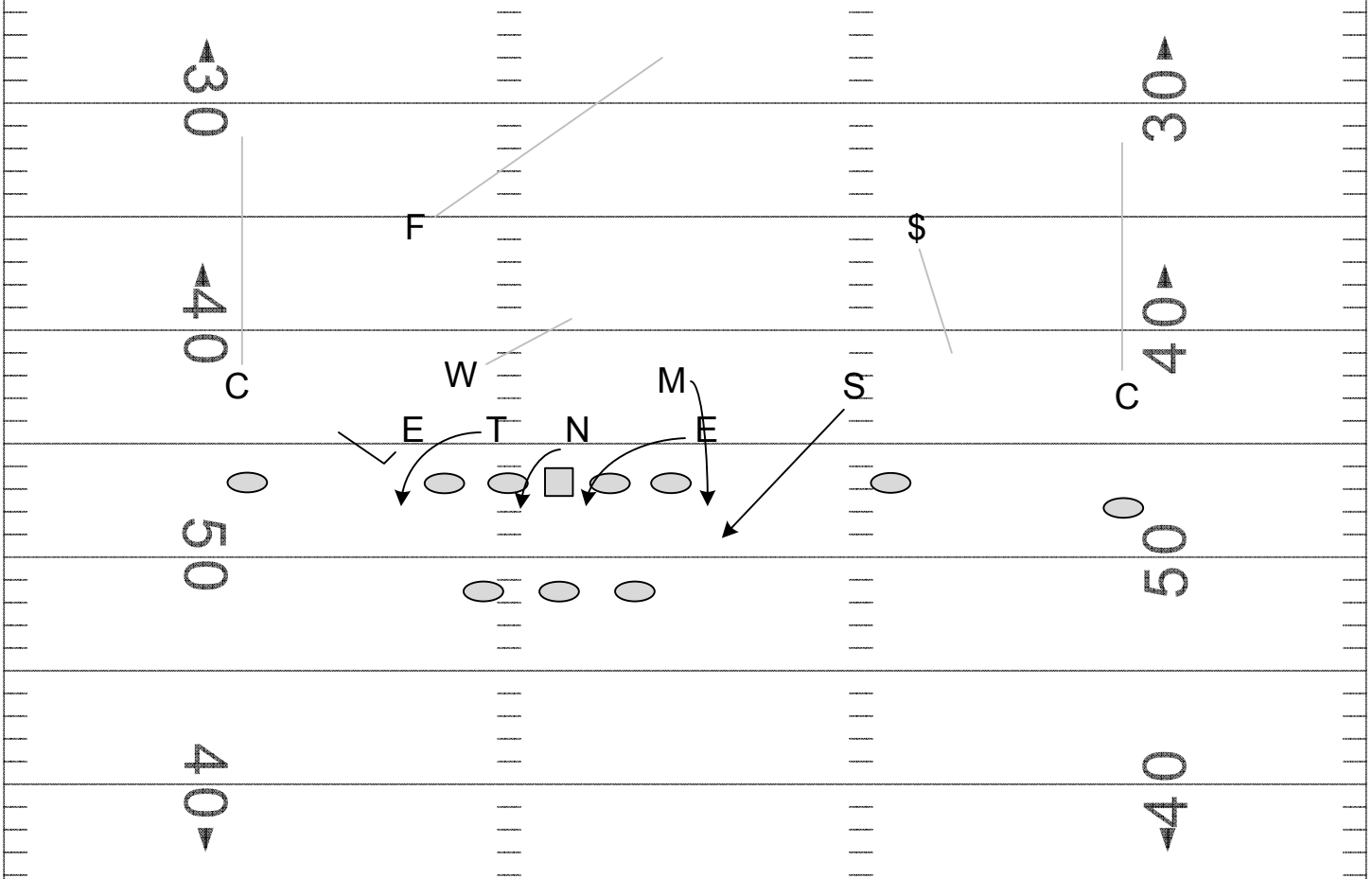


**ODD POP- 3 Field
(Odd Pop to Even)**



FIELD BLITZ

BLITZ CONCEPT: Any Two Blitzers in consecutive gaps from the Field



COACHING POINT

- Field Blitz is a 5-man zone pressure to bring 2 blitzers from the same side to attack protection; DL dropper completes coverage
- Can pressure 6 and play Man-Free, if assumed that protection will swallow RB
- Usually a Spill blitz, and a Contain Rusher

RECOGNITION KEYS

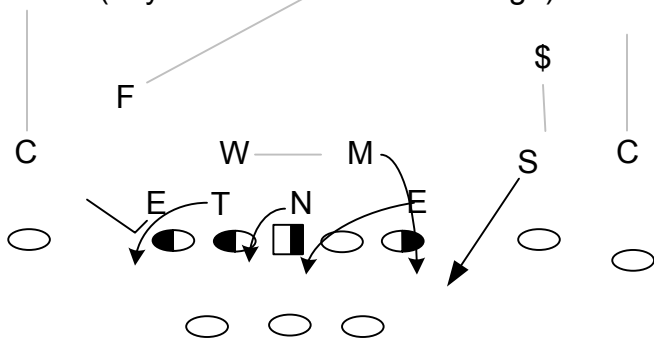
- The Safeties always are your first key. Lower depths and wider leverages (ie: a rotated Safety stacked behind a LB, or out of coverage position in an attack position)
- Walked up Outside LBs, Widened MLB
- Some front adjustments (Under Front with a Tight Shade over Center)

COVERAGES

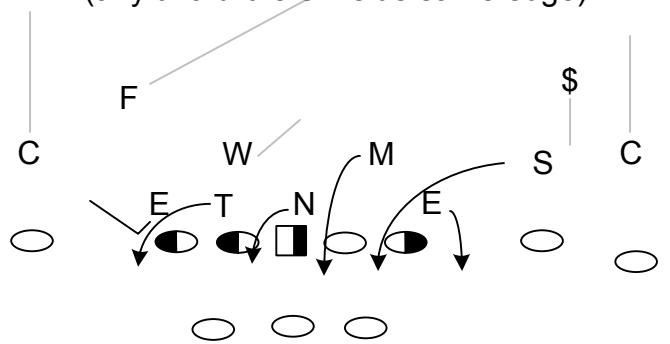
- R3F** – Zone Blitz to 3-Deep, 3-Underneath behind SLB
- 2 Trap Tilt** – Zone Blitz Tilt to 2-Deep, 4-Underneath behind Strong blitz; Corner has Trap technique
- 1** - Roll to man-free behind SLB; NO Dropper, extra rusher if pressure swallows RB

FIELD BLITZ CONCEPTS

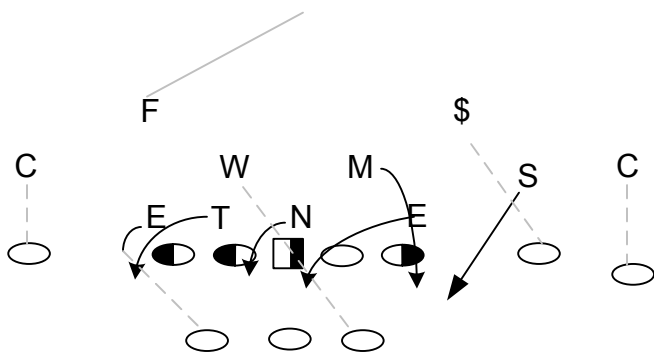
FIELD ZONE- Roll 3 Field
(any two blitzers off same Edge)



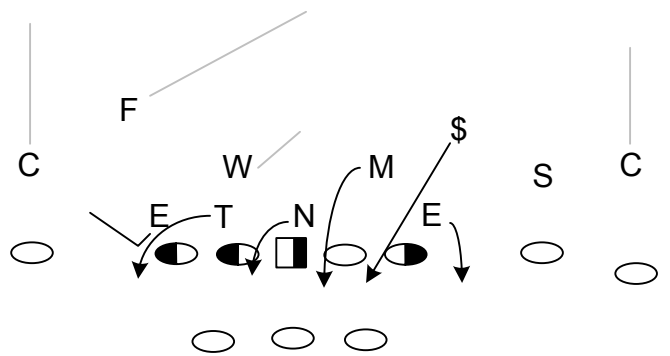
FIELD ZONE Exchange - 3 Field
(any two blitzers Inside same edge)



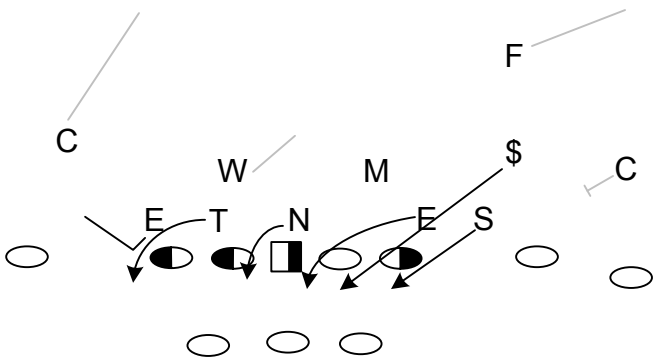
F MAN- 1 (man)



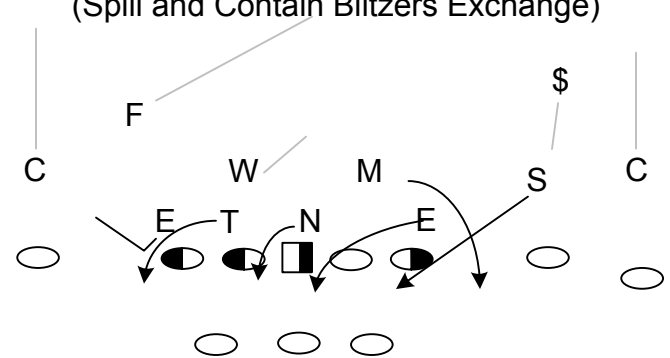
F ZONE Stinger - 3 Field (M\$)



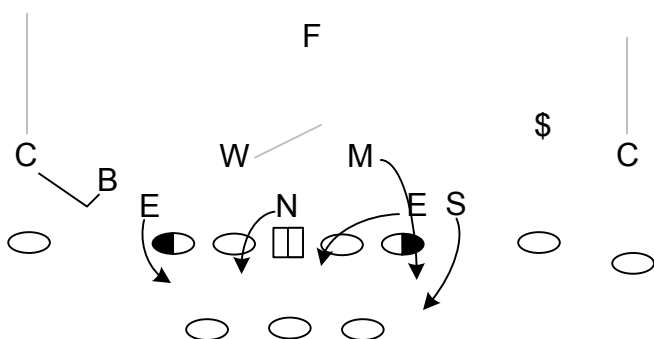
F ZONE Stinger- 2 Tilt Trap (S\$)



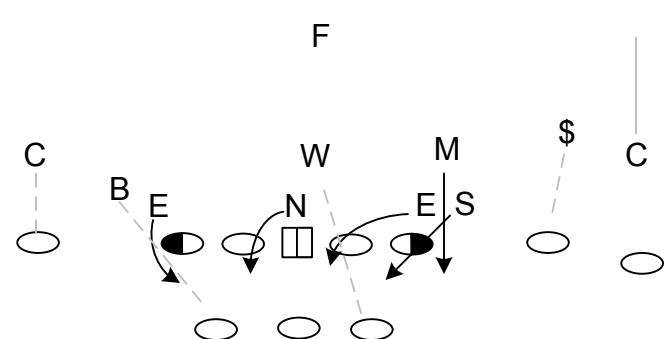
F ZONE Swap- Roll 3 Field
(Spill and Contain Blitzers Exchange)



ODD F ZONE- 3 Field (SM)

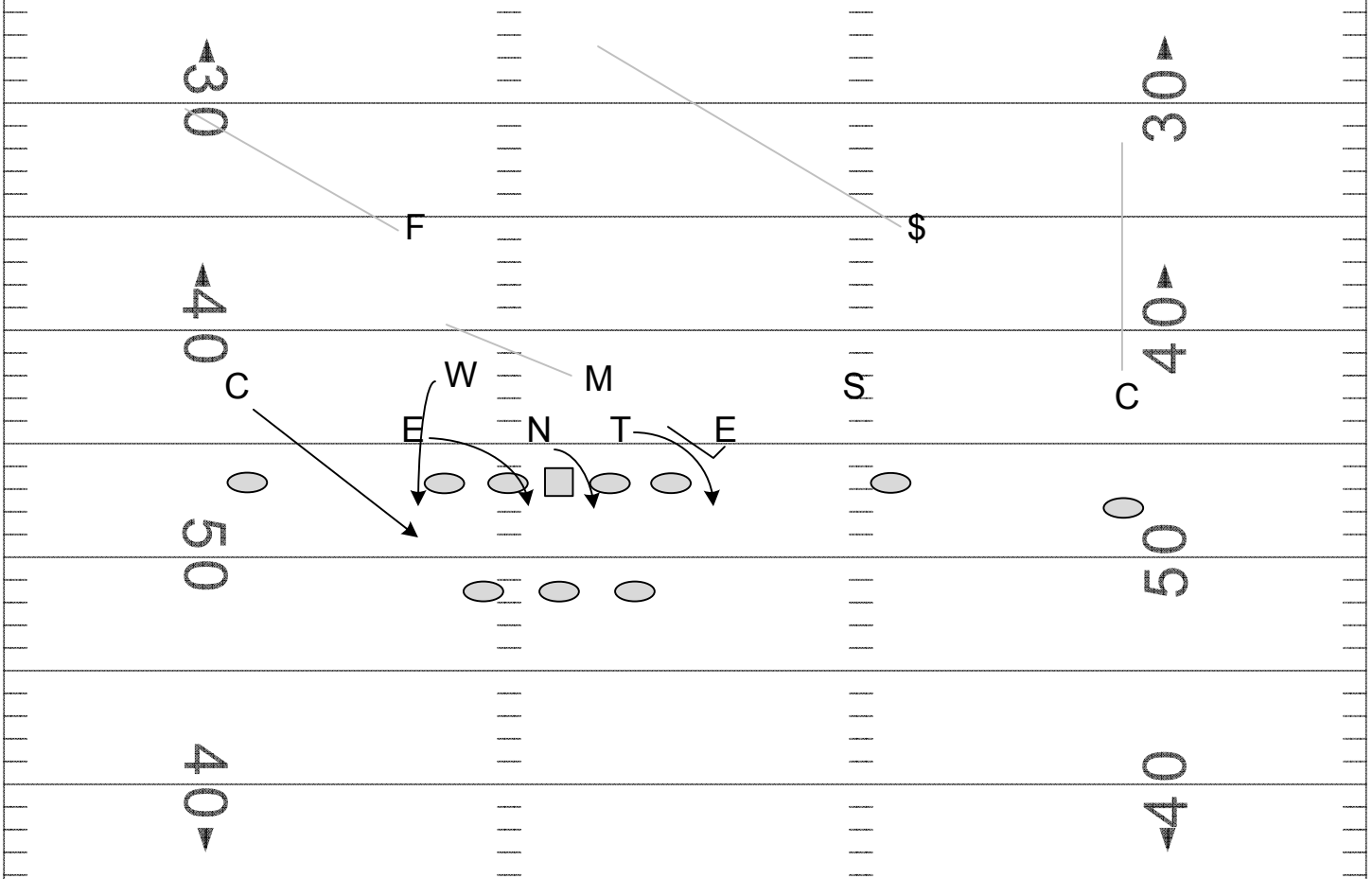


ODD F MAN- 1 (MAN) (\$S)



BOUNDARY BLITZ

BLITZ CONCEPT: Any Two Blitzers in consecutive gaps from the Boundary



COACHING POINT

-Boundary Blitz is a 5-man zone pressure to bring 2 blitzers from the same side to attack protection; DL dropper completes coverage; usually brings a secondary player

RECOGNITION KEYS

-The Safeties always are your first key. Lower depths and wider leverages (ie: a Safety widened behind a Corner)
 -Walked up Outside LBs, Tight MLB
 -Some front adjustments (Tight Shade to Boundary)

COVERAGES

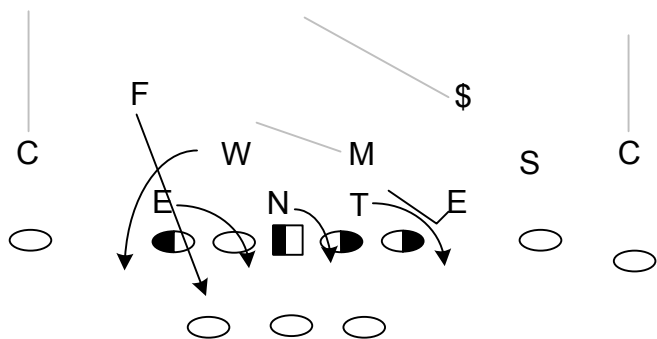
R3B – Zone Blitz to 3-Deep, 3-Underneath

K3B – Zone Blitz Kick to 3-Deep, 3-Underneath behind Corner

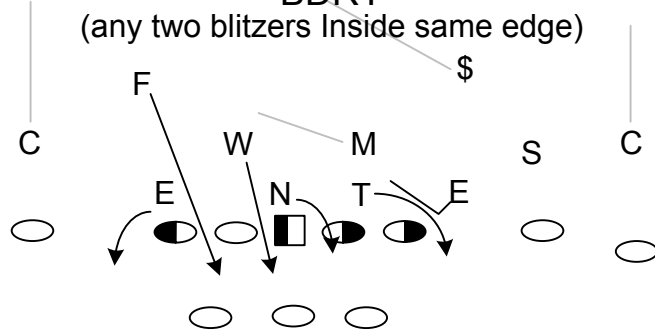
1 - Roll to man-free; Dropping DE has man responsibility

BOUNDARY BLITZ CONCEPTS

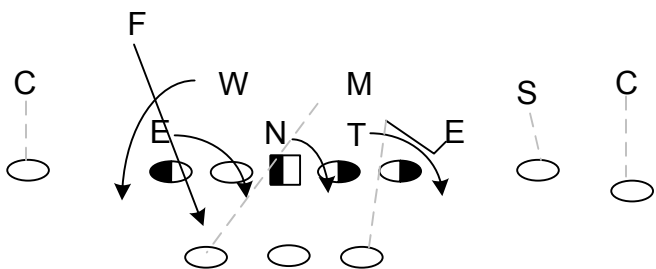
BDRY ZONE- Roll 3 BDRY



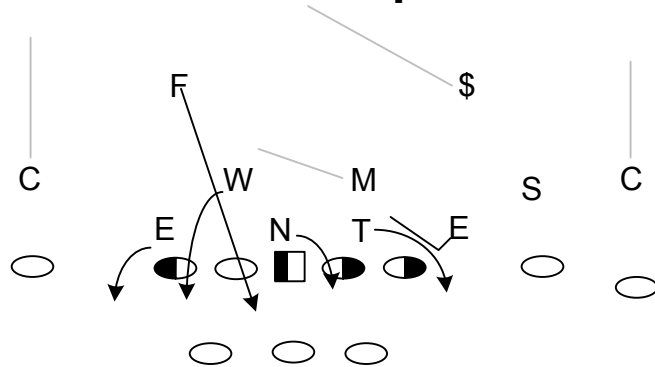
BDRY ZONE (EXCHANGE)- Roll 3 BDRY
(any two blitzers Inside same edge)



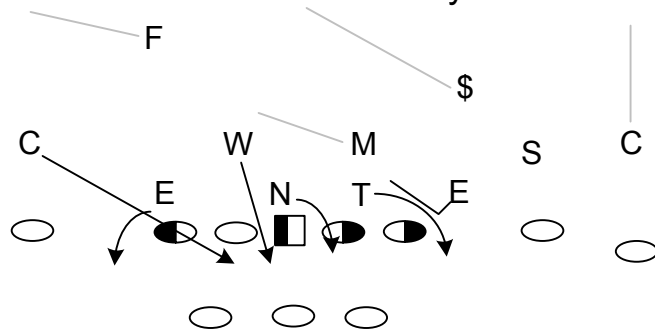
BDRY MAN- 1 (man)
(any two blitzers off same Edge)
\$



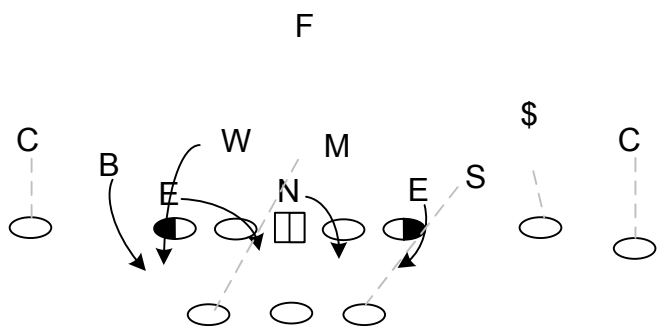
BDRY ZONE Swap- Roll 3 BDRY



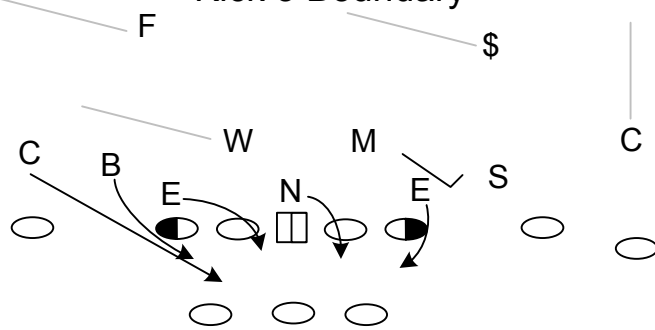
BDRY ZONE Swap-
Kick 3 Boundary



ODD BDRY MAN- 1(BW)

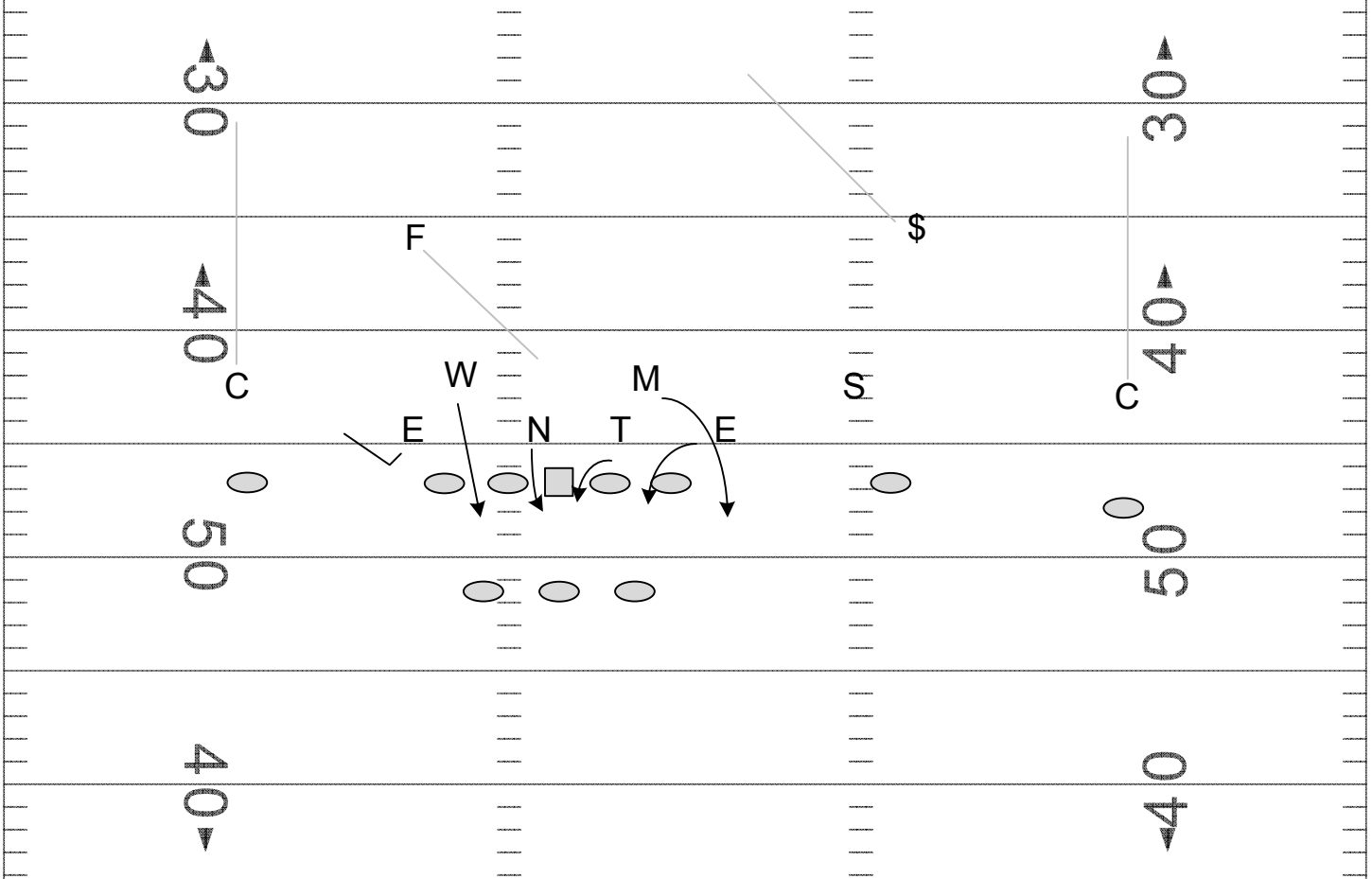


ODD BDRY ZONE- (CB)
Kick 3 Boundary



BLITZ

BLITZ CONCEPT: Any Two Blitzers from opposite sides



COACHING POINT

- Blitz is a term to define a group of pressures, that can be zone or man, to bring 2 blitzers from opposite sides to attack protection
- DL dropper can complete coverage

RECOGNITION KEYS

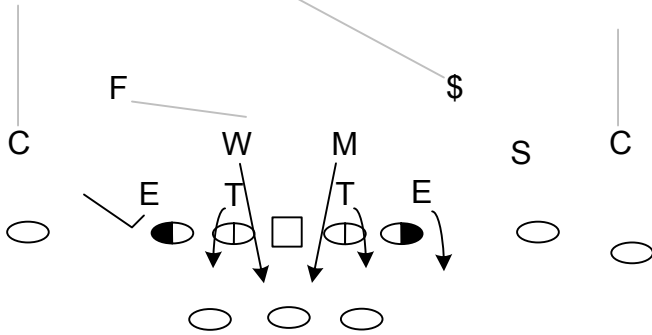
- The Safeties always are your first key. Lower depths and wider leverages (ie: a rotated Safety stacked behind a LB, or widened behind a Corner)
- Walked up Outside LBs, Tight
- Some front adjustments (Even 1s or Even 3s)

COVERAGES

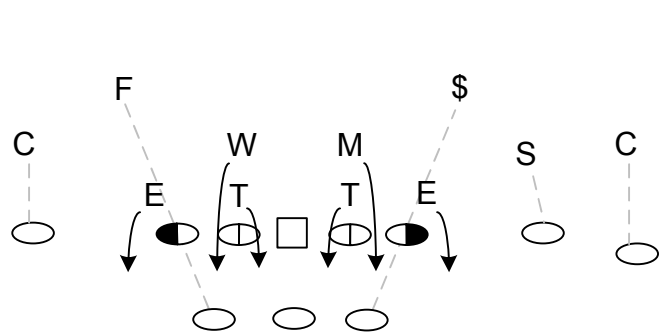
- R3B** – Zone Blitz to 3-Deep, 3-Underneath where Boundary safety drops into hole
- 0** - Man-to-man; no safety support (WILL out-number protection)
- 1** - Roll to man-free; Dropping DE has man responsibility

BLITZ CONCEPTS

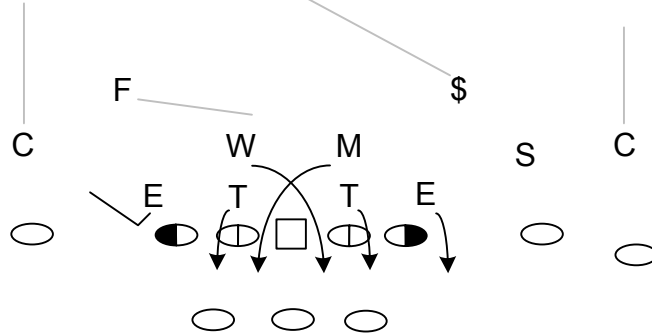
AMMO- Double A - Roll 3 Robber
(any two blitzers through A-gaps)



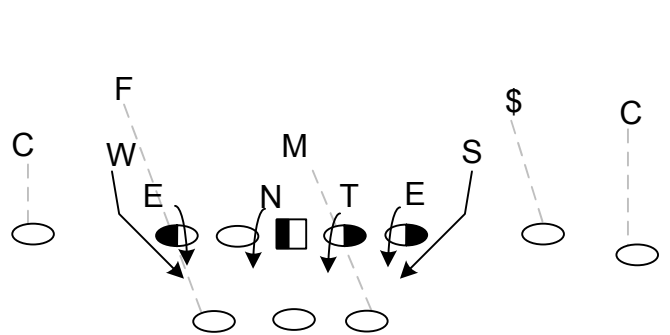
BULLETS- Double B
(any two blitzers through B-gaps)



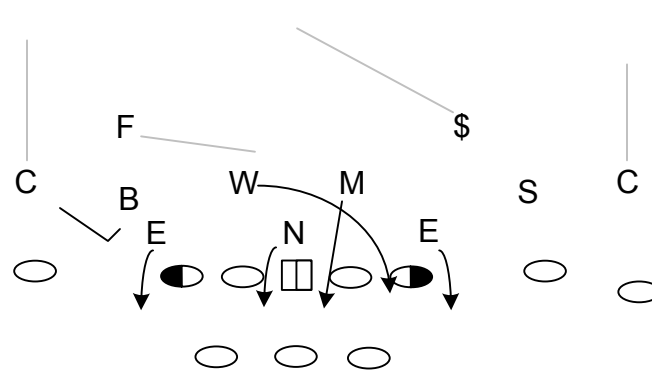
CROSS- Internal blitz - Roll 3 Robber
(any two blitzers exchanging consecutive gaps)



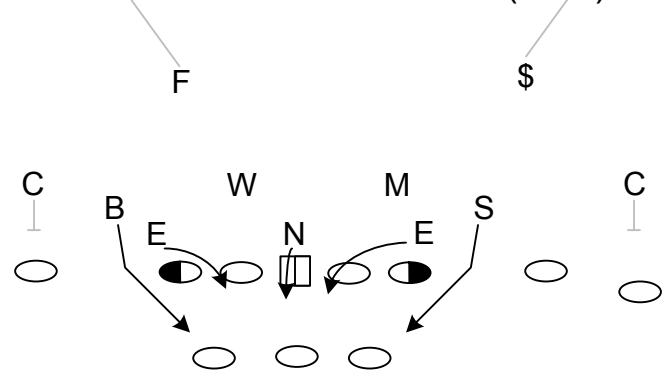
LIGHTNING- Double Edge
(any two blitzers; one off of each edge)



ODD CROSS- Roll 3 Robber

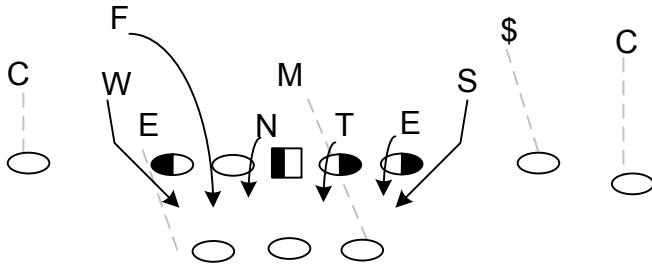


ODD LIGHTNING- 2/(Zero)

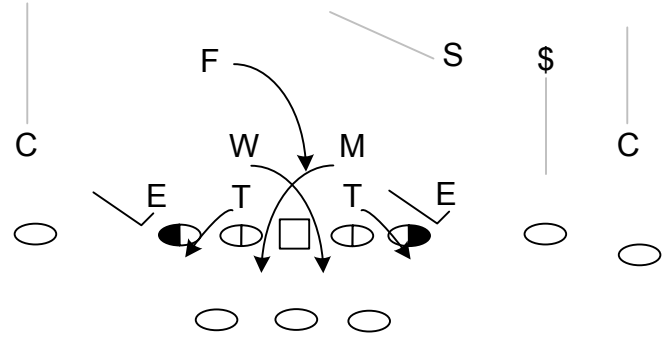


3-BLITZER PRESSURES

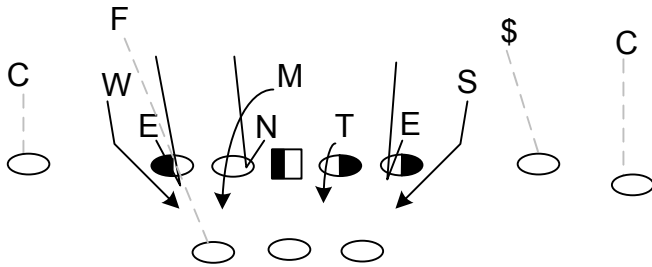
HOUSE- Cover 0 Blitz
(any THREE blitzers)



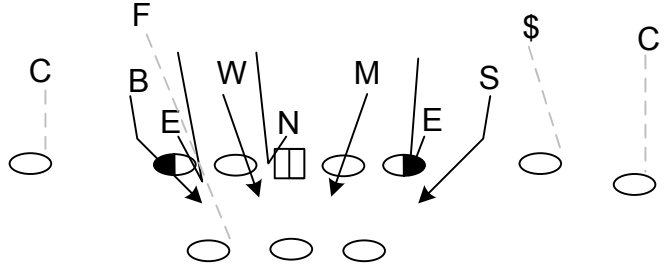
GUS – Roll 3
(GUT + FS or \$)



GAS- Cover 0
(Show house, DL punch out)

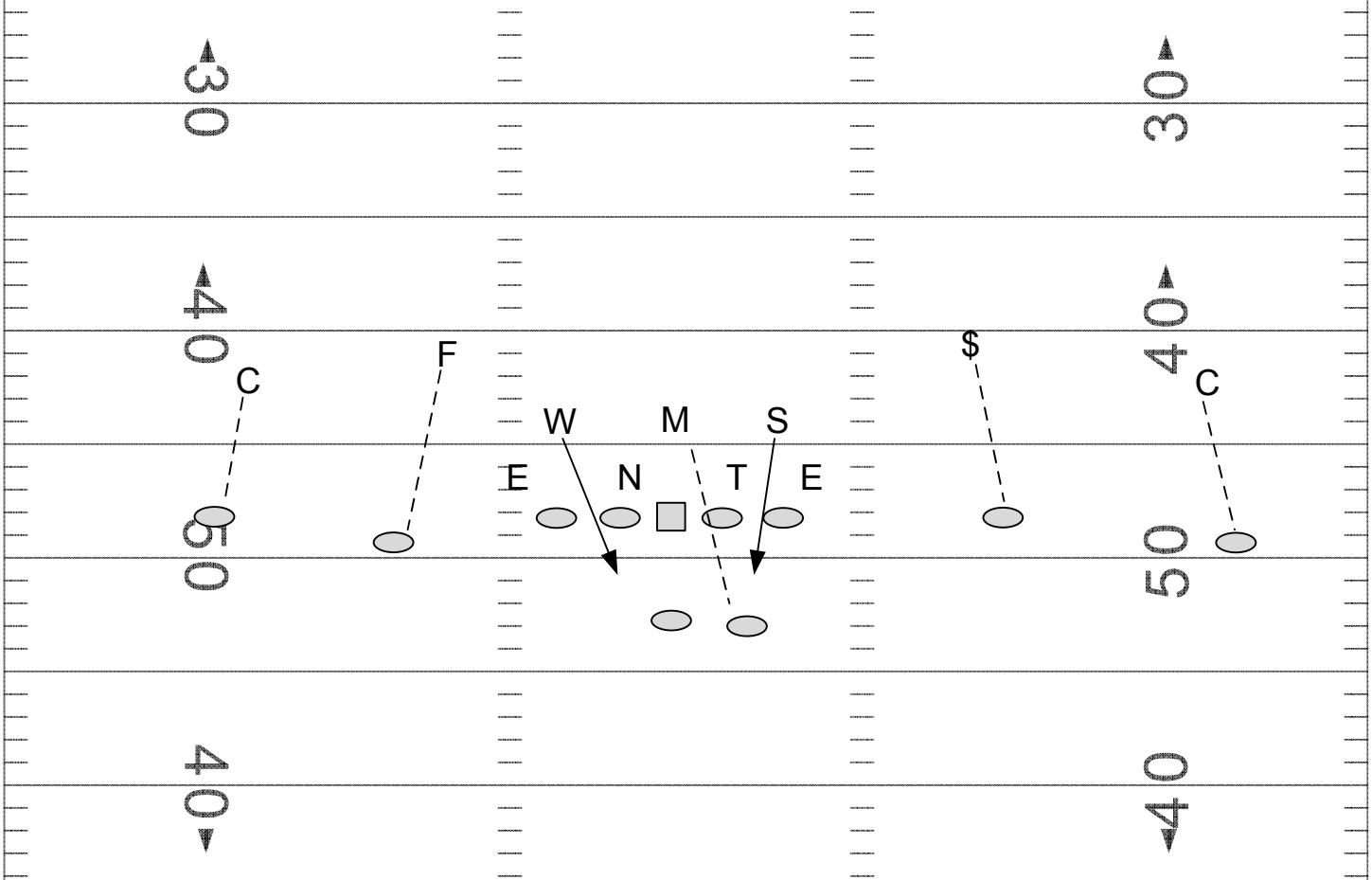


ODD GAS- Cover 0
(Show house, DL punch out)



COVER 0

COVERAGE CONCEPT: One - on - One man coverage on all receivers with no free safety help deep. A MOFO coverage.



COACHING POINT

- Zero coverage is an aggressive defense forcing the action to create big plays for the defense.
- Pressures the offense to making quicker decisions than they want.
- Defensive backs are responsible for their man and have no safety or linebacker help. 1 on 1.

RECOGNITION KEYS

- The safeties always are your first key. They will cheat down over the slots typically 7 yards off and inside leverage. Could also roll down and blitz.
- CB's play hard inside leverage loose man, (catch technique), about 5-7 yds. Keeping everything in front of them with no deep help.
- One LB will cover the RB and the other two will pressure the QB.

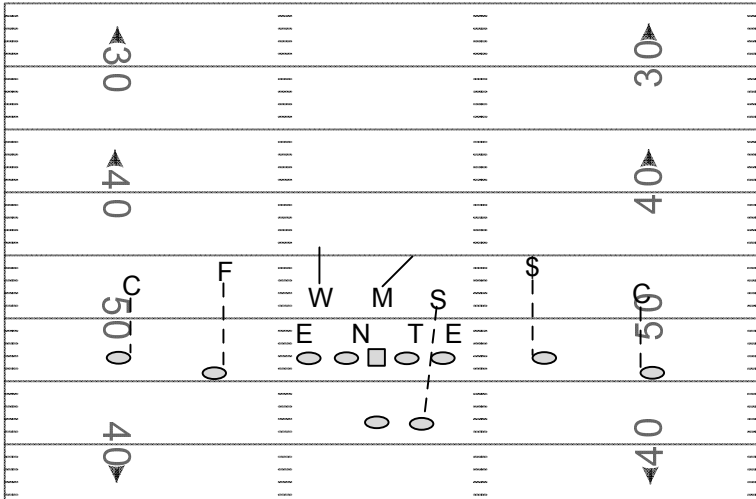
STRENGTHS

Strength of the coverage is the ability to pressure the QB with more defenders than can be accounted for by the protection and still have every eligible receiver covered.

WEAKNESS

Weakness of the coverage is no free safety help deep and no inside help from the linebackers. Mismatches can be found with RB's on LB's or WR's on Safeties. Susceptible to giving up big plays and one missed tackle can mean a TD.

COVERAGE VARIATIONS



Zero Cutter: Same concept as base zero coverage except the LB's will "cut" the crossing routes in the box instead of blitzing. LB's will "TRIO" the RB to determine who covers him. Also could allow the secondary to play more head-up leverage on receivers, but still likely to shade inside.

30		30
40		40
50		50
40		40
30		30

30		30
40		40
50		50
40		40
30		30

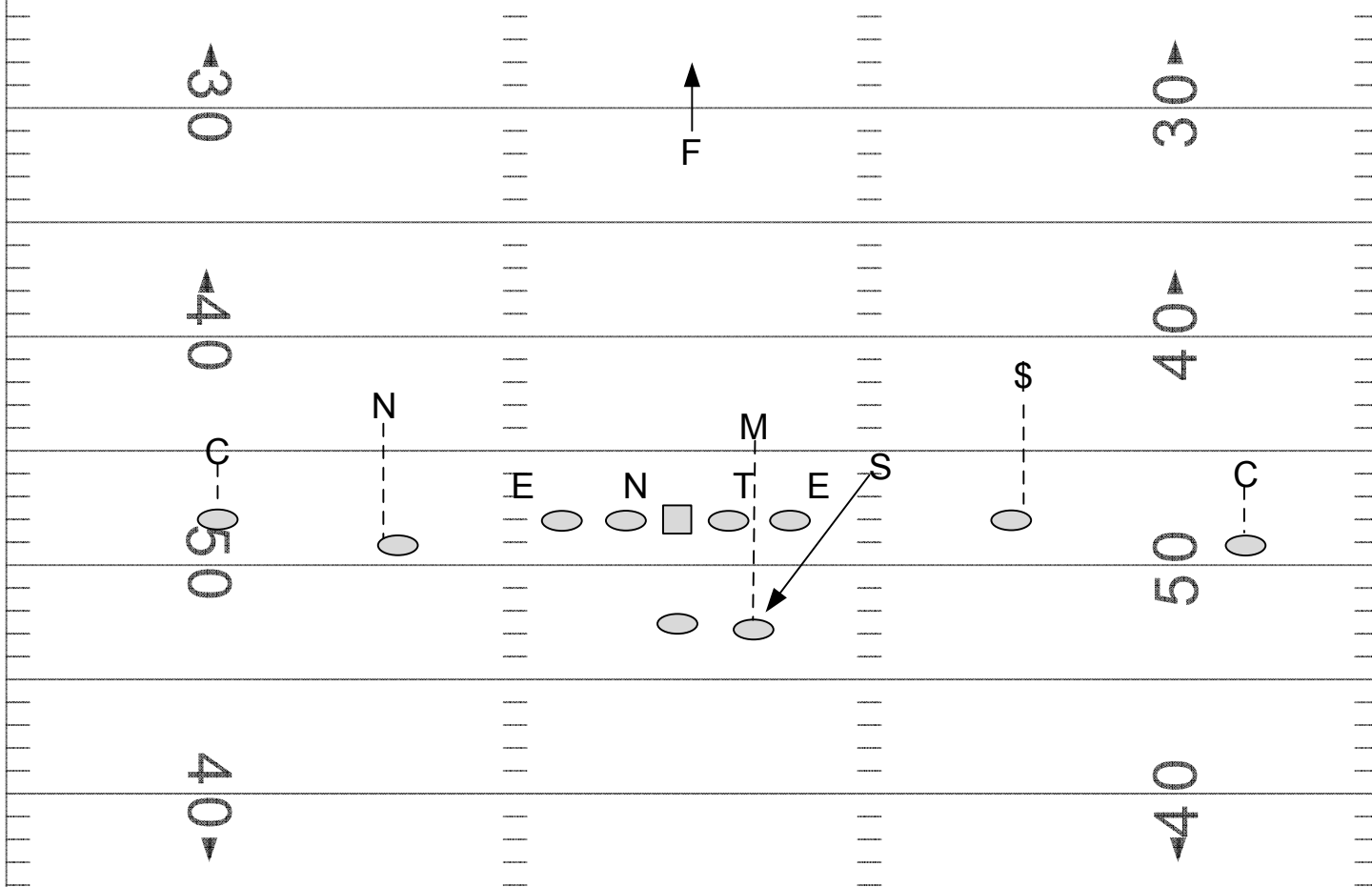
30		30
40		40
50		50
40		40
30		30

30		30
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50		50
40		40
30		30

30		30
40		40
50		50
40		40
30		30

COVER 1 (Man Free)

COVERAGE CONCEPT: One - on - One man coverage on all receivers with free safety help deep. A Single – high, or MOFC, coverage.



COACHING POINT

- The Purpose of man free is to be able to account for all eligible receivers, have deep FS help and pressure with 5 or 6. DB's can play press or loose man.
- DB's are responsible for their man 1 on 1, but do have FS help in the deep middle. FS help allows defensive backs to press and get hands on WRs.
- FS plays as deep help to the entire field (like a center fielder), reading QB's eyes.

RECOGNITION KEYS

- The safeties always are your first key. There will be one deep FS, 15-18 yds deep and the SS will cheat down outside leverage over # 2 receiver to field probably 5 – 7 yds off. Could roll from 2 high.
- CB's will be locked into the WR's. If press will get a good jam on release, can play loose too.
- One LB is responsible for the back. If the back protects, look for him to pressure as well.

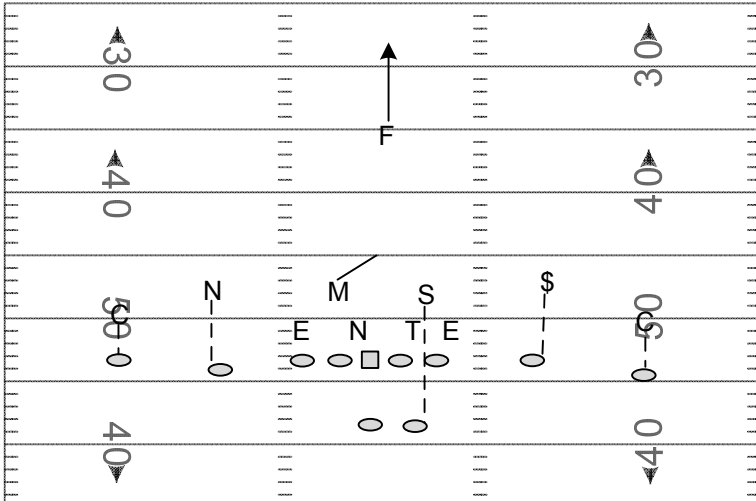
STRENGTHS

Strength of the coverage is playing man on all backs and receivers with the ability still have a Free Safety deep. The defense can also still blitz and pressure with 5 or 6. With FS help defensive backs can press and get their hands on receivers quick.

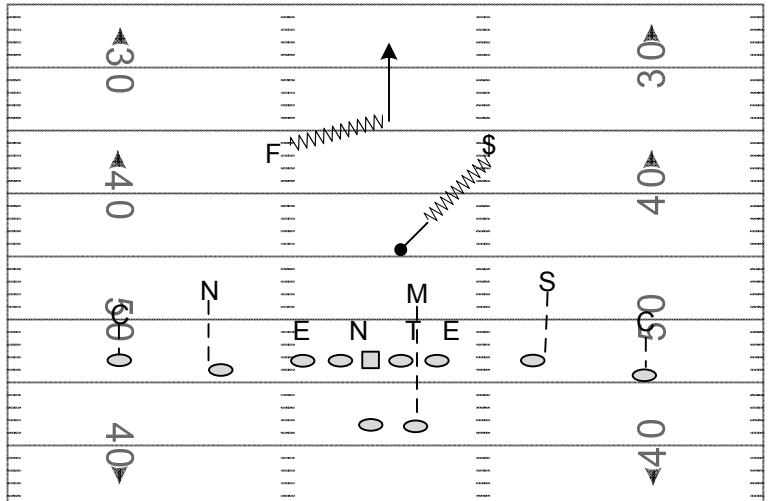
WEAKNESS

Weakness of the coverage is RBs are matched up on linebackers and the slot WRs usually have a mismatch against a LB, safety or a nickelback.

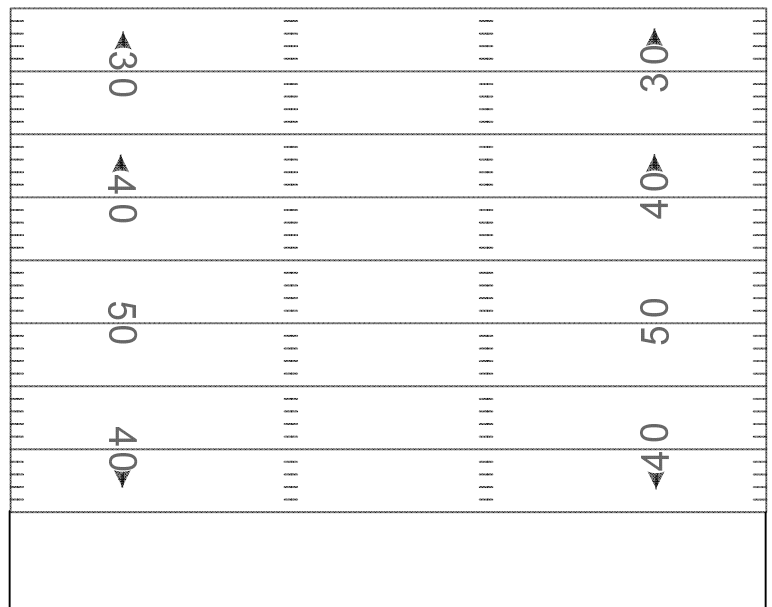
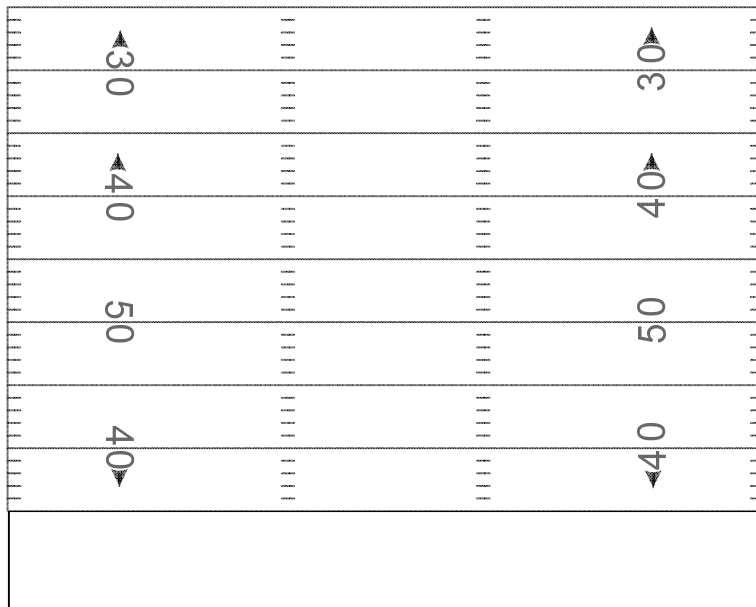
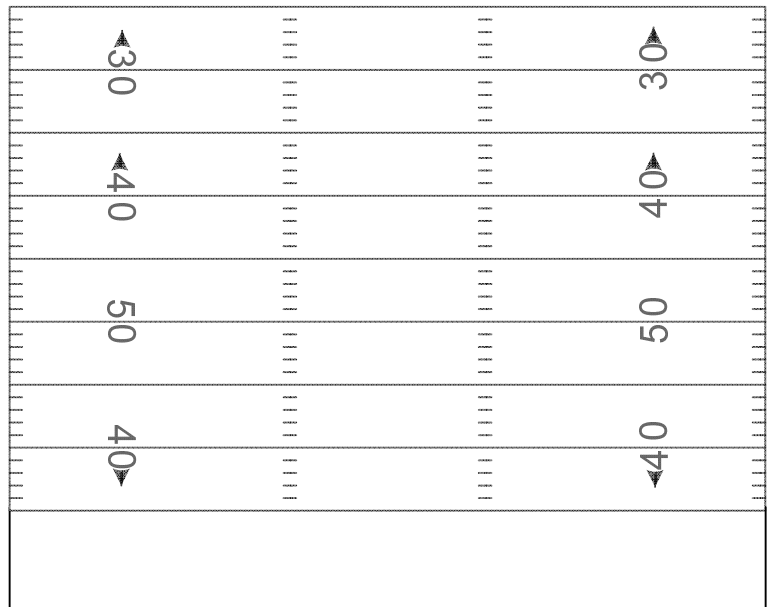
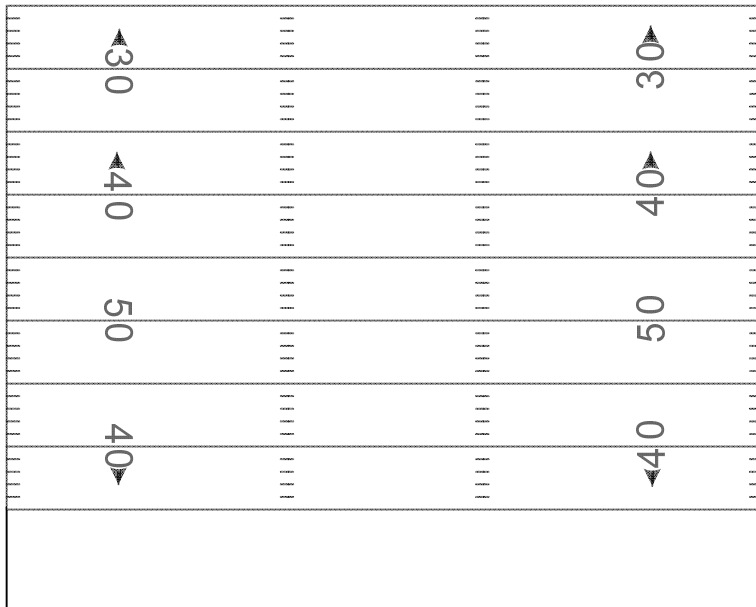
COVERAGE VARIATIONS



1 Cutter: Same concept as man free coverage except the LB's will "cut" the crossing routes in the box instead of blitzing. LB's responsible for RB.

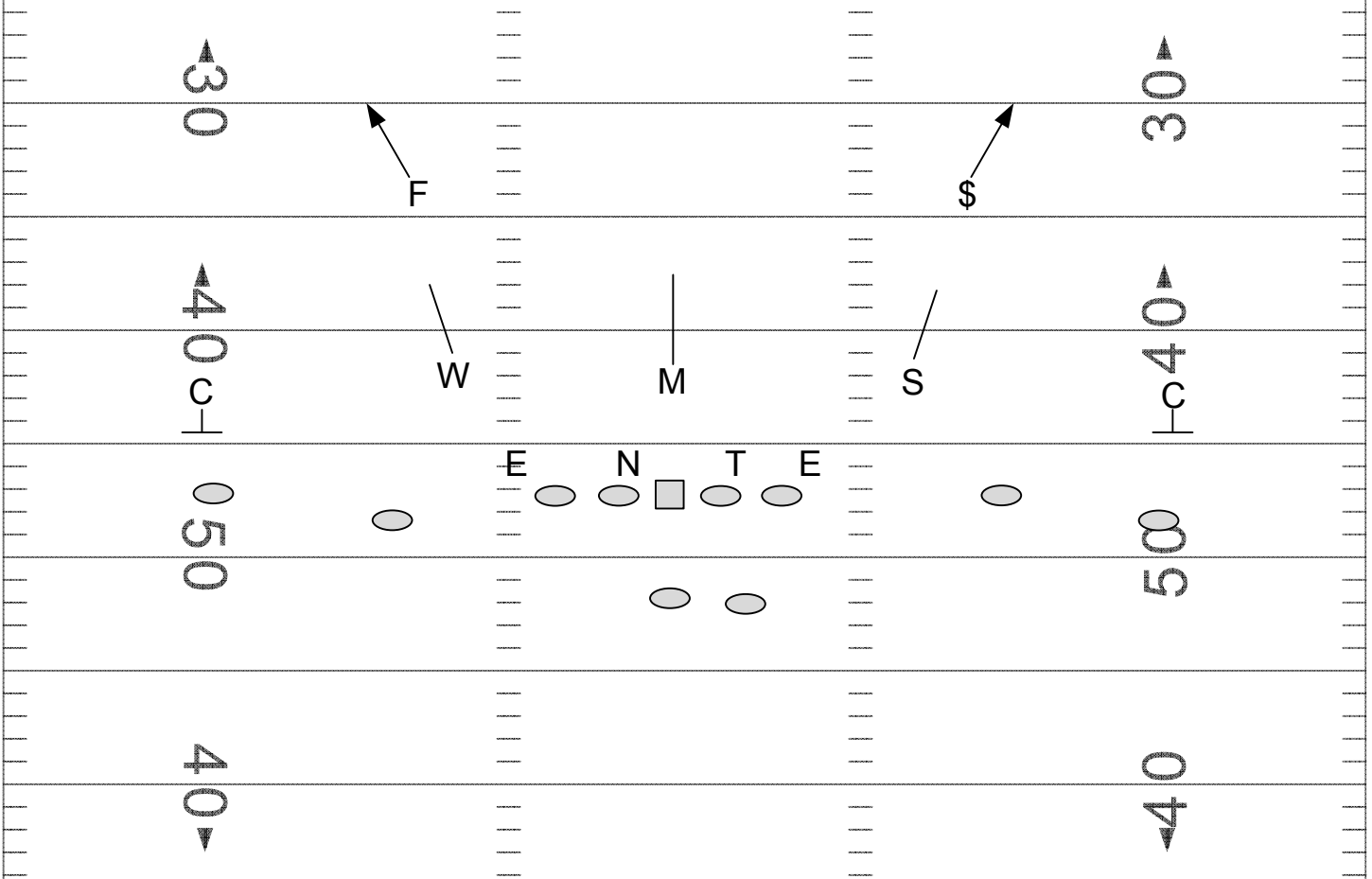


1 Robber: Man coverage on all receivers with a Free Safety in the deep middle of the field. And a safety or LB robbing down into the box robbing crossers. Often the robbing safety will shade to the field.



COVER 2

COVERAGE CONCEPT: A 2 deep, 5 under zone coverage designed for passing situations. Used to stop quick game and intermediate routes while still having two deep ½ safeties to limit big plays. A two-high, MOFO coverage.



COACHING POINT

- Pass defense coverage designed to limit underneath routes while protecting against the big play with 2 deep safeties.
- Safeties are responsible for deep ½ fields.
- CB's cover the flat outside-in and look to re-route the receivers release to assist the safety.
- OLB's – drop 12 yds deep at 45° angle hook to curl trying to wall #2 WR. MLB drops middle of field dig window at 12 yds deep.

RECOGNITION KEYS

- The safeties always are your first key. Will be at least 12 yds deep cheating 2 yds outside hash in order to get over the top of # 1 and drive on # 2.
- CB's leveraged head-up to outside shoulder pad. General alignment 5 yds off but could vary some.
- OLB's apex between tackle and inside WR looking to play run and still get hands on release.
- MLB can be deeper in the box preparing to drop.

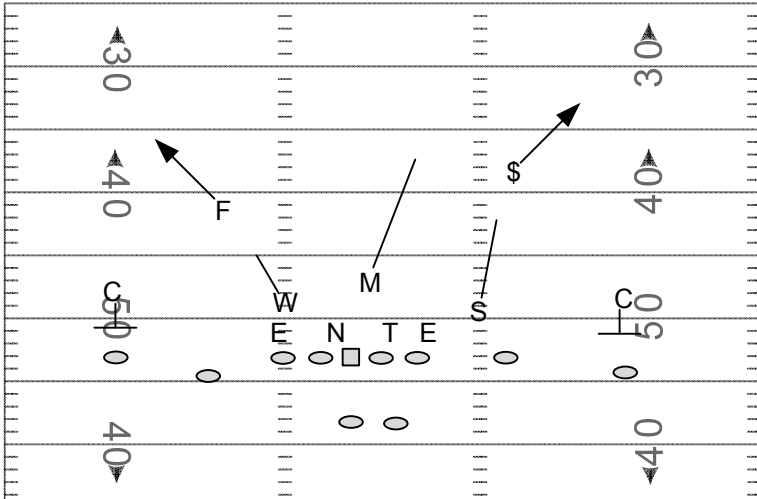
STRENGTHS

Strength of the coverage is it defends the underneath zones, shrinking the windows to throw through and allows the defenders to disrupt the offense's timing by re – routing the receivers. All this while still having 2 deep safeties over the top. A true 7 man pass coverage defense (5 under, 2 deep)

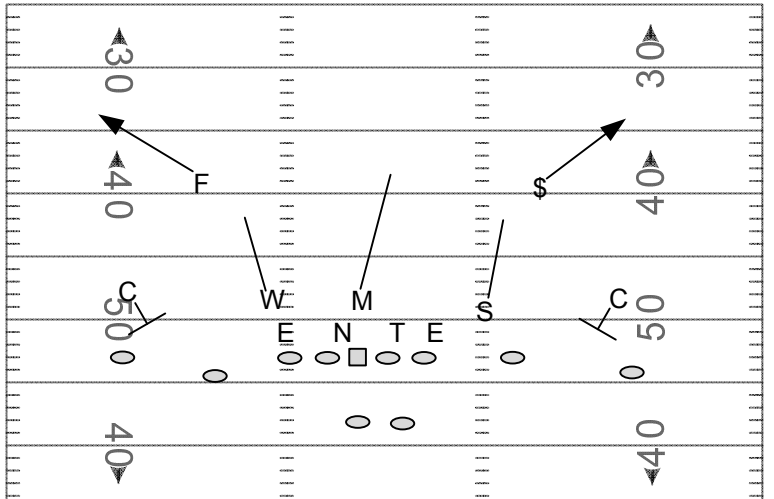
WEAKNESS

Weakness of the coverage is the deep middle and deep outside “holes” (15 -20 yds) if the receivers get a free, fast, vertical release. Can put a safety in a 2 (WR) on 1 (S) situation. Also weak against the run game and susceptible to draws & QB runs.

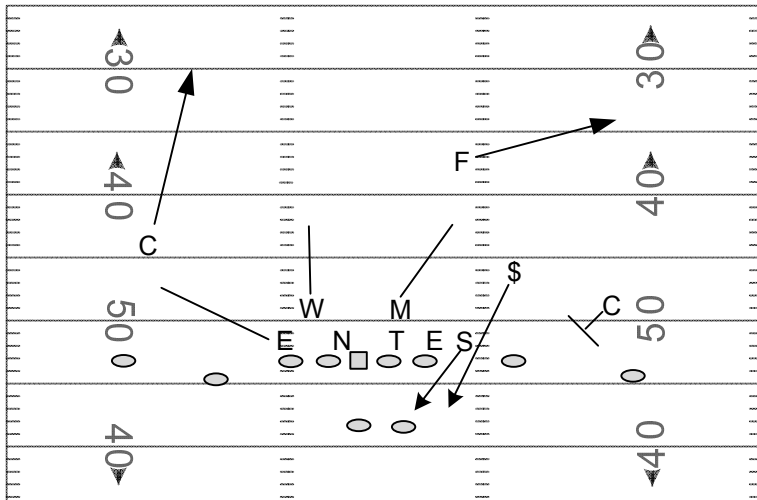
COVERAGE VARIATIONS



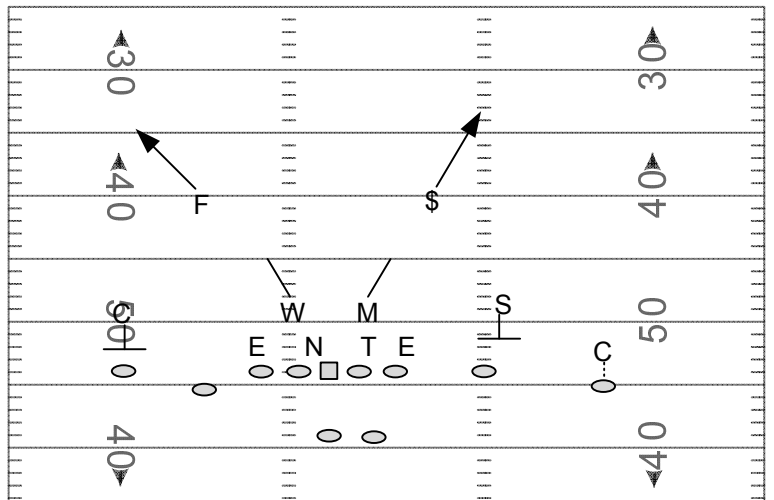
2 Mike: Cover 2 with the MLB dropping deep middle towards the field. Allows safeties to get wider to take away the outside "hole" window. CB's can play inside more aggressively and can get a longer re-route (jam) on the outside receivers in order to help the safeties. WLB usually doesn't "wall" #2.



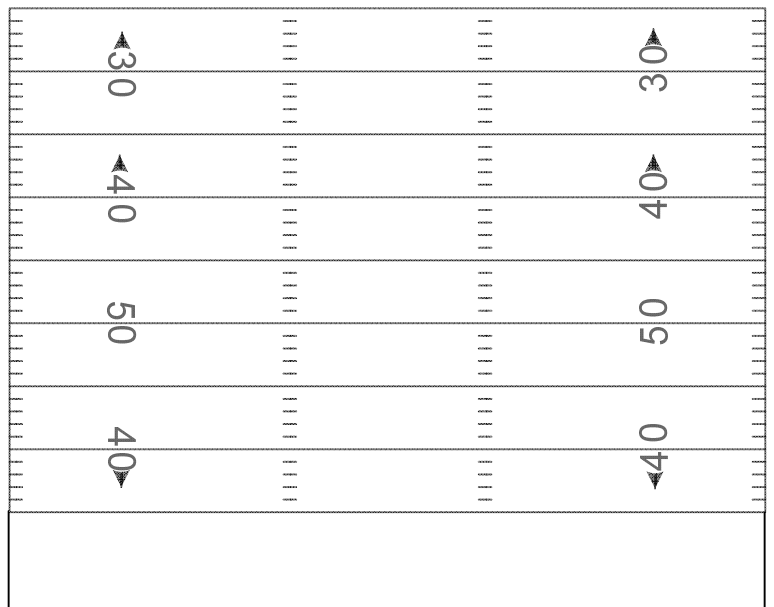
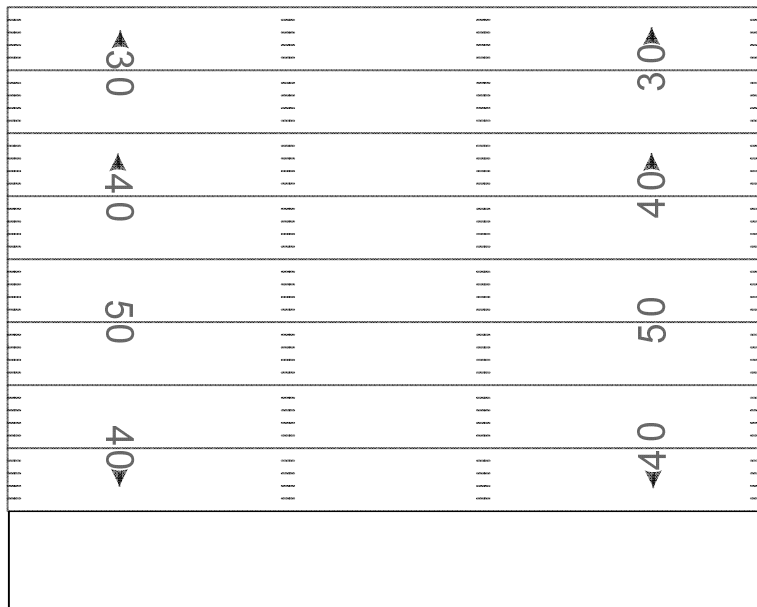
2 Trap: Cover 2 with the CB's playing hard inside leverage to play the run or jump quick game. Safeties are wider due to the "trap" technique by the CB. WLB & SLB must "wall" # 2 receivers and the MLB will run with any vertical push by # 3.



2 Trap Tilt: A two high field blitz coverage. Trapping to the field and leaving a big hole down the field hash. Risky and leaves big holes in the middle of the field but does a solid job trapping the short "hot" throws.

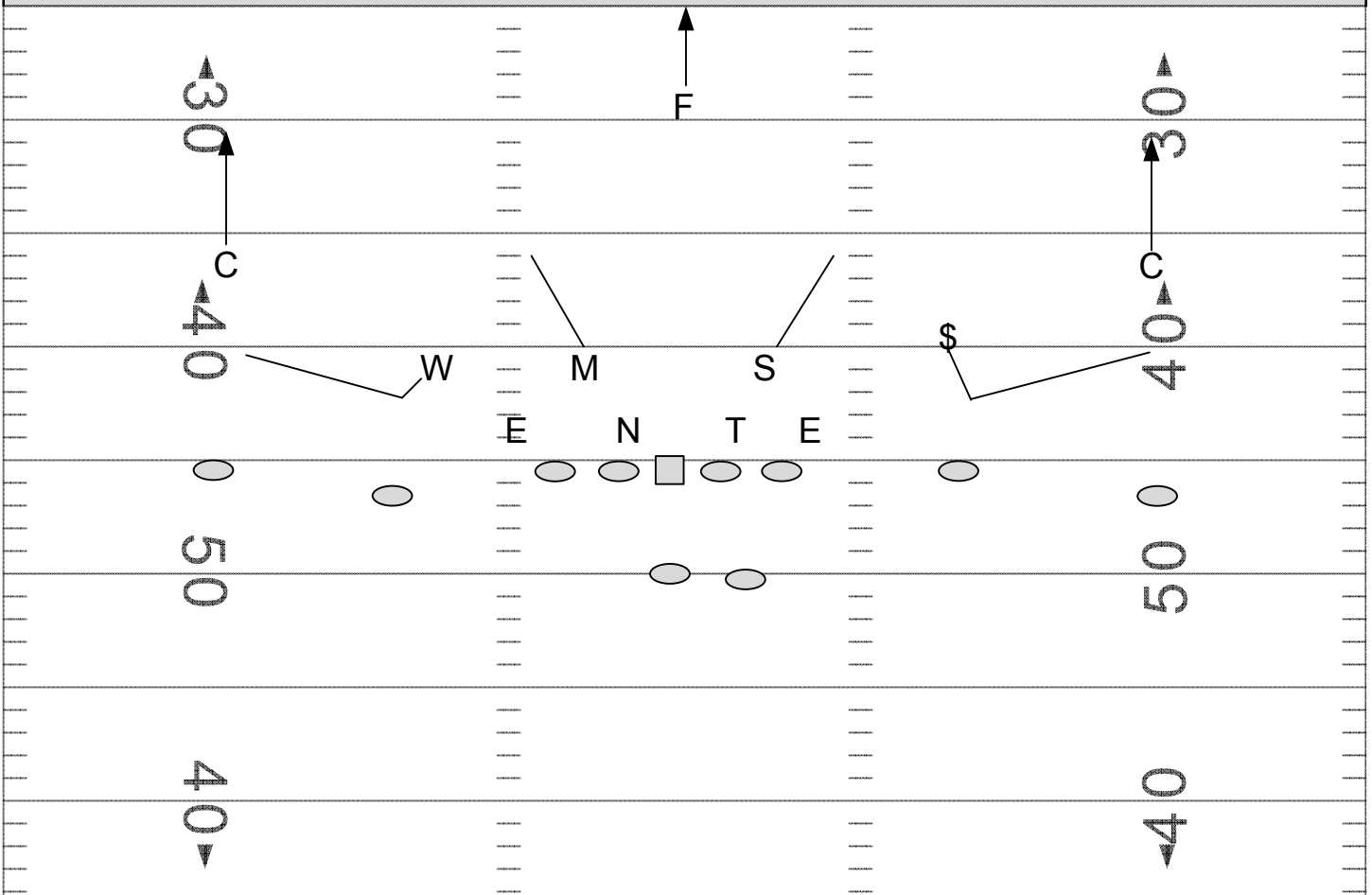


122: Man to man on the outside receiver to the field with the rest of the defense playing a cover 2 concept starting from the # 2 receiver inside.



COVER 3

COVERAGE CONCEPT: A 3 deep zone coverage designed to add an extra box or alley player to support the run while guarding against the big play with the deep thirds of the field occupied. This is a single – high, MOFC coverage.



COACHING POINT

- The FS is responsible for the deep middle 1/3 of the field. SS is run support & field flat coverage.
- CB's are responsible for deep outside 1/3 of the field from the mid point of hash & #'s to sideline.
- The WLB and the SS will be responsible for the weak and strong flats, inside – out, after re-routing any vertical release by # 2.
- MLB and SLB drop middle dig windows 10 -12 yds deep.

RECOGNITION KEYS

- The safeties always are your first key. Look for a single high safety and a SS cheated down over # 2 WR. Can also roll from 2 – high pre-snap look.
- CB's are between about 8 yds deep splitting their 1/3 of the field. Can be head up, shaded inside or outside leverage based on WR split.
- Flat defenders will play close to head up of # 2 receiver to be able to re-route and work to flats.

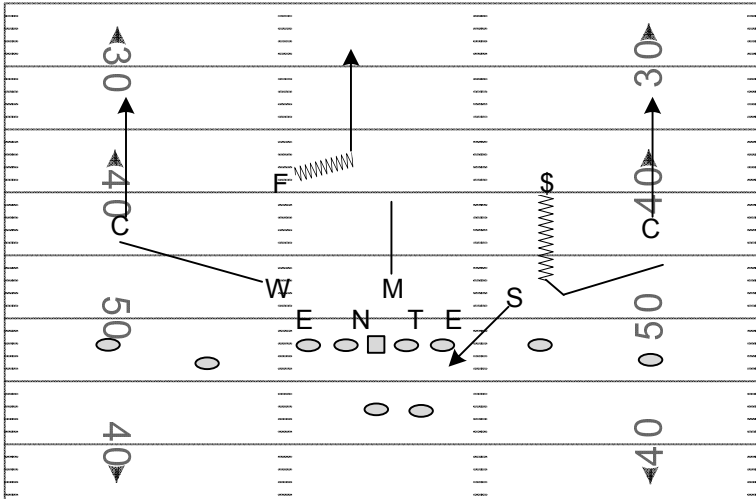
STRENGTHS

The strengths of the coverage are that the 3 deep zones are covered limiting the big play in the passing game and the defense can get to an 8 man front to have an extra hat versus the run game.

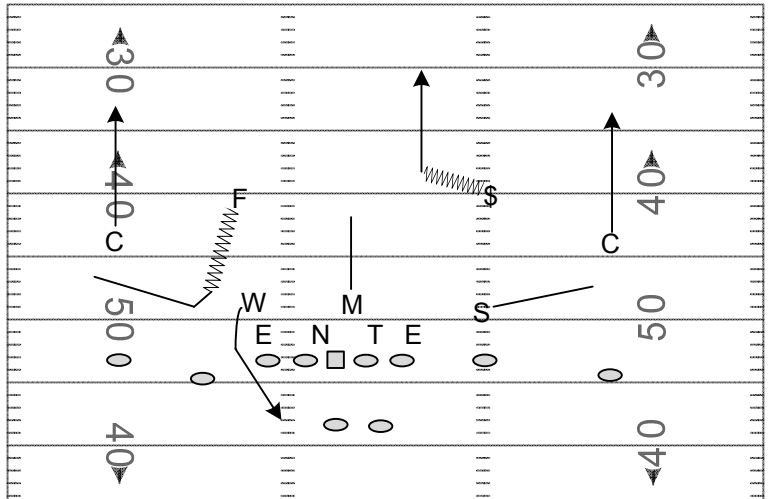
WEAKNESS

Weakness of the coverage is there are a lot of big windows to throw through in the middle seams between the CB's and the deep safety. Quick game is good and there are larger windows for the short / intermediate passing game.

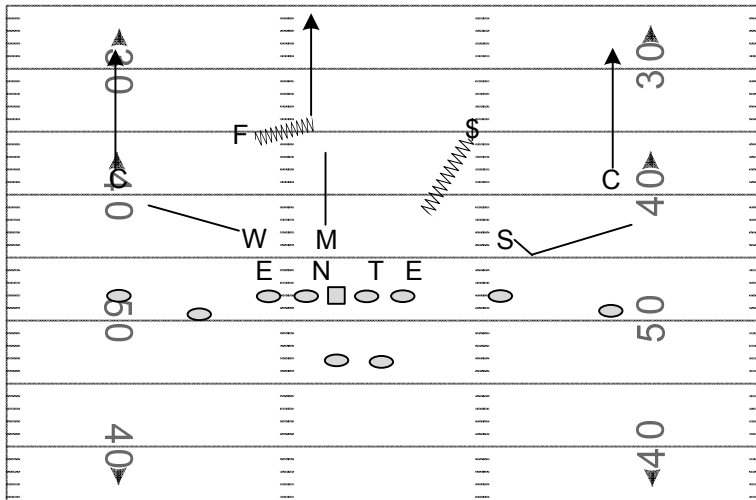
COVERAGE VARIATIONS



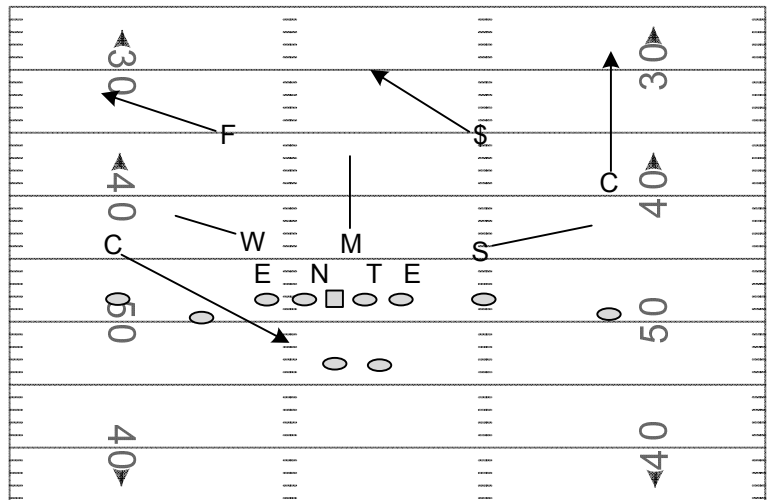
3 Roll Field: Same as Cover 3 except a two-high look pre-snap and the SS rolls down outside leverage of # 2 replacing the SLB who either blitzed or is in the box. Field safety cheating down & over the SLB "tips" the coverage.



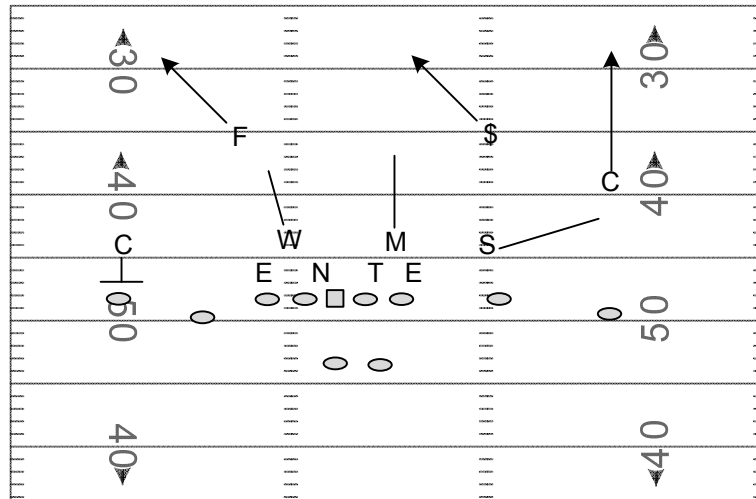
3 Roll Bdry: Same concept as Cover 3 but allows the WLB to either blitz or play in the box and the FS rolls down to defend the weak flat. Disguised as a two-high look pre-snap, but safeties can give it away early.



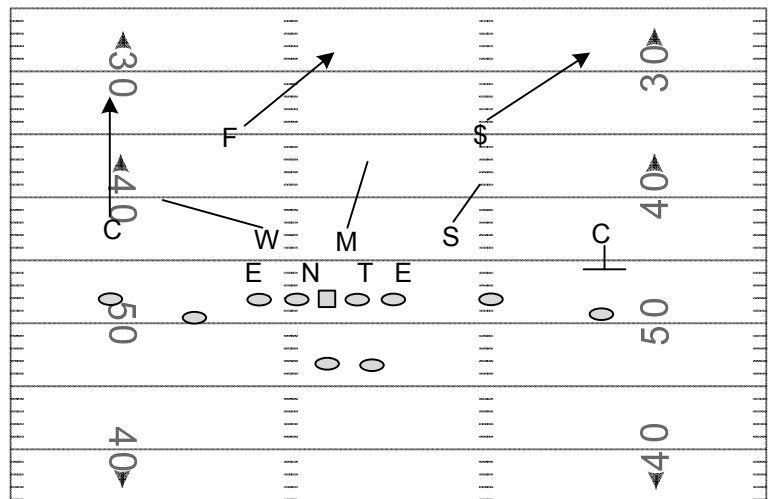
3 Robber: Same as Cover 3 except the box LB's bump weak and the SS rolls down inside the box to rob the run or underneath routes. The SLB plays head up or outside # 2. Typically disguised as a two - high look pre-snap.



Kick 3 Bdry: Similar to Cover 3 roll weak except the Corner blitzes and the WLB replaces the flat with the safeties "kicking" towards the boundary to cover the deep 1/3's .



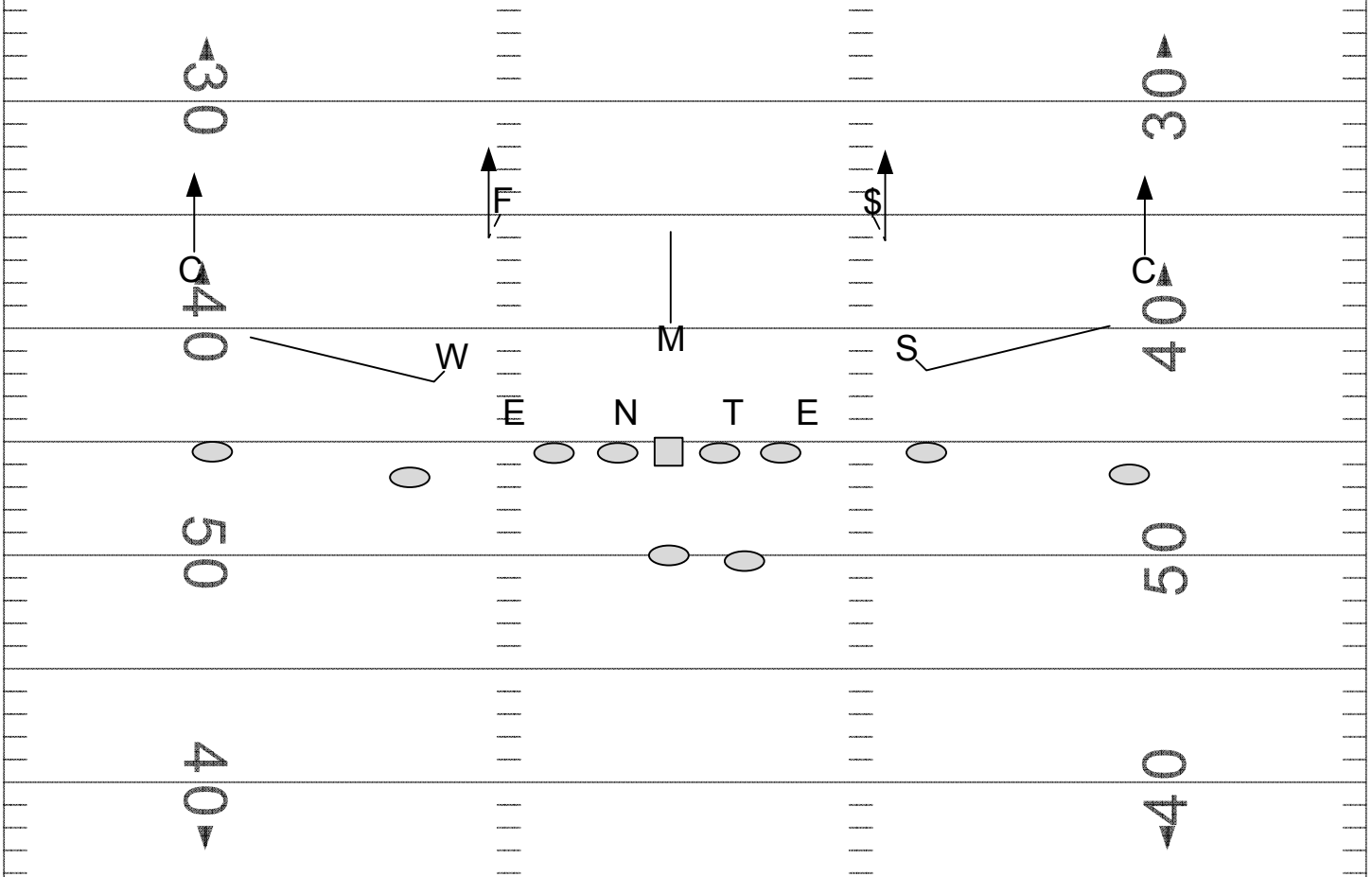
3 Cloud Bdry: Pre-snap two-high look that allows the defense to play base cover 3 principles and cloud the boundary. However, there are only 7 defenders available in run support instead of 8 & the SLB is outside the box.



3 Cloud Field: Pre-Snap two-high look that allows the defense to play base cover 3 principles and cloud the field. However, there are only 7 defenders available in run support instead of 8 & the SLB is outside the box.

COVER 4

COVERAGE CONCEPT: A four deep zone coverage designed to cover the deep part of the field while have quick run support provided by the safeties while still keeping 7 defenders in or near the box.



COACHING POINT

- Safeties are run read / pass drop players. They read the outside OT to OG to the backfield for run/pass. Fill alley vs run. Read # 2 to # 1 vs. pass. Middle ¼ responsibility.
- CB's read backfield to # 2 to # 1 receiver. Outside ¼ responsibility.
- OLB's re-route vertical release of # 2 before defending flats inside - out.

RECOGNITION KEYS

- The safeties always are your first key. They are flat footed at 10 yds near or on the hash (split between EMOL & # 1 WR).
- CB's are 7 yards off, shaded outside shoulder leverage of # 1 looking in the backfield.
- OLB shade inside # 2 looking in the backfield.

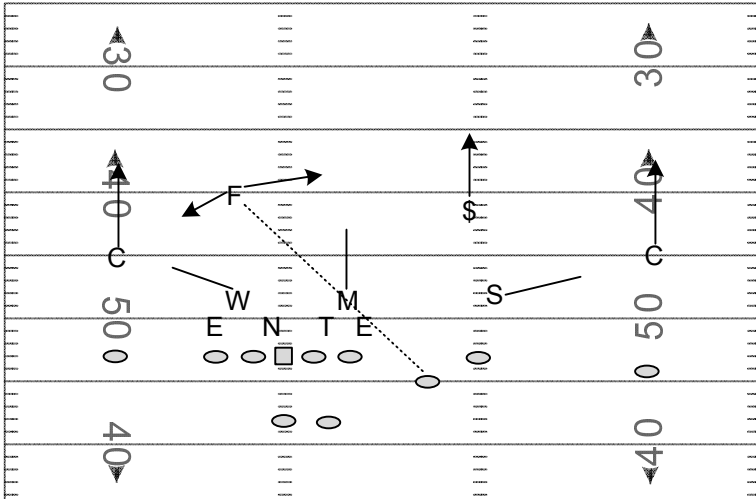
STRENGTHS

The strengths of the coverage are 4 deep to take away the deep ball while still maintaining adequate run support. MOFO, but the safeties are in position to drive on in breaking routes such as digs and curls.

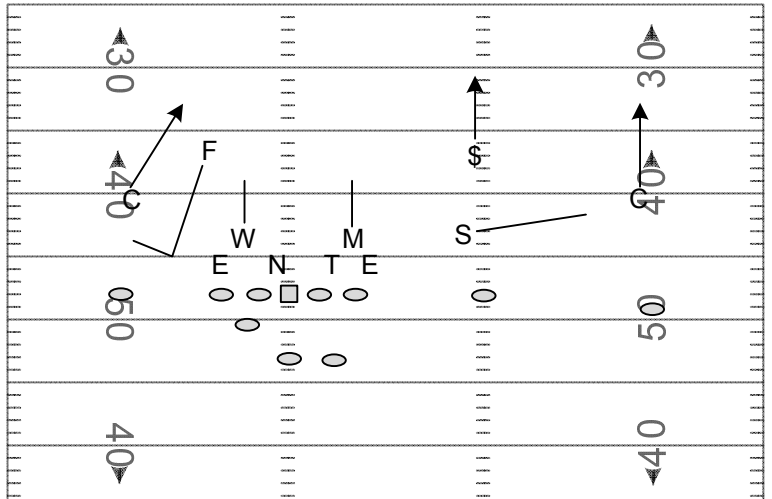
WEAKNESS

Safeties are susceptible to biting on play action and getting beat over the top. LB's are also playing in space on receivers trying to play both run and pass. Underneath intermediate windows can be exploited. Clear out concepts and over routes are effective too.

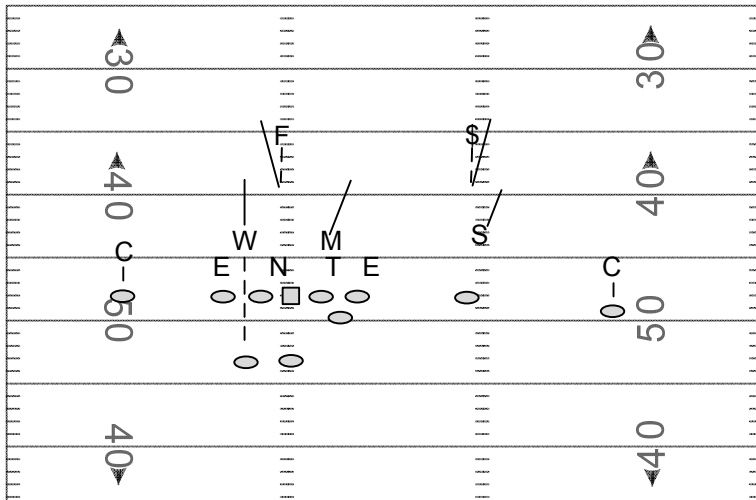
COVERAGE VARIATIONS



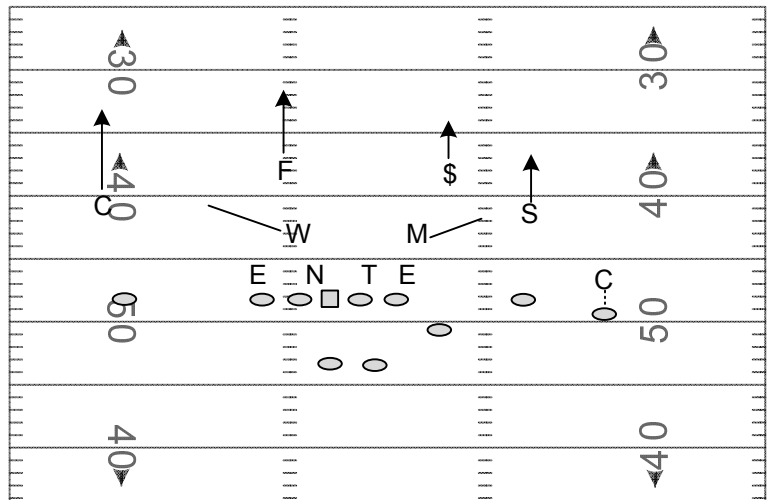
4 Trace: Cover 4 concept with the FS "reading" the release of # 3. He "buys" any vertical release or route past 7 yards. If not, turns to double the SE to the boundary from the inside. Predominately versus a 3 by 1 set.



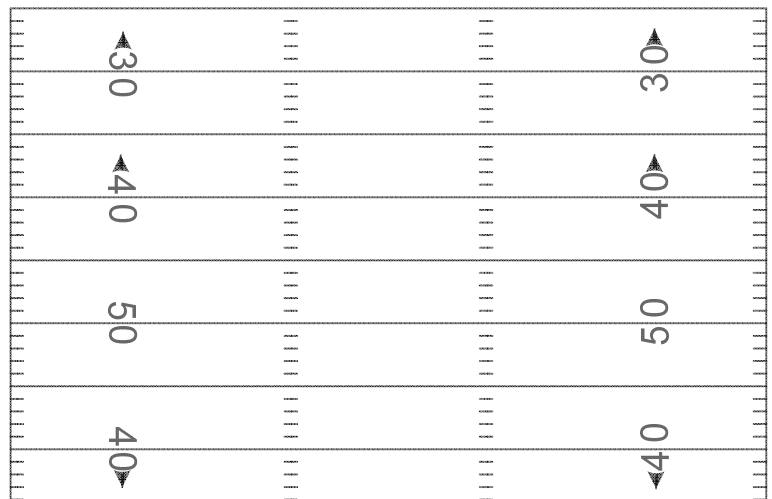
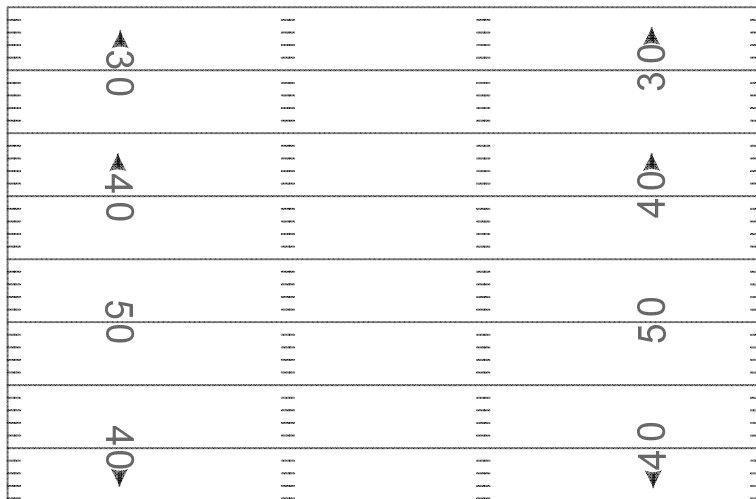
42 Invert: A way to show cover 4 shell and bump the LB's towards the field and still roll a FS down weak. Becomes Cover 3 principles to the boundary, but the field safety stays on the hash.



4 Man: Similar goal as Cover 4 except the CB's play hard press man on the outside and the safeties can play tighter and more aggressive in the run game. Still have zone cutters underneath and 1/4 safeties vs pass.

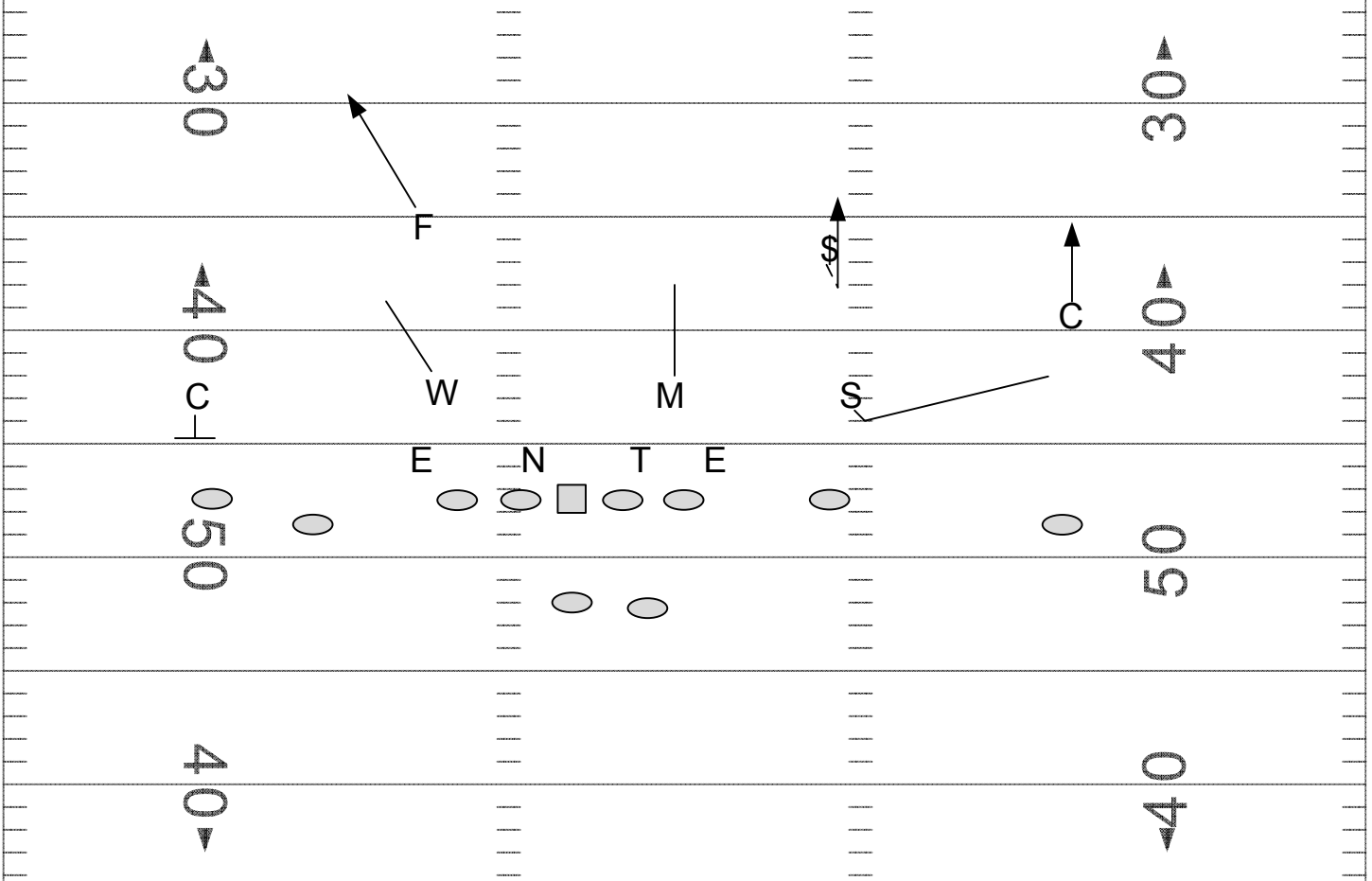


144: Man to man on the # 1 receiver to the field and cover 4 principles starting on the # 2 receiver over.



COVER 42

COVERAGE CONCEPT: A hybrid zone coverage between Cover 2 and Cover 4. Cover 2 to the boundary allowing a defense to double the SE and have boundary run support from the CB while keeping the WLB in the box. Playing Cover 4 concept to the field to eliminate deep route and allow for SS run support in the alley.



COACHING POINT

- The SS is responsible for deep $\frac{1}{4}$ & running the alley for run support. Boundary safety has deep $\frac{1}{2}$.
- Boundary CB plays cover 2 technique and the field CB plays $\frac{1}{4}$.
- SLB to field play inside shoulder on # 2 receiver and re-route vertical release before defending flats. MLB & WLB has Cv. 2 hook to curl drop.

RECOGNITION KEYS

- The safeties always are your first key. The field safety is near the hash inside shoulder of # 2. Boundary FS is 2 yds outside hash and 12 yds deep.
- Boundary CB will be tighter than field CB.
- WLB is in the box and the SLB is near head up on # 2 to the field.

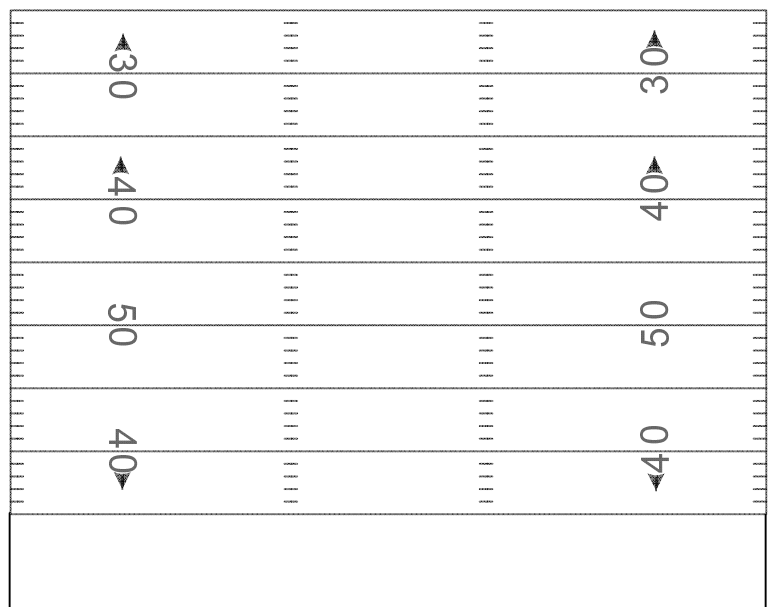
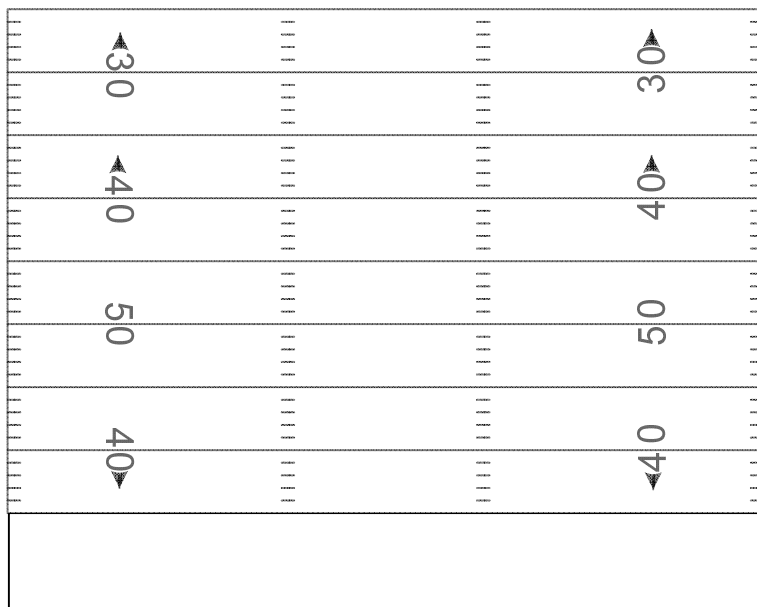
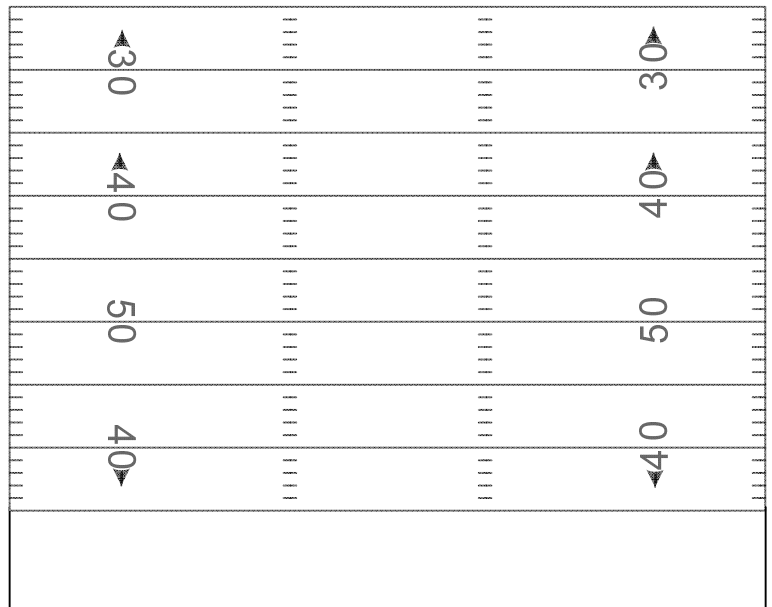
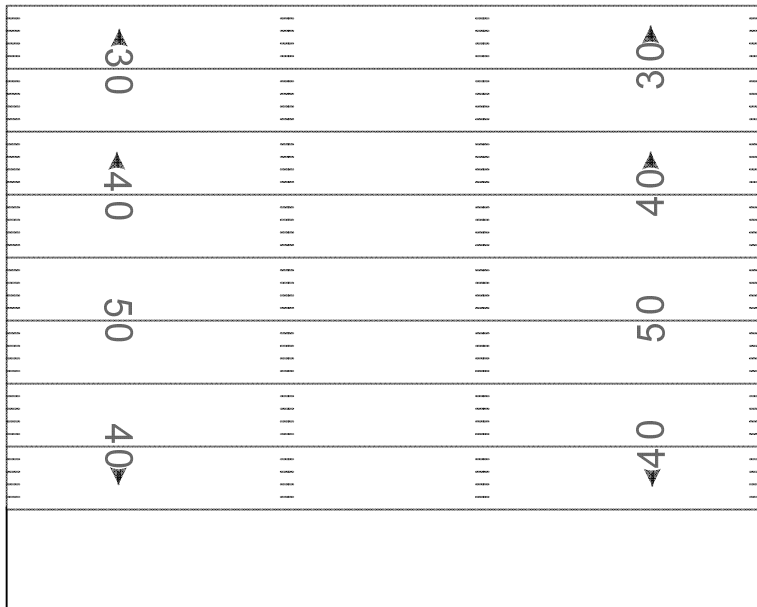
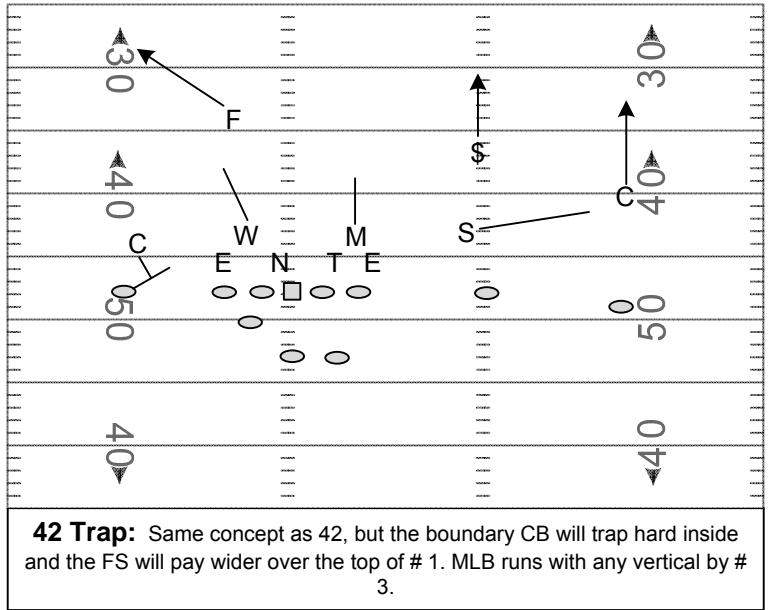
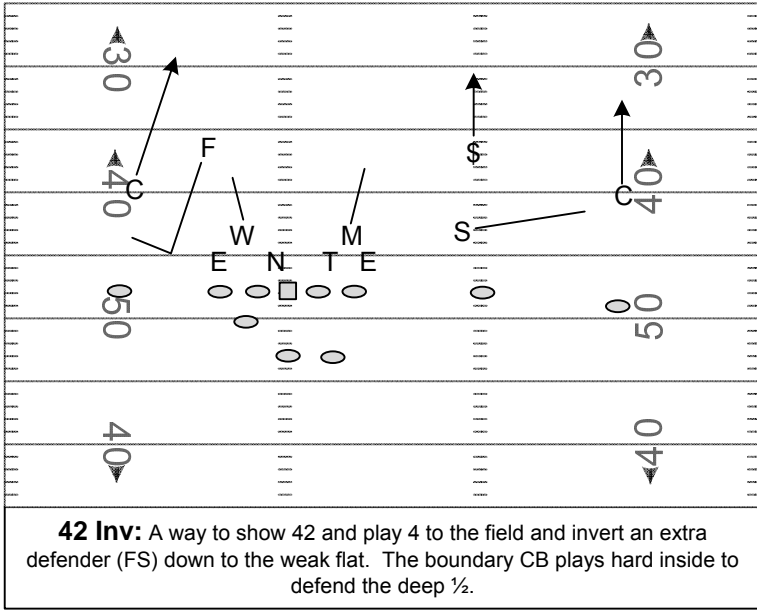
STRENGTHS

Allows a defense to double a teams SE into the boundary and still let the SS play run / pass read. Also allows the defense to keep 6 to 6 $\frac{1}{2}$ in the box for the run.

WEAKNESS

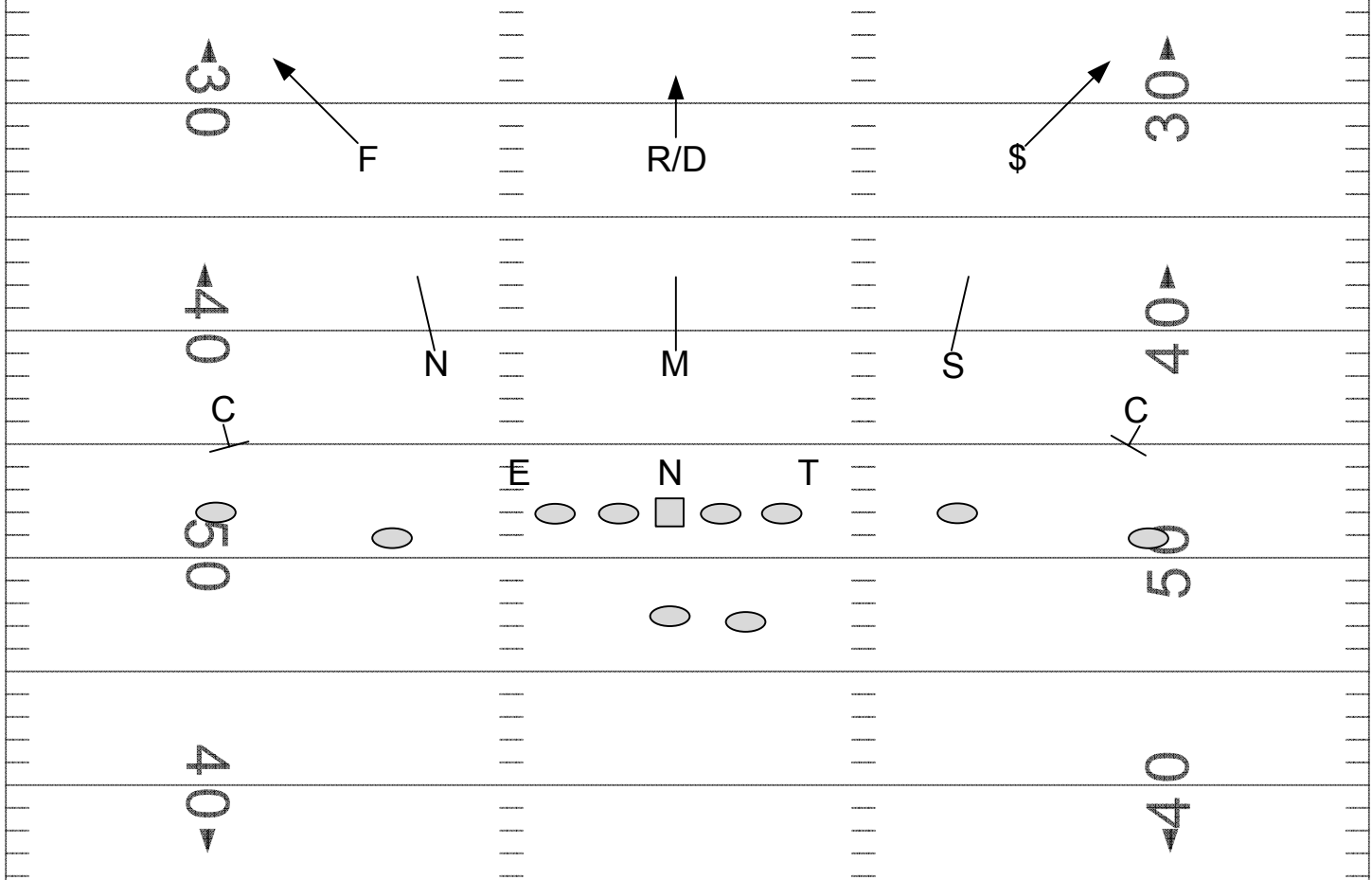
Any two receivers released vertical to the boundary can put the FS in a bind. The MOFO allowing for Digs and beater routes. There also should only be six in the box for the run game to be successful. Play Action to the field is good too.

COVERAGE VARIATIONS



3 DOUBLE CLOUD (35)

COVERAGE CONCEPT: Prevent coverage. A hybrid between Cover 2 and Cover 3 - a 3 deep, 5 under zone coverage typically used in long yardage or 3rd down passing situations. It's a form of prevent defense that tightens the underneath zone windows and has 3 deep help on obvious passing downs.



COACHING POINT

- An extra safety is brought in to defend against the deep 3 zones just like cover 3.
- The CB and underneath LB's or nickel defenders are allowed to play cover 2 rules aggressively.
- An odd front defensive look w/ stacked backers. OLB's will Apex the box.

RECOGNITION KEYS

- The FS and SS will be wider outside the hash than traditional cover 2 and a "robber safety" will be in the deep middle 1/3.
- CB's give a cover 2 look, but be able to shade more head up to inside with wider safety help.
- OLB's will "apex" as in cover 2 and drop hook to curl if no draw action. MLB has middle middle dig zone.

STRENGTHS

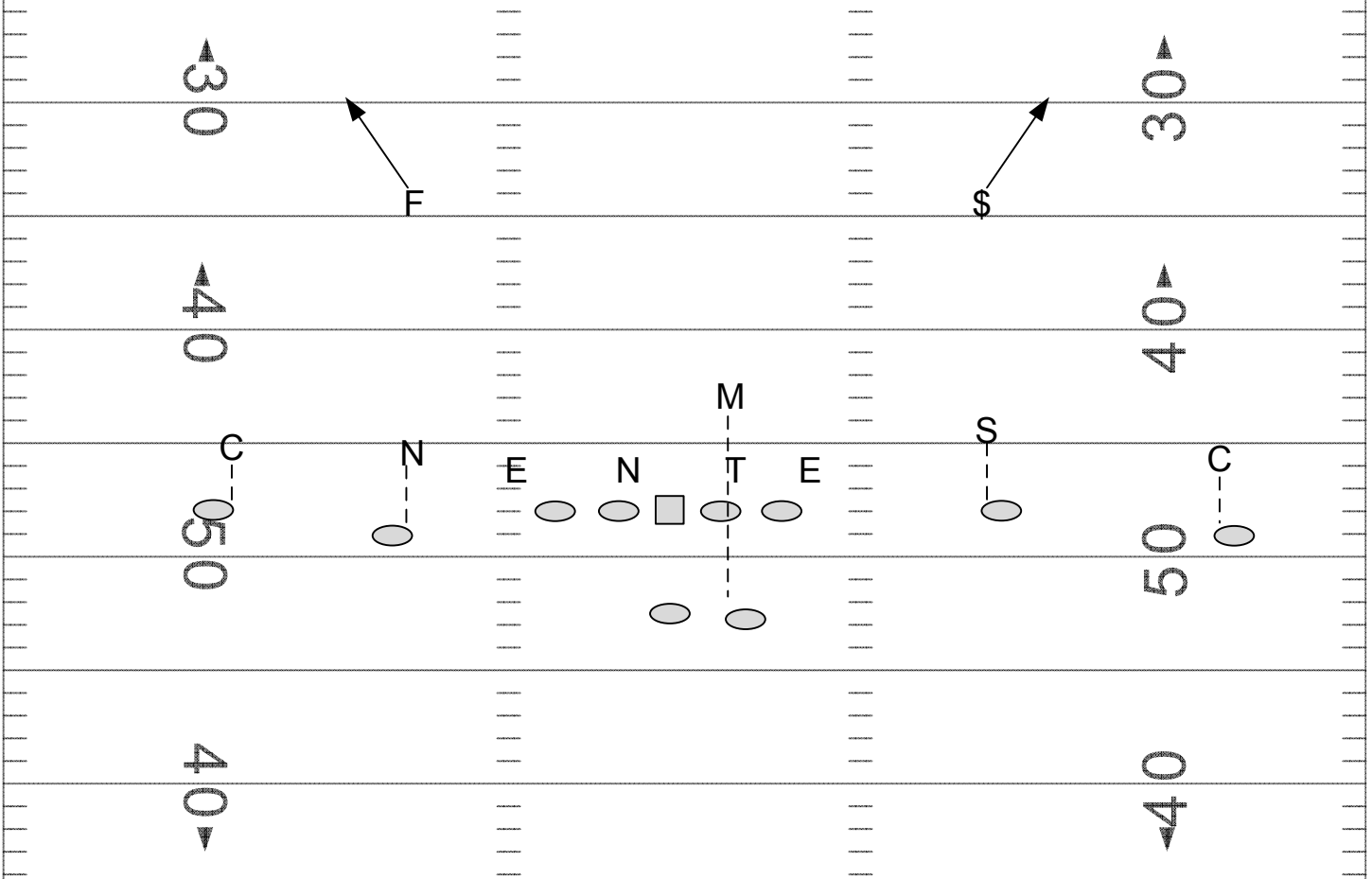
Strength of the coverage is the ability to play both the quick game and underneath windows and have the deep zones covered as well. Very few windows to throw into both short and deep.

WEAKNESS

Weakness of the coverage are few against the pass. Outside slant window or small wholes in the middle dig windows between the LB's. Possible to squeeze in small windows 10-15 yds on the sidelines or in the middle seem. Not strong against the run or draw.

2 MAN

COVERAGE CONCEPT: Two deep man under concept with all eligible receivers covered man to man and two deep safeties.



COACHING POINT

- FS and SS have deep $\frac{1}{2}$ responsibilities just like cover 2, but will work wider than cover 2.
- CB's and slot defenders defend the inside trying to force an outside release by the receivers to protect the middle of the field.
- LB has the back man-to-man.

RECOGNITION KEYS

- The safeties always are your first key. They will be wider outside the hash with the underneath coverage playing inside leverage.
- CB's and slot defenders will press and play inside leverage. Will be looking at receivers and not in the backfield.
- LB will be head up over the RB in the box.

STRENGTHS

Strength of the coverage is all receivers are accounted for and it denies inside breaking routes making for tougher throws on the QB to the outside. It is good against quick game and tough to beat deep with 2 deep help. Defenders can be aggressive underneath because they have deep help over the top.

WEAKNESS

Hard to defend QB draws and runs and possible mismatches in the slot and with the RB. Any receiver who "wins" inside can expose the middle of the field both short and deep. Intermediate out breaking routes are good.

AUBURN OFFENSE

FALL 2013



SPECIAL PROCEDURES

- Freeze*
- NY Punt*

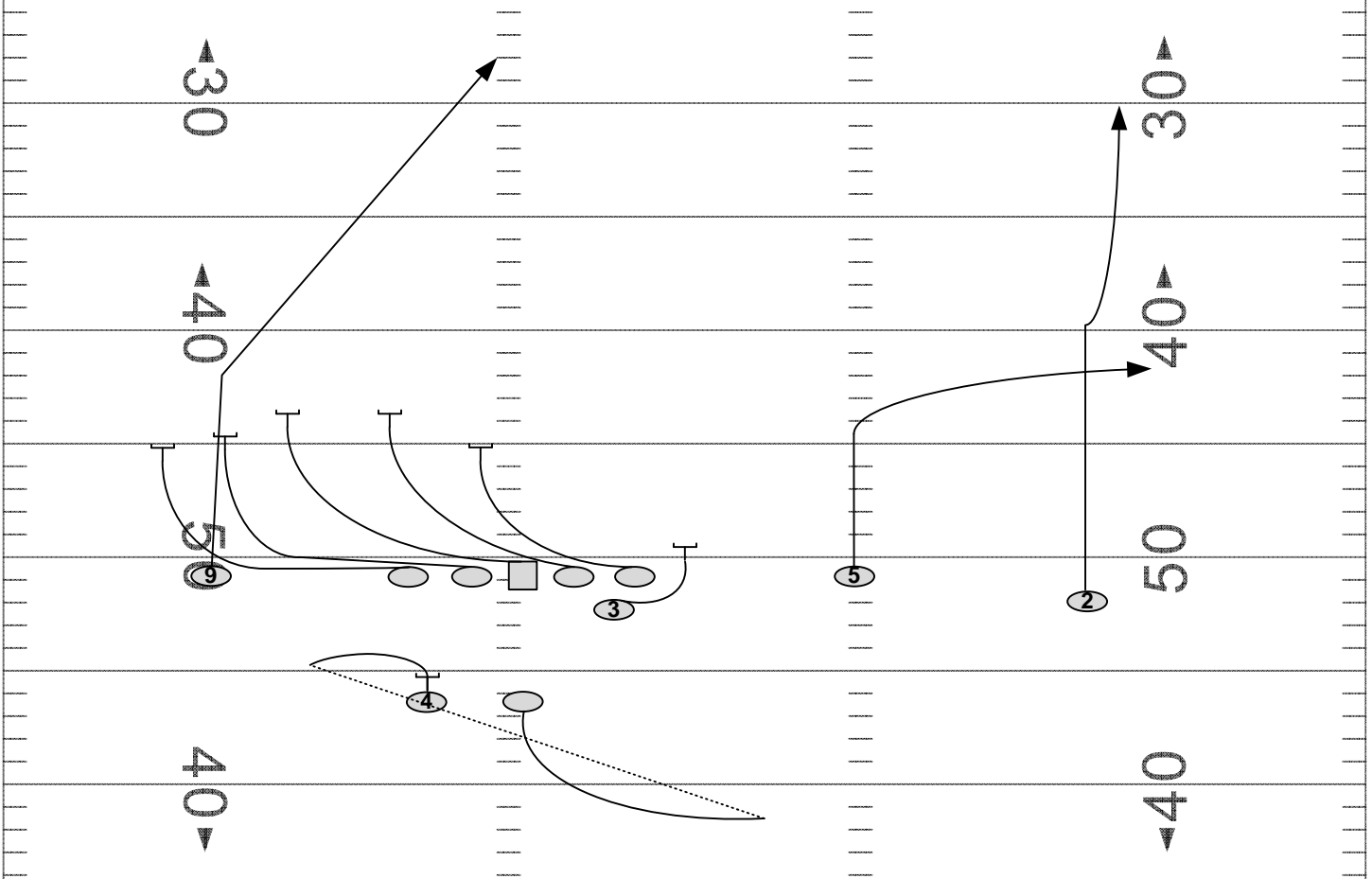


RELENTLESS

AUBURN FOOTBALL

FREEZE "GO"

After successful use of the Freeze call, we will communicate on the sidelines a "Go" call, which will alert our throwback screen to the 4-back and the Offensive Line. Pre-snap procedure will operate the same.



QB: Tell Line "Go Call" pre-snap. If snapped, Roll as normal to Right, Stop, and throw screen back to Left

4: Will swap and always line up to the LEFT of the Quarterback with a "Go" call. Wait 2 counts, give the line a "Go" call, and then get lateral looking for the ball. Hold your water.

3: Will swap and always line up to the RIGHT of the Quarterback with a "Go" call. Roll in front of Quarterback looking for anything off of edge

#1 WR on Right: 9 Route; looking for Homerun ball

#2 WR on Right: 8 yard Out Route; looking for outlet throw

#1 WR on Left: Get your man across field, or clear out & block

#2 WR on Left: Get your man across field, or clear out & block

FREEZE "GO"

PST: Wait for "Go" call and then release upfield to block screen

PSG: Wait for "Go" call and then release upfield to block screen

C: Responsible for determining if snap should be made. After snap, follow normal freeze GO procedure

BSG: Wait for "Go" call and then release upfield to block screen

BST: Wait for "Go" call and then release upfield to block screen

Procedure after a Freeze Call:

Play Call: Twins Rt..Red France

After France call is executed, and the defense stays onside, the normal play-calling procedure starts over.

Example:

QB and Skill = Look to the Sideline for the Play.

QB = Will call out the Play or protection (ex. “Blue Rodgers, Blue Rodgers”)

QB = After everyone is set, QB gives cadence “*Black, Black...Go!*”

Procedure after a “Alert” (✓) Call:

Play Call: Twins Rt. + Play (or) Twins Rt. “Alert”

Quarterback has two options: Run called play, or audible with a “*Check,*” or “*Easy, Easy...*” call in a smooth, even voice

Example:

QB & Skill = Once offense is set over ball, look to the Sideline for signal to run the play, or check.

****The go-ahead signal is given****

QB = Will call normal cadence (ex. “*Black, Black...Go!*”) and execute play called.

(Note – if no play called, QB will say formation & “ALERT” - once set for a count, skill will look to SL for call)

****The play is checked to a different call****

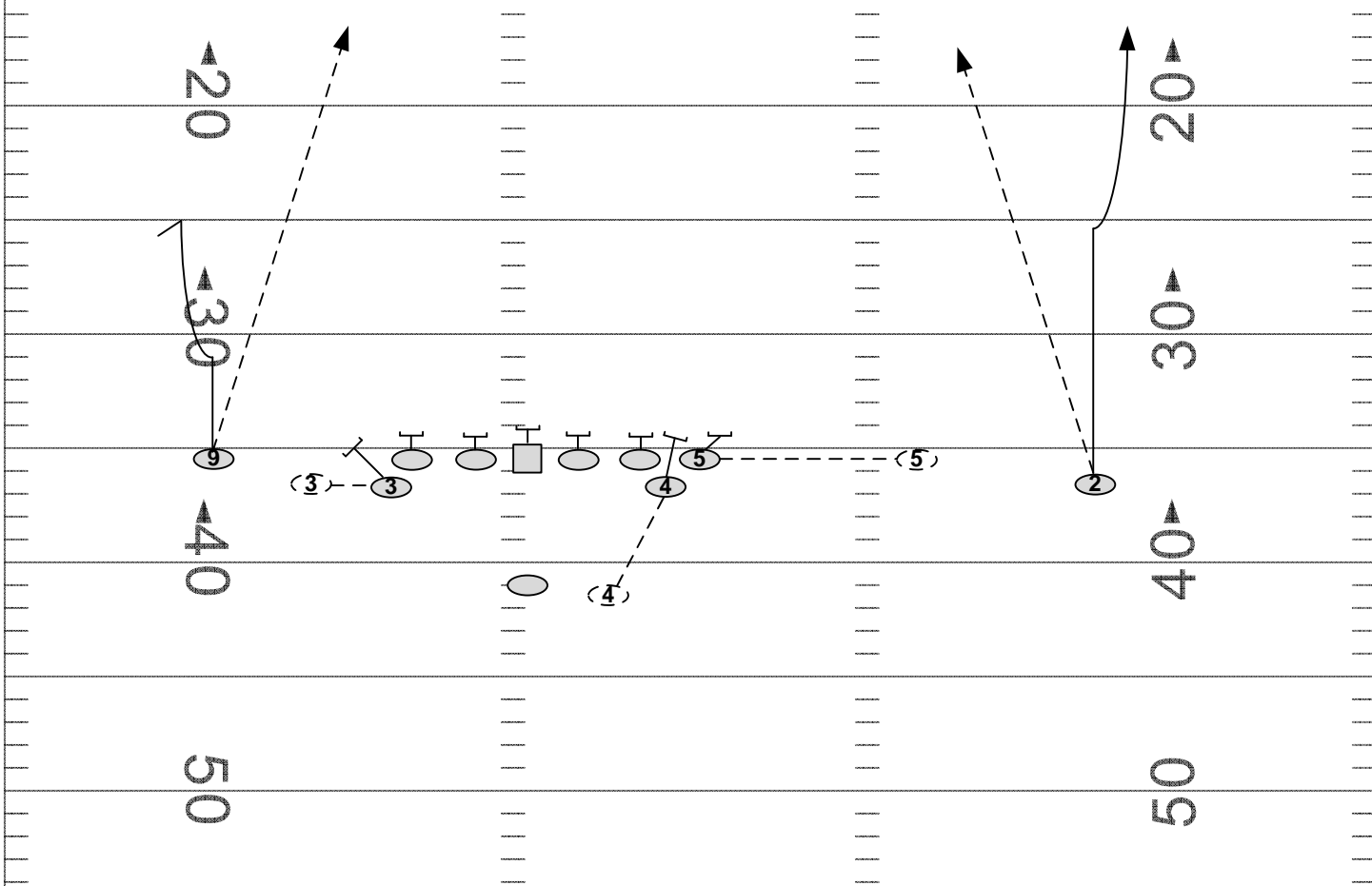
QB = Will call the checked play by inserting “*Check,*” or “*Easy, Easy...*” call with audible (ex. “*Check, Black Packer, Check, Black Packer*”) or if it’s a pass, call “*Check,*” or “*Easy, Easy...*” with given protection (“*Easy, Easy...*” *White Eagle, White Eagle*”).

QB = After everyone is set, QB gives cadence “*Black, Black...Go!*” and executes the play

Procedure of a “Freeze or Alert...” call maintains the fast-paced tempo goals of our offense. May operate faster than a Freeze check. Do not slow down.

NY PUNT

4th Down Play that, according to the defensive look, we can either attempt the conversion or punt the ball to the other team. We will line up in Spread Rt "Freeze." If defense does not jump, 5-man will shift in to the LOS, and the 3-man and 4-man will shift into a wing position similar to FG protection. If the receivers are isolated, we will run a 3-route into the boundary. If covered, QB will one-step punt over safeties heads.



QB: After Freeze, call shift. If receiver isolated, Coach will give signal to throw 3-route to boundary. Give **"Big Apple"** call. If covered, Coach will give signal to punt. Give **"NY NY"** call. One-step and punt.

9: Spread split into boundary. If isolated, Coach will give signal to run 3-route. If covered, Coach will signal to punt. Release downfield and down punted ball, effectively serving as a "Gunner"

3: Spread Right alignment. Shift into a wing position, and protect edge (C Gap) tight off tackles hip.

4: Spread Right alignment. Shift into a wing position, and protect edge (if throwing 3-route :Minnesota protection; if punting: FG Protection – protect D Gap).

5: Spread Right alignment. Shift into a TE position, and protect edge with RB (if throwing 3-route :Minnesota protection; if punting: FG Protection – protect C Gap).

2: Spread split to field. If isolated, Coach will give signal to throw. Run a 9 route. If covered, Coach will signal to punt. Release downfield and down punted ball, effectively serving as a "Gunner"

NY PUNT

PST: if throwing 3-route, QB will give "Big Apple" call :Minnesota; if punting: FG Protection (B Gap).

PSG: if throwing 3-route, QB will give "Big Apple" call :Minnesota; if punting: FG Protection (A Gap).

C: if throwing 3-route, QB will give "Big Apple" call :Minnesota; if punting: FG Protection (A Gaps).

BSG: if throwing 3-route, QB will give "Big Apple" call :Minnesota; if punting: FG Protection (A Gap).

BST: if throwing 3-route, QB will give "Big Apple" call :Minnesota; if punting: FG Protection (B Gap).

AUBURN OFFENSE

FALL 2013



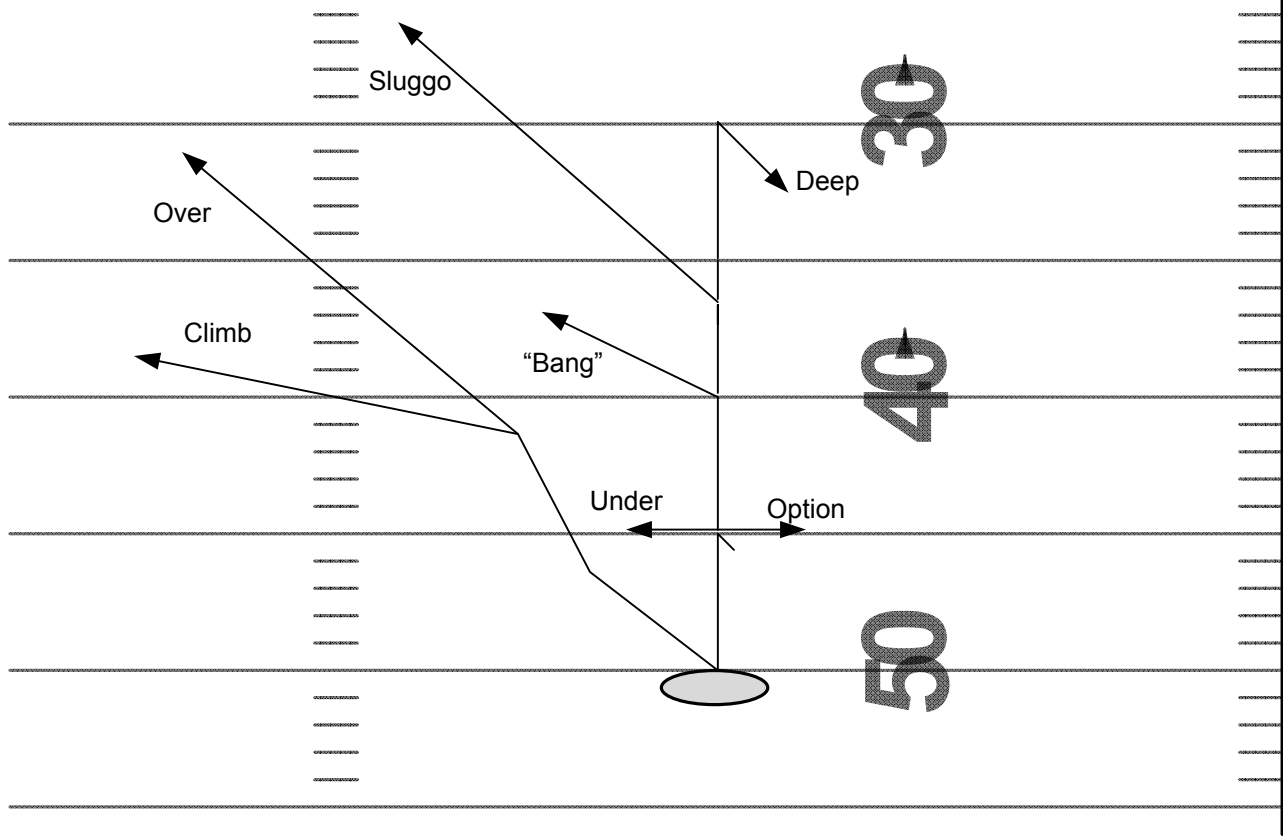
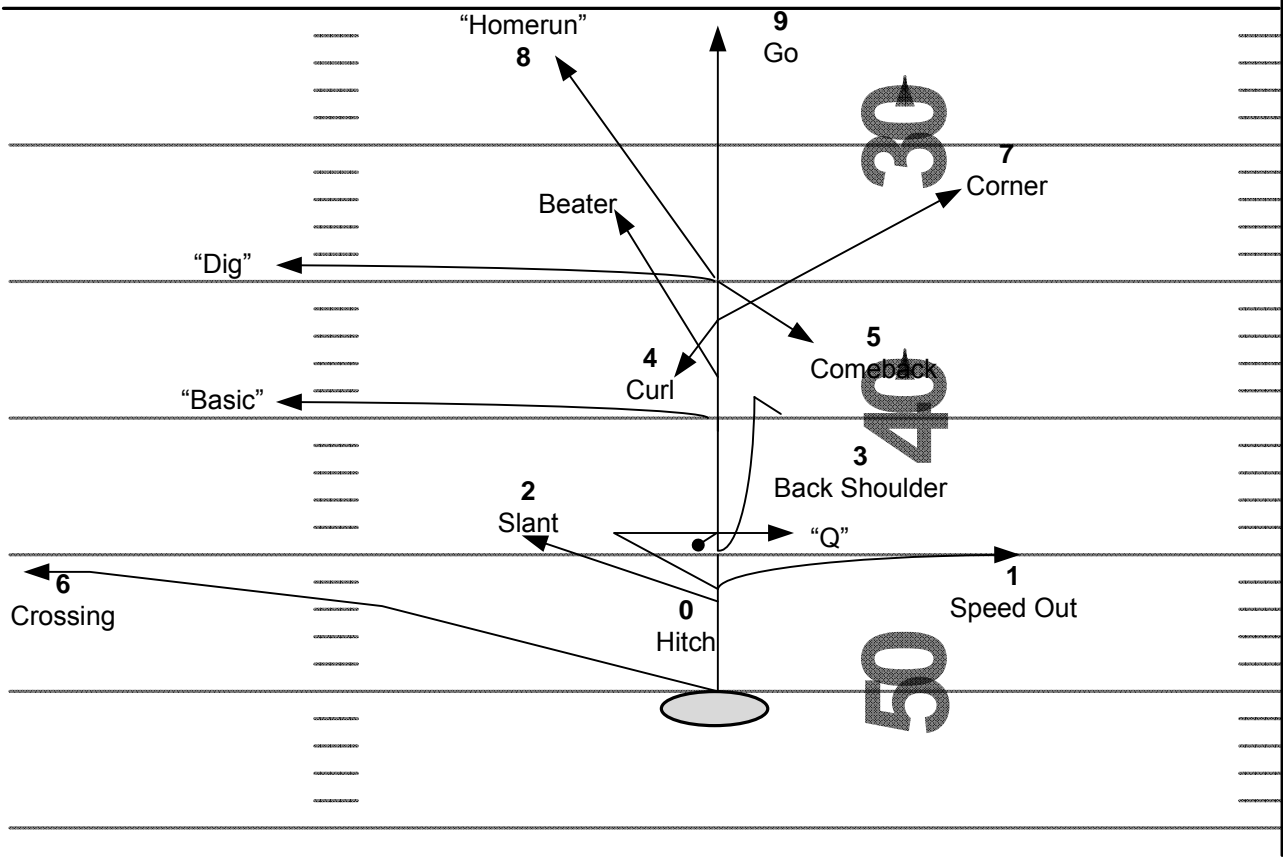
ROUTE TREE & NAKED RULES



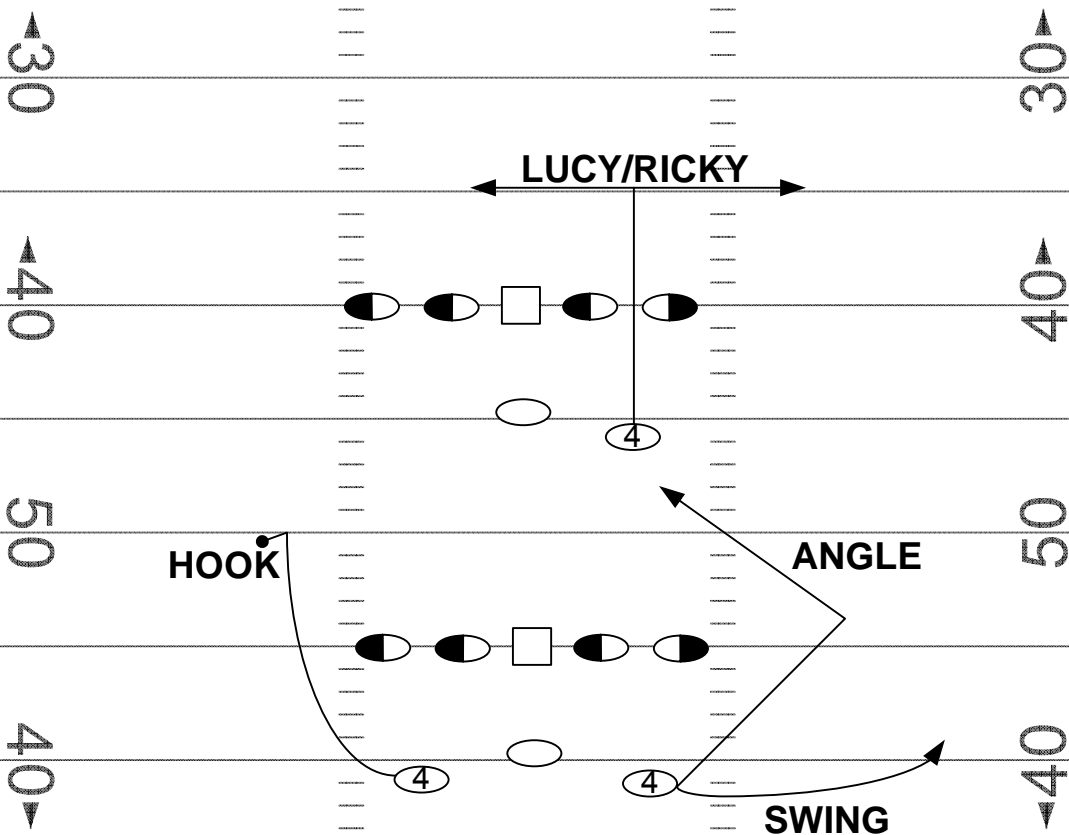
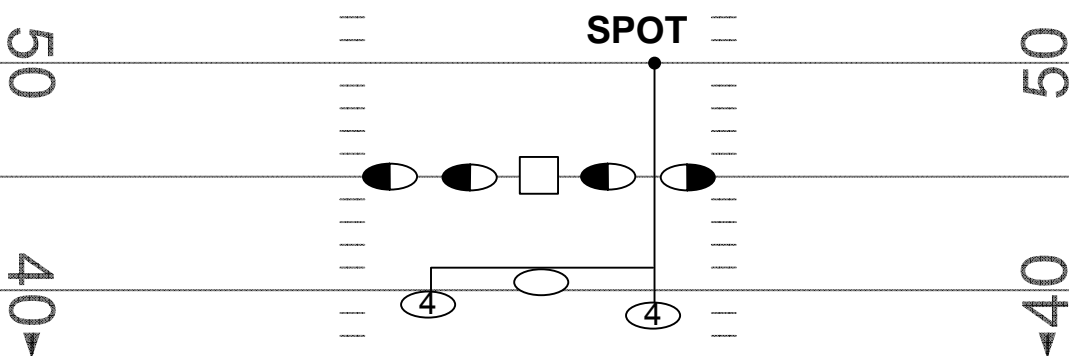
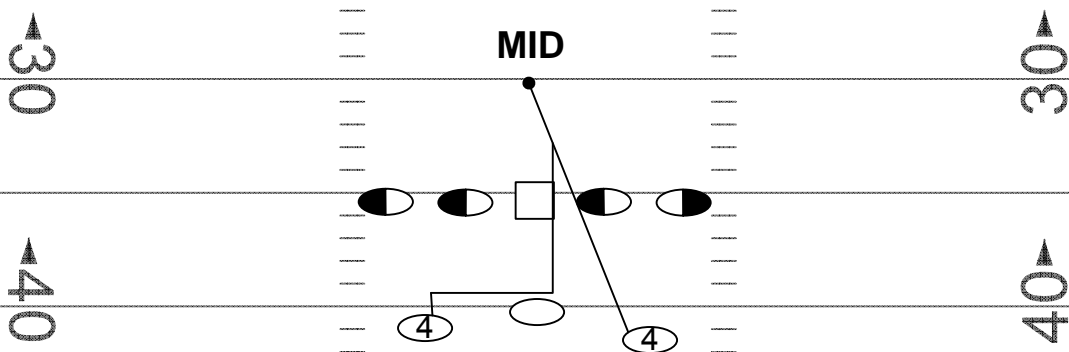
RELENTLESS

AUBURN FOOTBALL

ROUTE TREE

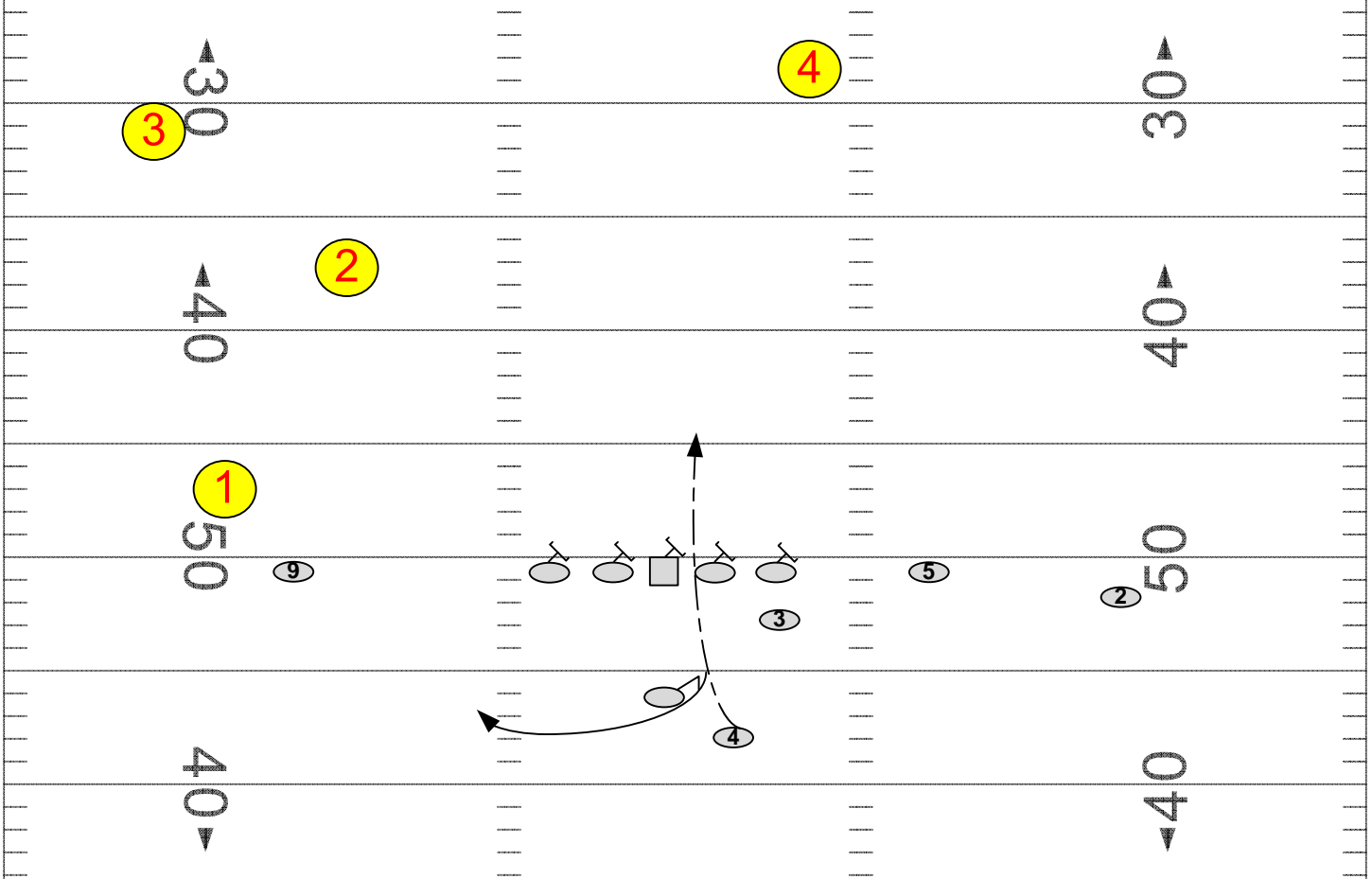


RB Route Tree



NAKED RULES

BASE NAKED RULES: To the side we are running the naked back to, we always have a receiver in the flats (1), a receiver climbing at 10 – 12 yards (2), a Deep 20 yard comeback to the sidelines (3) and a backside home run post (4). The way we get people in these spots may vary, but we will almost always have 4 players at these different landmarks on the field.



1. The colors **BROWN** and **GREEN** indicate that we are running a naked off of the original play (ex: GREEN PACKER = naked off of Packer action).

2. QB will reiterate the play fake direction to the O-Line too (ex: GREEN PACKER..... “going Red”).

3. Vs Cover 2 the 20 yard comeback will turn into a feel route. Find the soft spot in between the corner and the safety, about 17 - 20 yards and turn out on the sidelines. Make yourself available.

OFFENSIVE LINE

Carry out your normal blocking assignments to the play that is called (ex: GREEN PACKER, you would block Packer), **BUT do not go downfield or work up to the next level.

AUBURN OFFENSE

FALL 2013



Protections

-Dallas (Jump)

-Philly

-Minnesota

-Chief (Solo)

-Copy

-San Diego



RELENTLESS

AUBURN FOOTBALL

“COWBOY” (6 man Dropback) Protection

Dallas/Cowboy (All diagrams are white COWBOY)

“QUINCY” is a term tagged to make the protection more aggressive. Goal is to get pass rushers’ hands down, so you may cut a defender in your gap.

<p>4-3 Mike</p>	
<p>Even (Under G)</p>	
<p>Even (Over)</p>	
<p>ODD Louie Call</p>	
<p>Stack Louie Call</p>	
<p>Bear Jam Call</p>	

“EAGLE” (6 man Play Action) Protection

PHILLY/EAGLE (All Diagrams are Black EAGLE)

<p>4-3 Mike</p>	
<p>Even (Under G) Raleigh Call vs. Zone Blitz</p>	
<p>Even (Over G)</p>	
<p>ODD Roger Call</p>	
<p>STACK Roger Call</p>	
<p>Bear Jam Call *Can also Raleigh-LA</p>	

“MINNESOTA (Max Pro) Protection

Minnesota/Viking Gap Protections (All Diagrams are RED)
 Other Minnesota protection variations are below.

<p>Minnesota</p> <p>3 Back = C Gap 4 Back = D Gap</p>	
<p>Minnesota</p> <p>TE Blocks DE. C Gap to outside (Hand in Dirt) Back will block inside out to D Gap</p>	
<p>Minn. + Solo</p> <p>Only one Back so Tackle must be aware of Extra rusher outside</p>	

“INDIAN” (Ctr Pass) Protection

Play-Action Gap Protection off Colt
OL sells Colt with Gap Responsibility

3-Back is responsible for Backside B gap (Replace Guard)

4-Back: No Blitz – Hard playfake across to protect (D Gap), to help OT

Blitz – Abort the fake and attack blitzer to protect

Vs. odd front ‘On’ Call – 3 back ‘hip tap’ - 4 & 3 Exchange Gaps

<p>Even (Over G)</p>	
<p>Even (Under G)</p>	
<p>ODD Alert “Hip Tap” 3 & 4 Switch Responsibilities</p>	
<p>33 3 & 4 Switch Responsibilities</p>	
<p>Bear</p>	

Copy Protection

Also "Copy" (All Diagrams are Black) Play-Action Inside Zone Boot 'Sell Run'
Back will replace puller

<p>Even (Under) 1 Call Center pulls for B Gap Tackle Aggressive set Stretch End</p>	
<p>Even (Over) 3 Call Backside Guard pulls for C Gap</p>	
<p>Even 1's Playside Guard will pull for B Gap</p>	
<p>Odd Possible Out Playside Fan Call (Bandit On)</p>	
<p>Stack Possible Out Playside</p>	
<p>Bear 3 Call</p>	

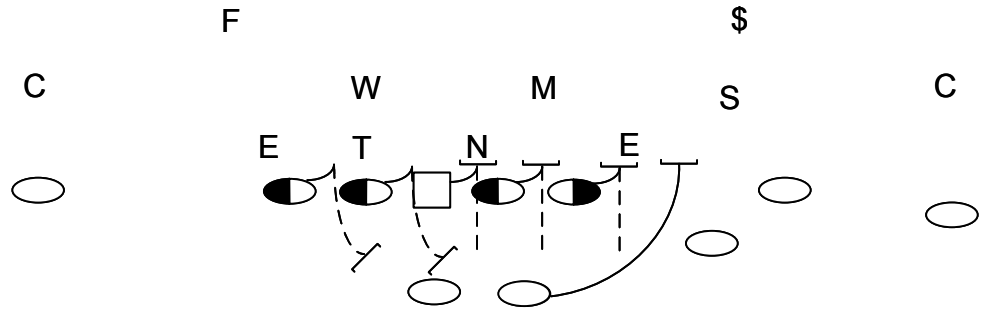
SAN DIEGO (Sprint Out)

Sprint out, Reach Protection.

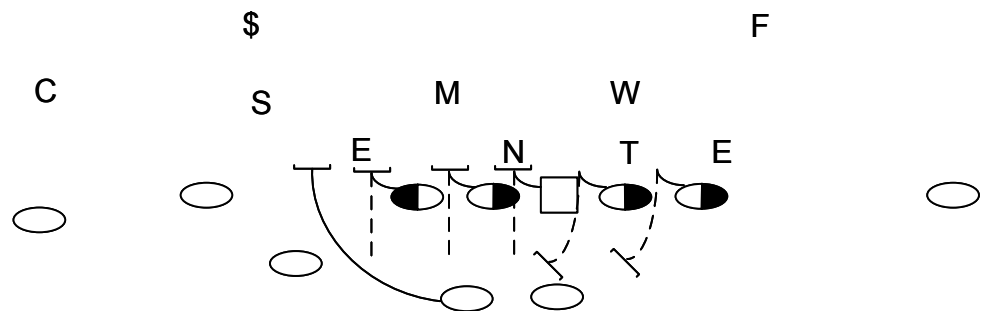
1 Back – Back will take the first threat outside the tackle playside

2 Back – Playside Back will take the first threat outside the tackle playside, backside back will clean up backside

WHITE



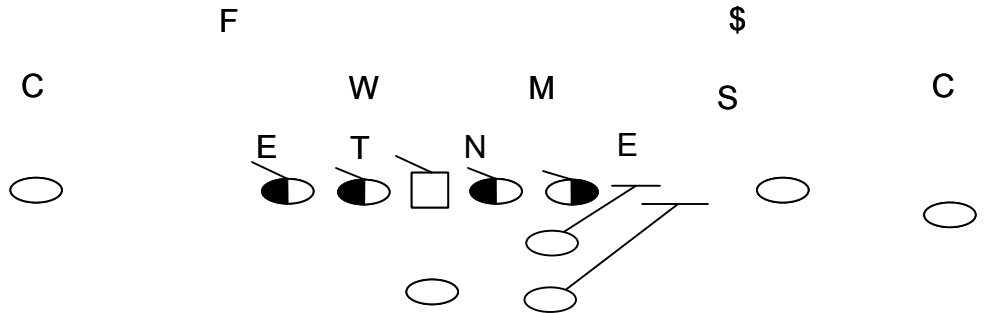
BLUE



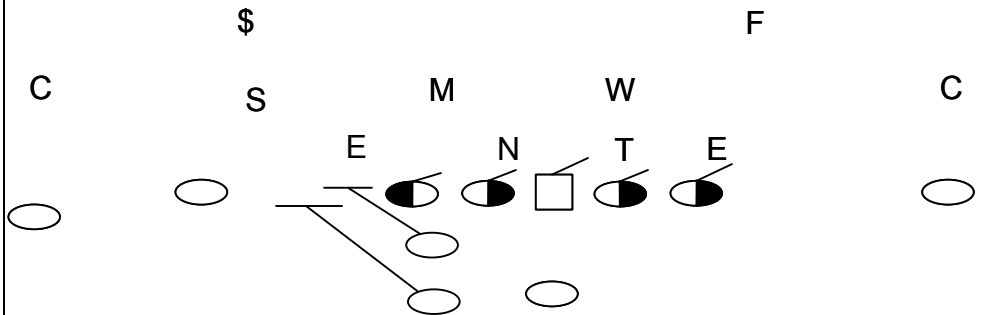
NOW (Sprint Out)

Sprint out Complement to Denver, (O-line) Quarter Eagle Secure your gap.
2 Back – 3 Back will cut outside leg of DE & 4 Back will take outside threat.

WHITE



BLUE



AUBURN OFFENSE

FALL 2013



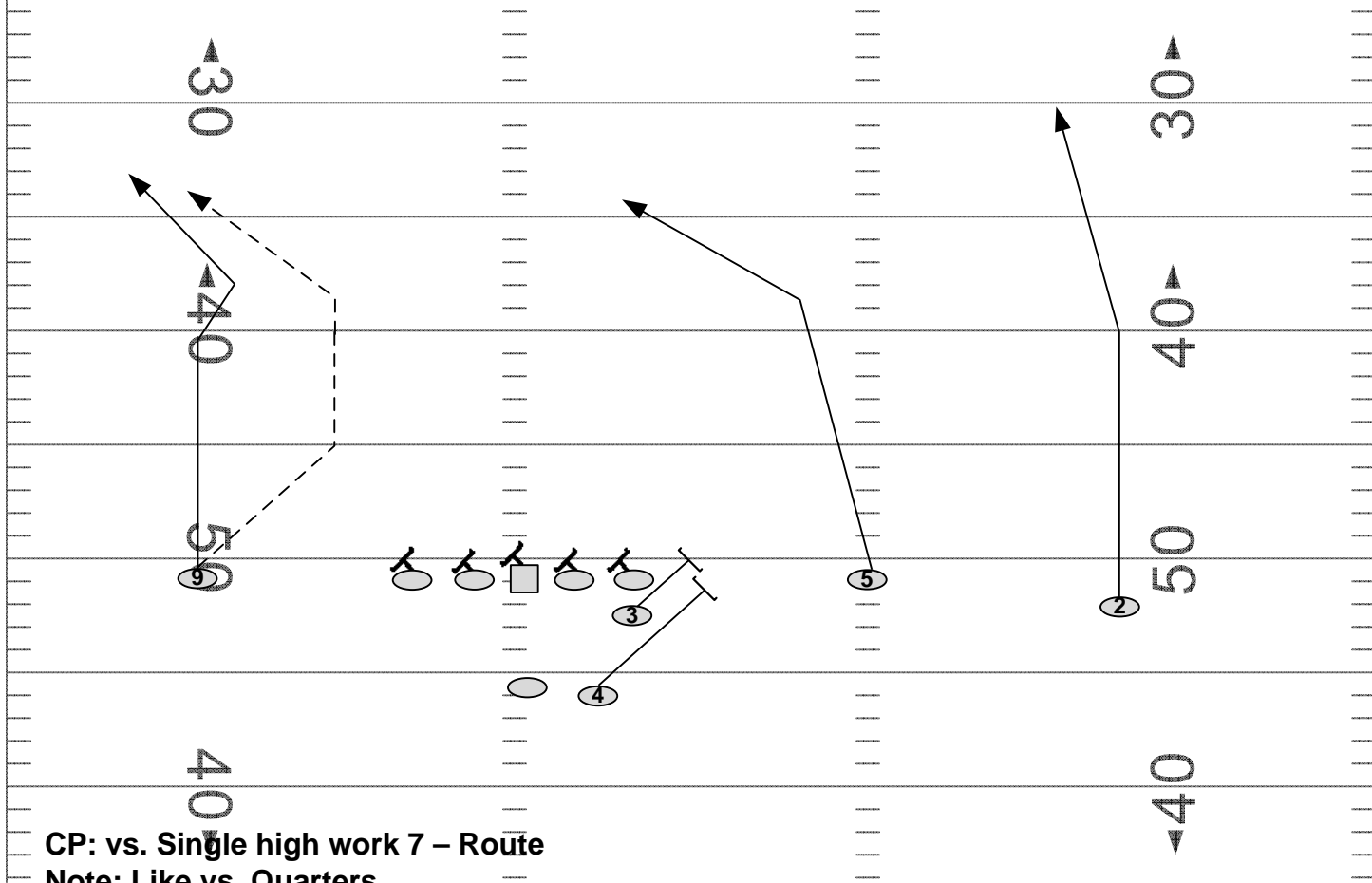
Shots



RELENTLESS

AUBURN FOOTBALL

(TWINS) KANSAS HR



CP: vs. Single high work 7 – Route
Note: Like vs. Quarters

QB: DROP: Big 3
 Progression: 2
 vs Cov 3: throw 7-route to 9-man

9: Split: Top #'s
 Vertical stem CB and run 7 route. @ 10 yds take 3 steps to skinny post and break to the corner
 vs. Cv. 2 – stem inside, push vertical to 12 yds and break to corner

3: Align: "R"
 Minnesota Protection

4: Align: B – Gap
 Minnesota Protection

5: Split: -2 yd from hash
 Run inside post clearing through the nearside safeties #'s

2: Split: 3 Above #'s.
 Run HR post.

VIKING

PST:

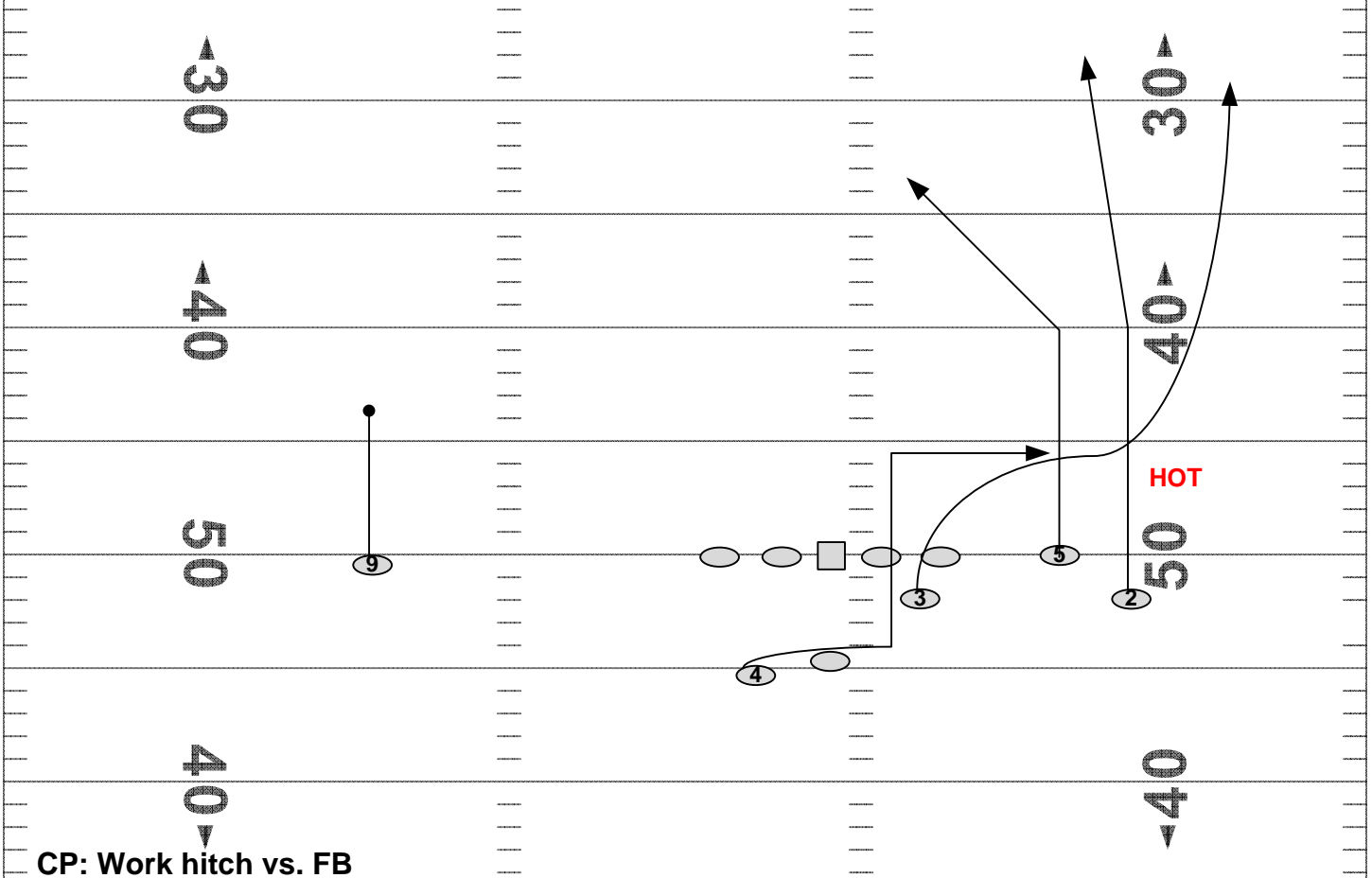
PSG:

C:

BSG:

BST:

(Twins) TIGER HR



QB: DROP: Big 3
Progression: 2 – 3 – 4.
Hitch to the field versus Field Blitz.

9: Split: Split difference between Hash & #'s.
Run Hitch.

3: Align: 'R'
Run Rail route, stay on 5 yard highway and do not get squeezed to boundary. HOT versus Boundary Blitz.

4: Align: Tight
Philly Protection, Automatic Ricky/Lucy.

5: Split: 2 Above #'s
Kansas HR Rules

2: Split: 2 Below #'s.
Kansas HR Rules, lean CB and stay skinny.

EAGLE (bdry)

PST:

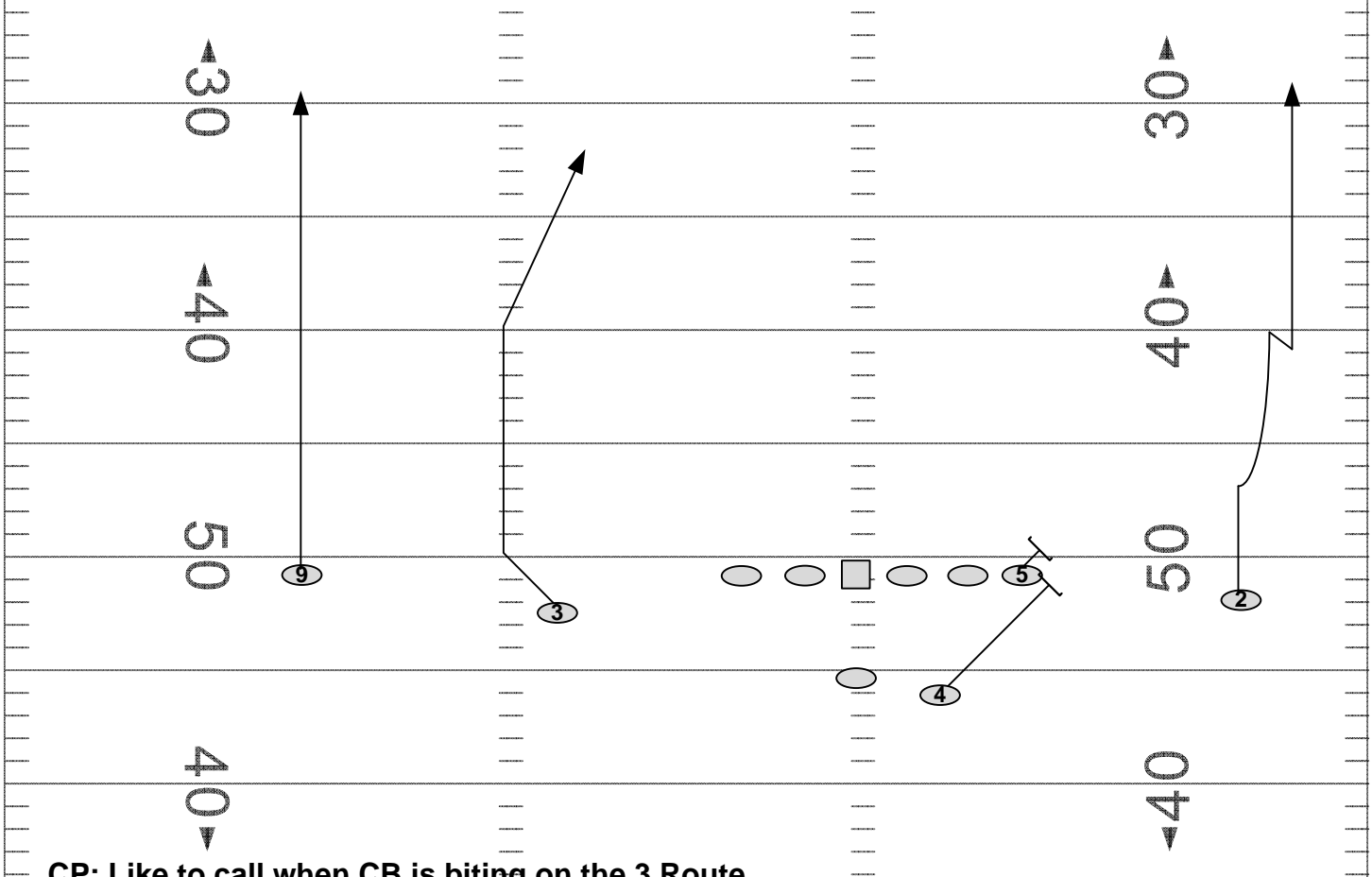
PSG:

C:

BSG:

BST:

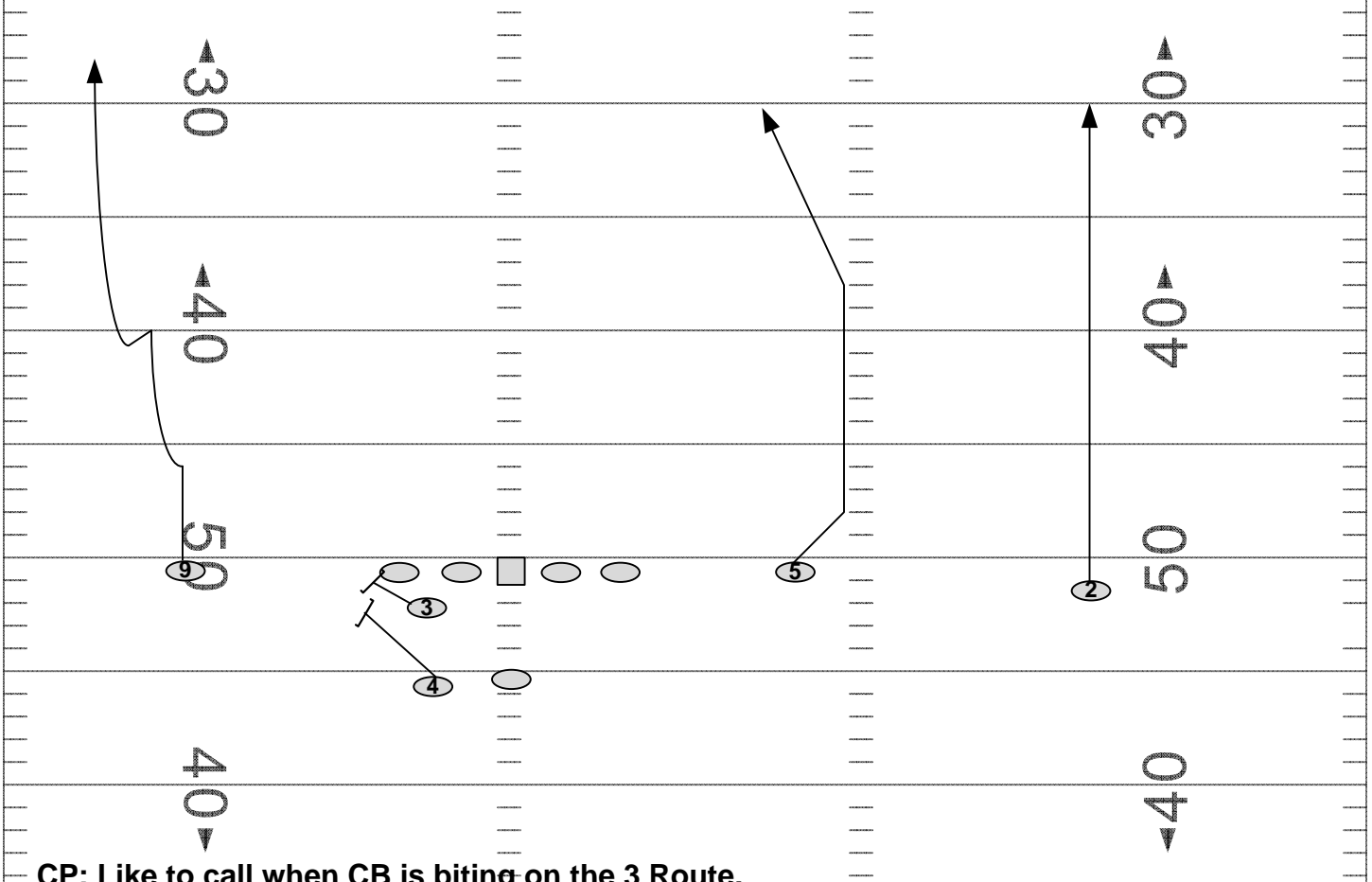
(DEUCE) 23 (CALI SCRAMBLE)



CP: Like to call when CB is biting on the 3 Route.

<p>QB: DROP: Big 3 Zone: Quick 3, pump the 3 route, shuffle, and deliver the ball 2 man. Man: Eyes down the middle, Big 3, deliver the ball.</p>	<h2>VIKING</h2>
<p>9: Split: 3 Above #'s Run 9 route, expect the ball (no route adjust on scramble).</p>	<p>PST:</p>
<p>3: Split: -2 Hash Expand release, Run Beater to the field, expect the ball vs. Cover 2 (no route adjust on scramble).</p>	<p>PSG:</p>
<p>4: Align: B Gap Minnesota Protection.</p>	<p>C:</p>
<p>6: Split: TE's. Minnesota Protection.</p>	<p>BSG:</p>
<p>2: Split: Bottom #'s Run a 3 route selling at the top to the DB, at the top swim/big arm and explode vertical on double move.</p>	<p>BST:</p>

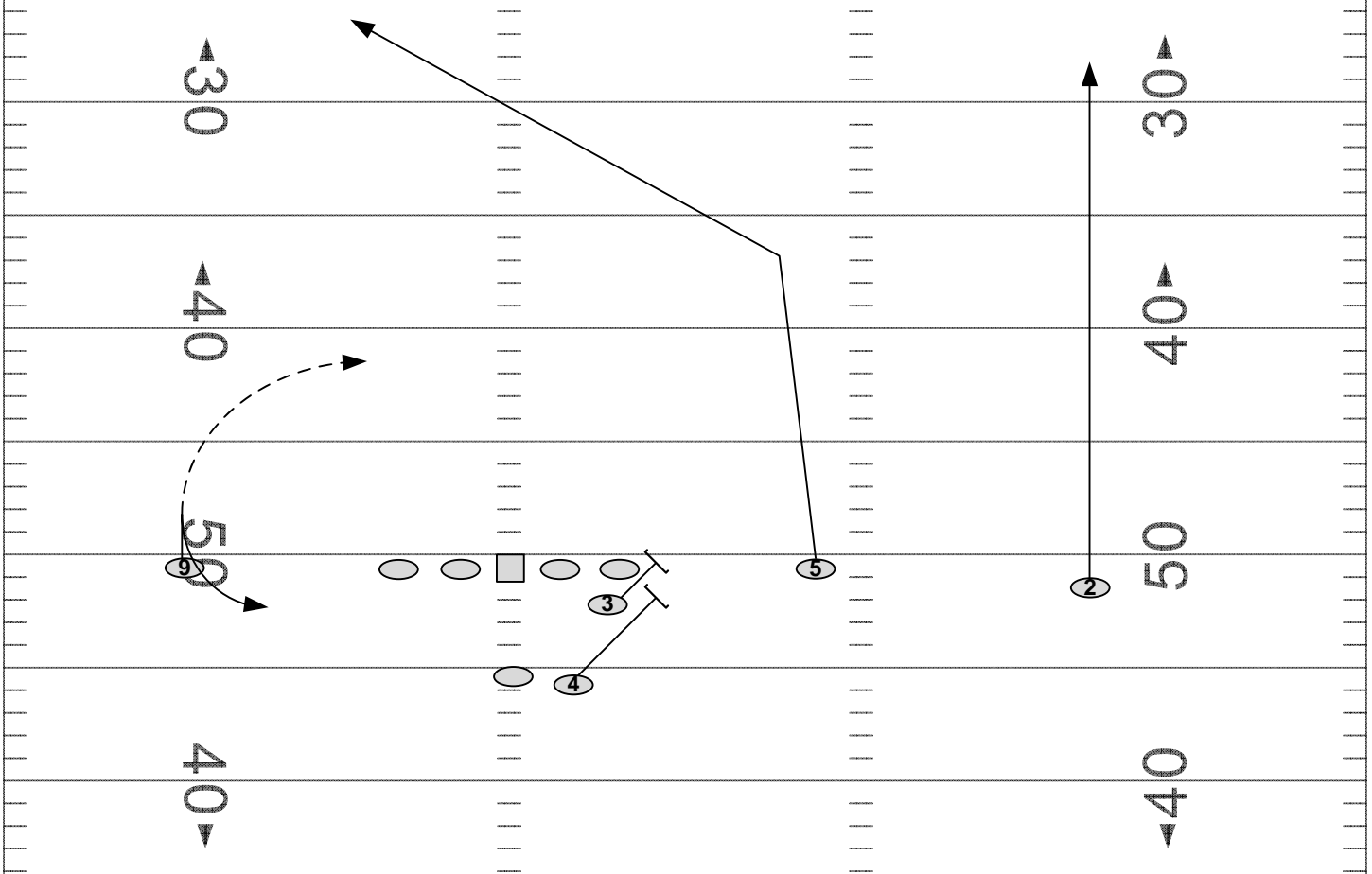
(TWINS) 93 (CALI SCRAMBLE)



CP: Like to call when CB is biting on the 3 Route.

<p>QB: DROP: Big 3 Zone: Quick 3, pump the 3 route, shuffle, and deliver the ball 9 man. Man: Eyes down the middle, Big 3, deliver the ball.</p>	<h2>VIKING</h2>	
<p>9: Split: Bottom #'s Run a 3 route selling at the top to the DB, at the top swim/big arm and explode vertical on double move.</p>		<p>PST:</p>
<p>3: Align: "L"/"R" Minnesota Protection.</p>		<p>PSG:</p>
<p>4: Align: B Gap Minnesota Protection.</p>		<p>C:</p>
<p>5: Split: -2 Hash Expand release, Run Beater to the field, expect the ball vs. Cover 2 (no route adjust on scramble).</p>		<p>BSG:</p>
<p>2: Split: 3 Above #'s Run 9 route, expect the ball (no route adjust on scramble).</p>		<p>BST:</p>

(TWINS) SLUGGO



- QB:** DROP: Shoulder Roll to the Laser screen into the boundary – then 2 gather steps and throw to grass on the Post across the field. If the Safety doesn't bite on the fake – throw the ball deep outside to the 2 Man
- 9:** Split: 1 Below #'s
Fake Laser
- 3:** Align: "R"
Minnesota Protection
- 4:** Align: B – Gap
Minnesota Protection
- 5:** Split: -2 Hash (with flexibility to widen safety)
Run Deep Post across the field. Push vertical and step on the safeties toes and the break across the field at a 45° angle and the QB will throw you to grass
- 2:** Split: 3 Above #'s
Run 9 Route

VIKING

PST:

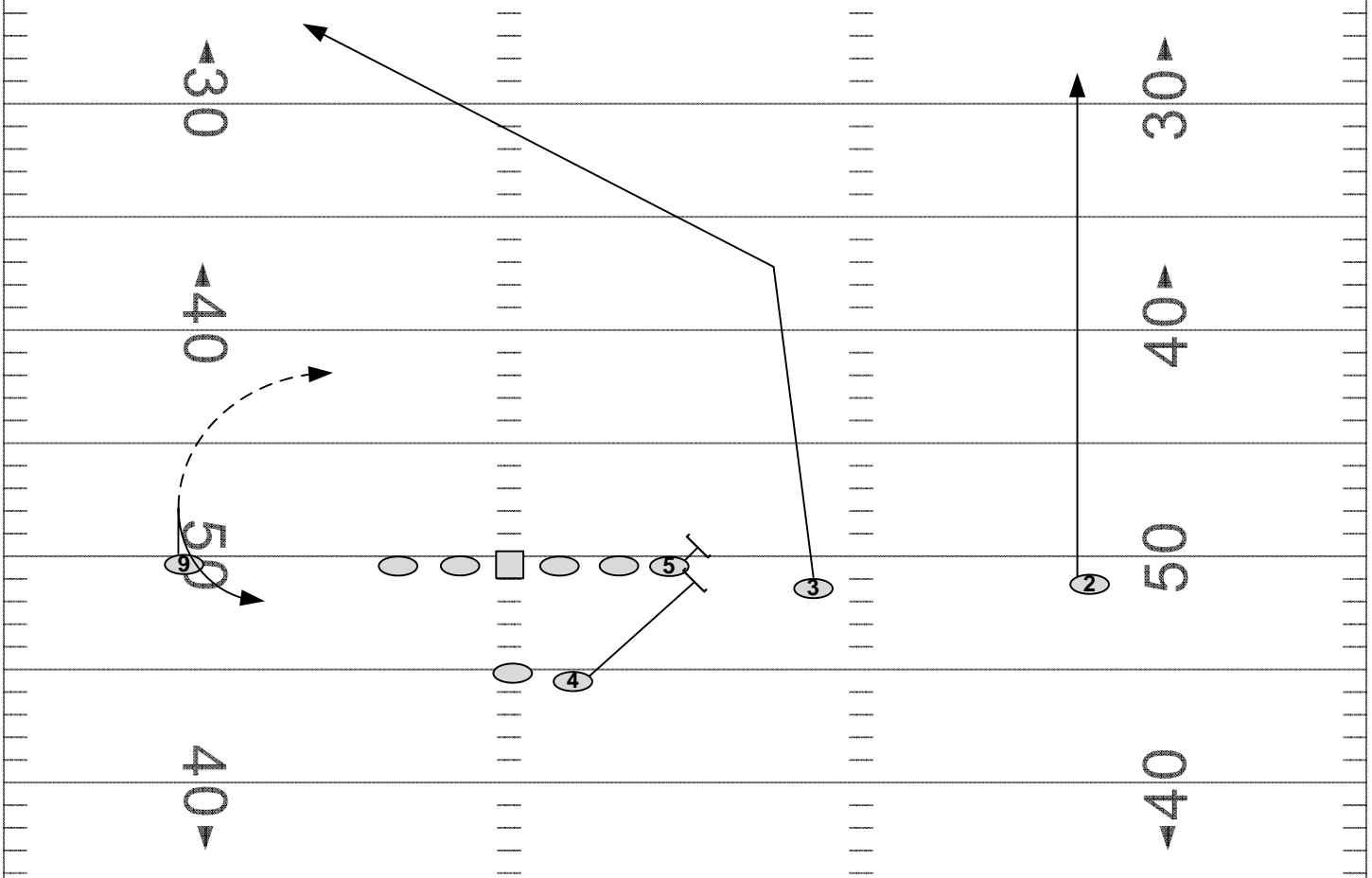
PSG:

C:

BSG:

BST:

(TREY) SLUGGO



QB: DROP: Shoulder Roll to the Laser screen into the boundary then 2 gather steps and throw to grass on the Post across the field. If the Safety doesn't bite on the fake – throw the ball deep outside to the 2 Man.

9: Split: 1 Below #'s.
Fake Laser.

3: Align: -2 from hash, with flexibility to widen safety
Run Deep over route across the field. Push vertical and step on the safeties toes and the break across the field at a 45° angle and the QB will throw you to grass.

4: Align: B - Gap
Minnesota Protection, first threat off TE's hip.

6: Split: Tight End
Minnesota Protection

2: Split: 3 Above #'s
Run 9 Route

VIKING

PST:

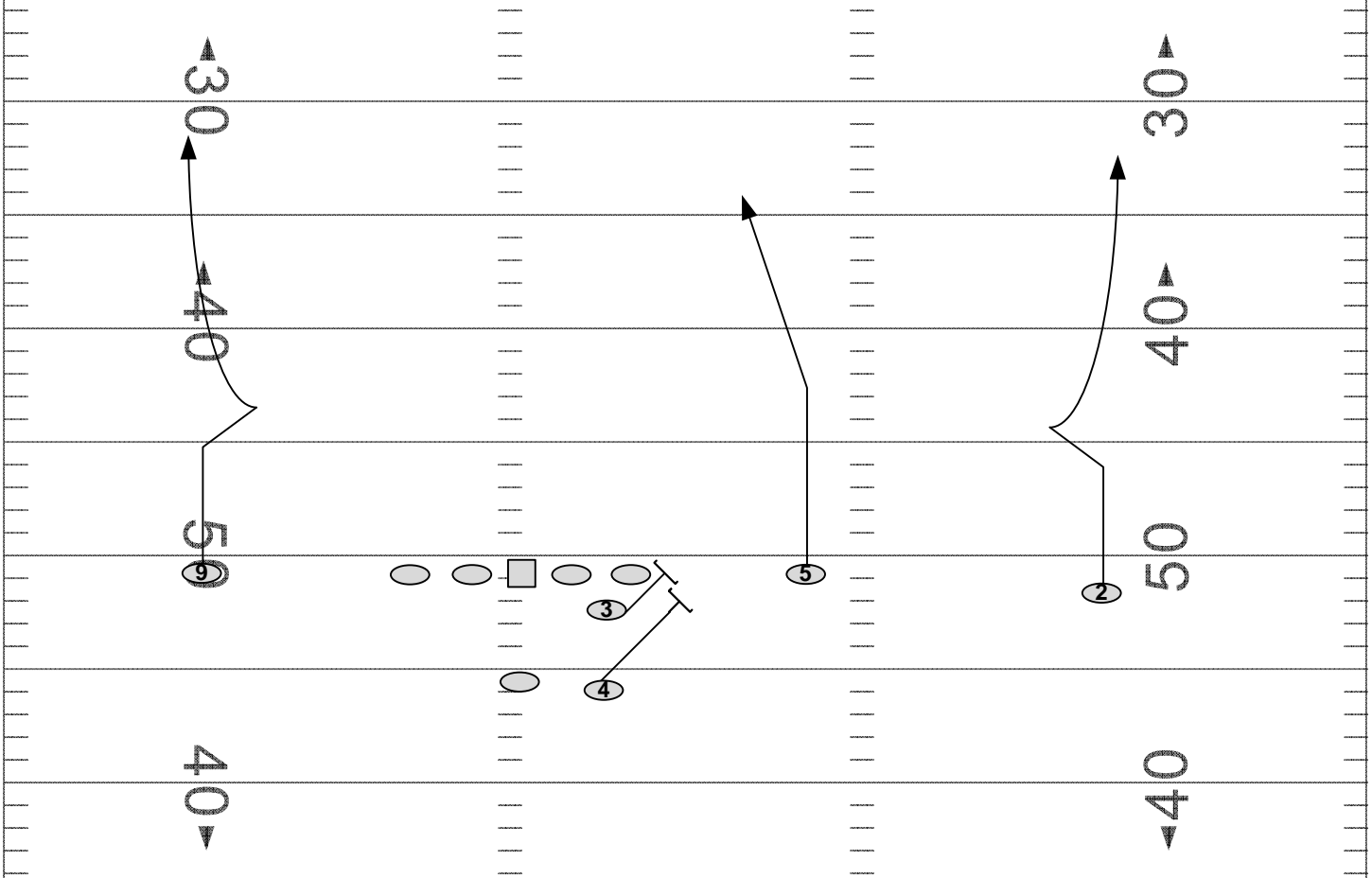
PSG:

C:

BSG:

BST:

(TWINS) 22 (SAMMIE SCRAMBLE)



QB: DROP: Shoulder roll the slant, then quick 3 and throw.

VIKING

PST:

9: Split: Bottom #'s
Run 4 yards to top of slant, take one jab step towards the slant, then explode vertically past the CB. Avoid collision!

PSG:

3: Align: "R"
Buck Protection, first threat off tackle's hip.

C:

4: Align: Seahawk
Minnesota Protection, first threat off 3 Man's hip.

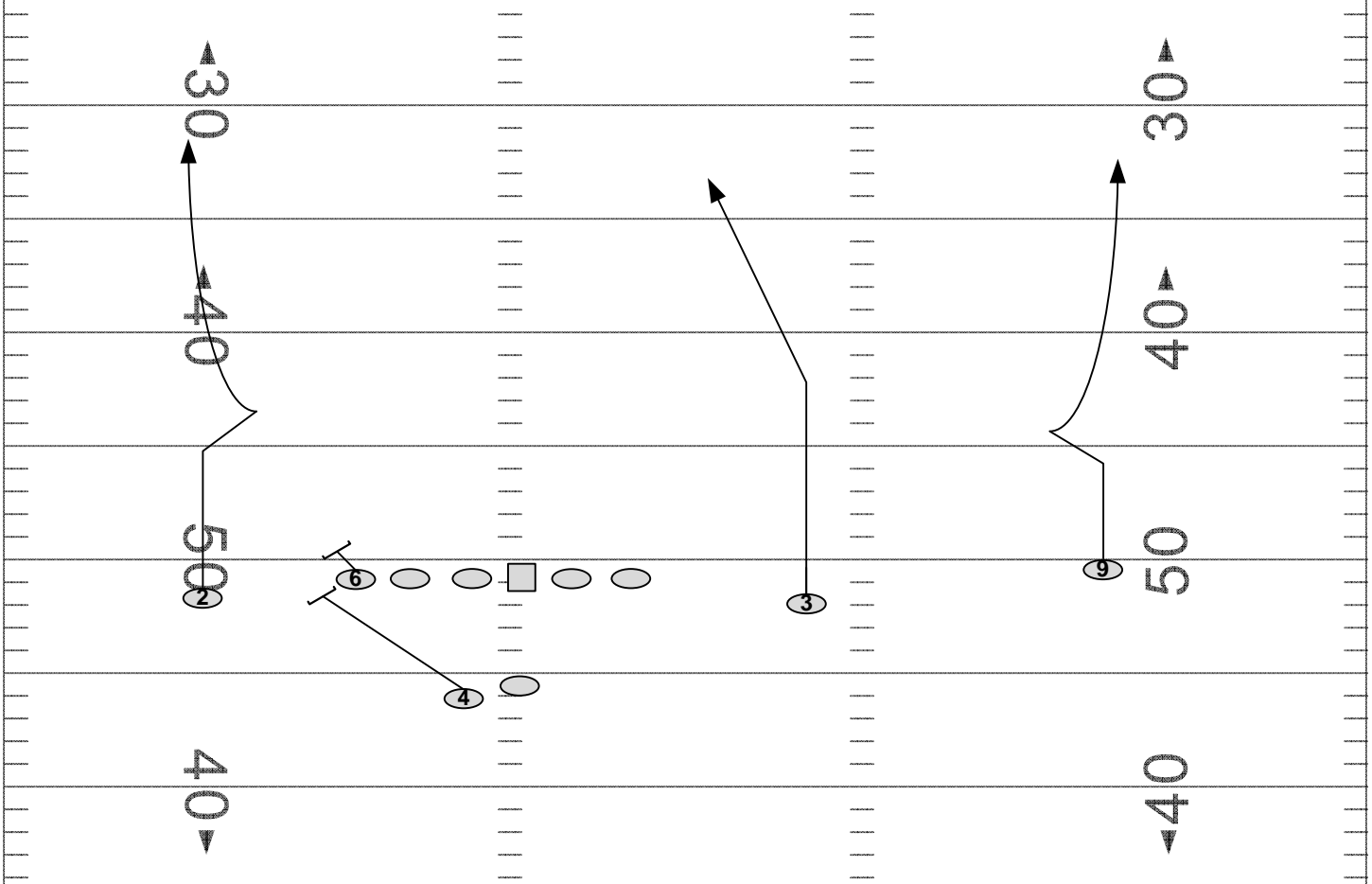
BSG:

5: Split: - 2 Hash (cheat flat defender in if you can).
Run Protect Post at Safety

BST:

2: Split: 3 Above #'s
Run 4 yards to top of slant, take one jab step towards the slant, then explode vertically past the CB. Avoid collision!

(Deuce) 92 (SAMMIE SCRAMBLE)



QB: DROP: Shoulder roll the slant, then quick 3 and throw.

VIKING

PST:

9: Split: 3 Above #'s
Run 4 yards to top of slant, take one jab step towards the slant, then explode vertically past the CB. Avoid collision!

PSG:

6: Align: On Ball
Minnesota Protection, first threat off tackle's hip.

C:

4: Align: Seahawk
Minnesota Protection, first threat off 3 Man's hip.

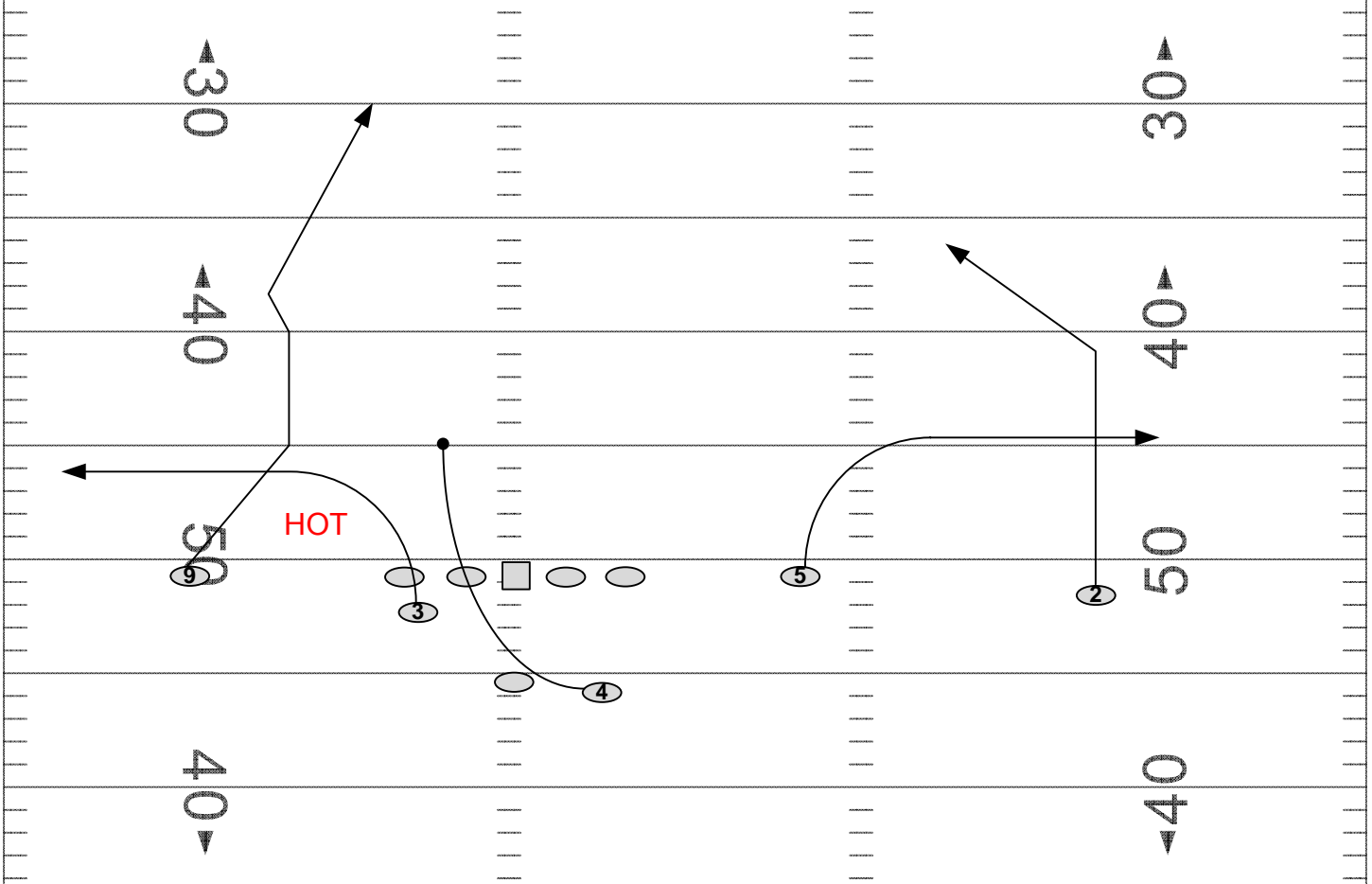
BSG:

3: Split: - 2 Hash (cheat flat defender in if you can).
Run Protect Post at safety.

BST:

2: Split: Bottom #'s
Run 4 yards to top of slant, take one jab step towards the slant, then explode vertically past the CB. Avoid collision!

(TWINS) Texas Scramble



QB: DROP: Big 3. 3 Back HOT if 4 weak
 Progression: 9 – 3 – 4
 vs Cover 3 – work Bang 8 to the field

9: Split: Top #'s
 Cv. 2 release, stem inside, push vertical to 12 yds and give 2 steps and head fake to corner then break inside to the post. Get the safety to flip his hips and you've got him.

3: Align: "L"
 Release into flat 4 yards deep, read HOT if 4 weak

4: Align: Tight
 Philly Protection fake reading inside-out picking up first threat. No blitz, run a Spot 4 yds in front of the WILL

5: Split: -2 from hash
 Run a 1 route, 5yds

2: Split: 3 Above #'s.
 Press Vertical, stem CB and run "Bang 8" @ 10 yds – break at 45 degree angle

EAGLE

PST:

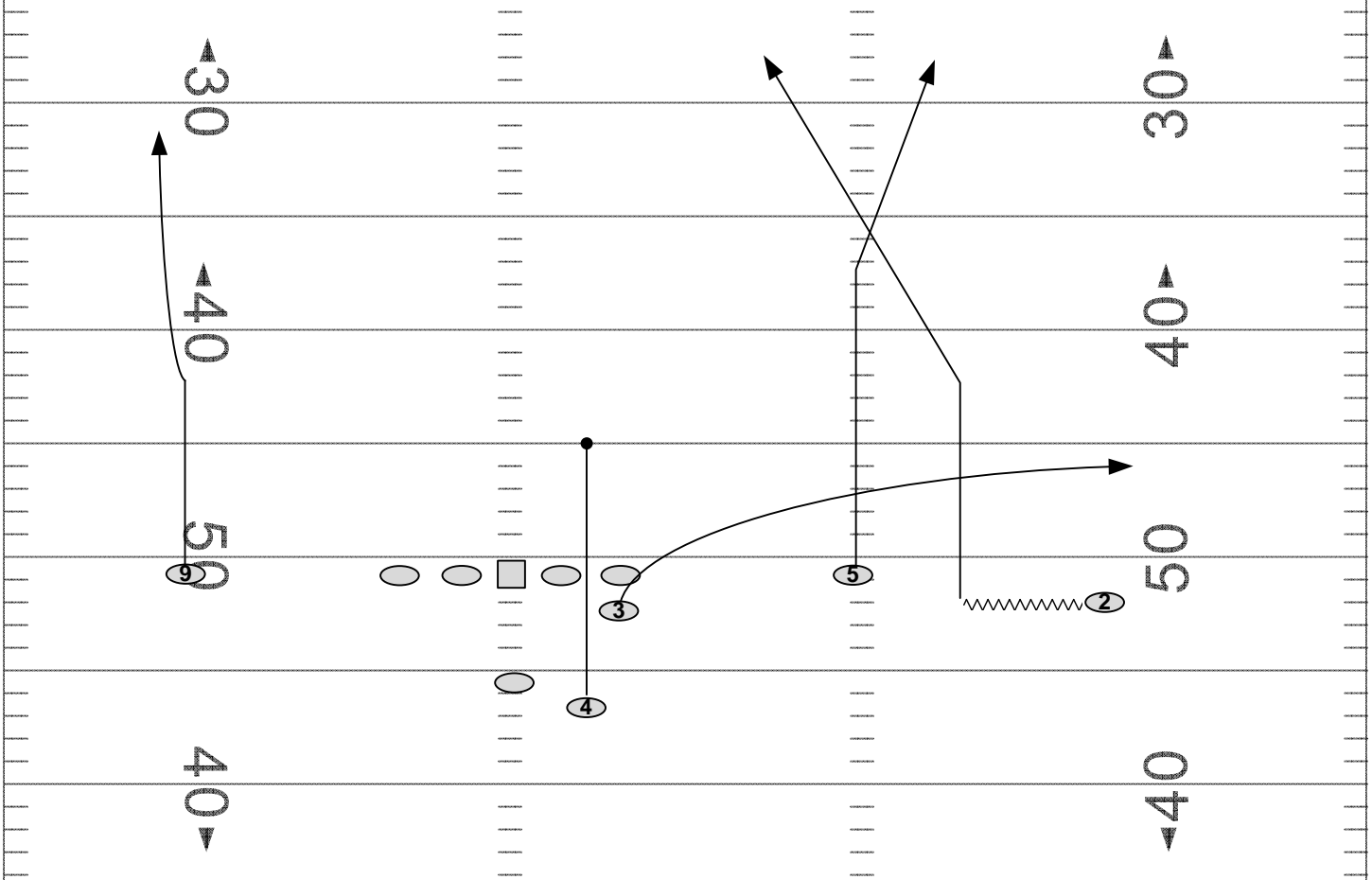
PSG:

C:

BSG:

BST:

(TWINS) Zin SLICE



QB: DROP: Big 3. MOFO = 2 Man to \sqrt down.
vs Single High, throw 1 on 1 w/ 9 Man on the Go route.

9: Split: On #'s
Run 9 route – expect the ball vs. Single High.

3: Align: “R” / “L”
Philly Protection – You are HOT vs 4 strong

4: Align: B Gap
Philly Protection - if no blitz run a SPOT at 4 yards.

5: Split: On the Hash
Run 12 yards stepping on the safeties toes the best you can – and break skinny to the deep corner. Must attract safety!

2: Split: 3 above #'s.
Zin motion to 4 yards from the 5 man.
Be patient – push vertical reading the 5 Man – once he breaks to the corner break skinny down the hash underneath him.

EAGLE

PST:

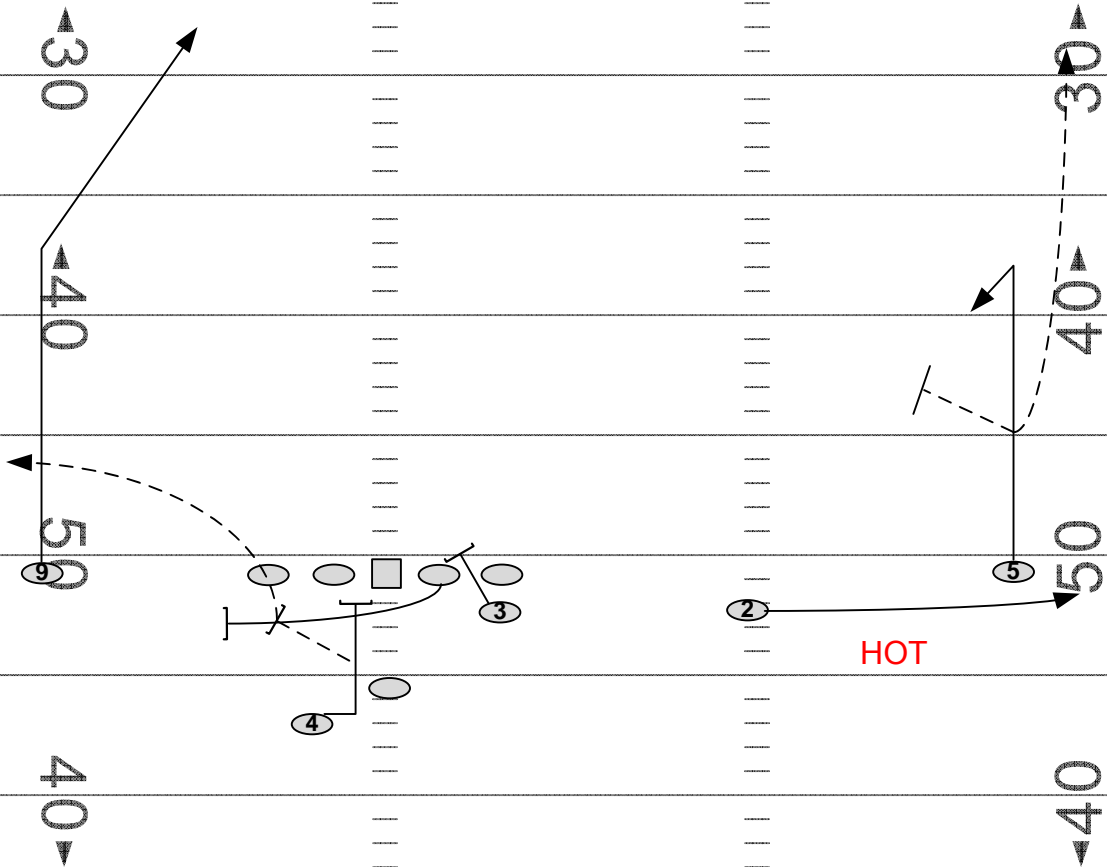
PSG:

C:

BSG:

BST:

(TWINS) JAYHAWK HR



QB: DROP: Big 3. Hit the 9-Man down the near hash on the HR Post.
Vs. Cover 2/3 work smash to field

9: Split: On #'s
Run HR 8 – expect the ball

3: Align: "R"
Chief Protection

4: Align: Tight
If no Blitz, √ down 1 Route in flats

2: Split: -2 from hash
Bubble, HOT off SAM or any 4 strong; track and settle at bottom of numbers

5: Split: 3 Above #'s
Press Vertical at CB, if CB is loose or bailing run 12 yd curl
If hard corner (like Cov. 2) or if CB squats, run 9 route.
Copy Rules, vs Blitz Protect Bubble.

K.C.

PST:

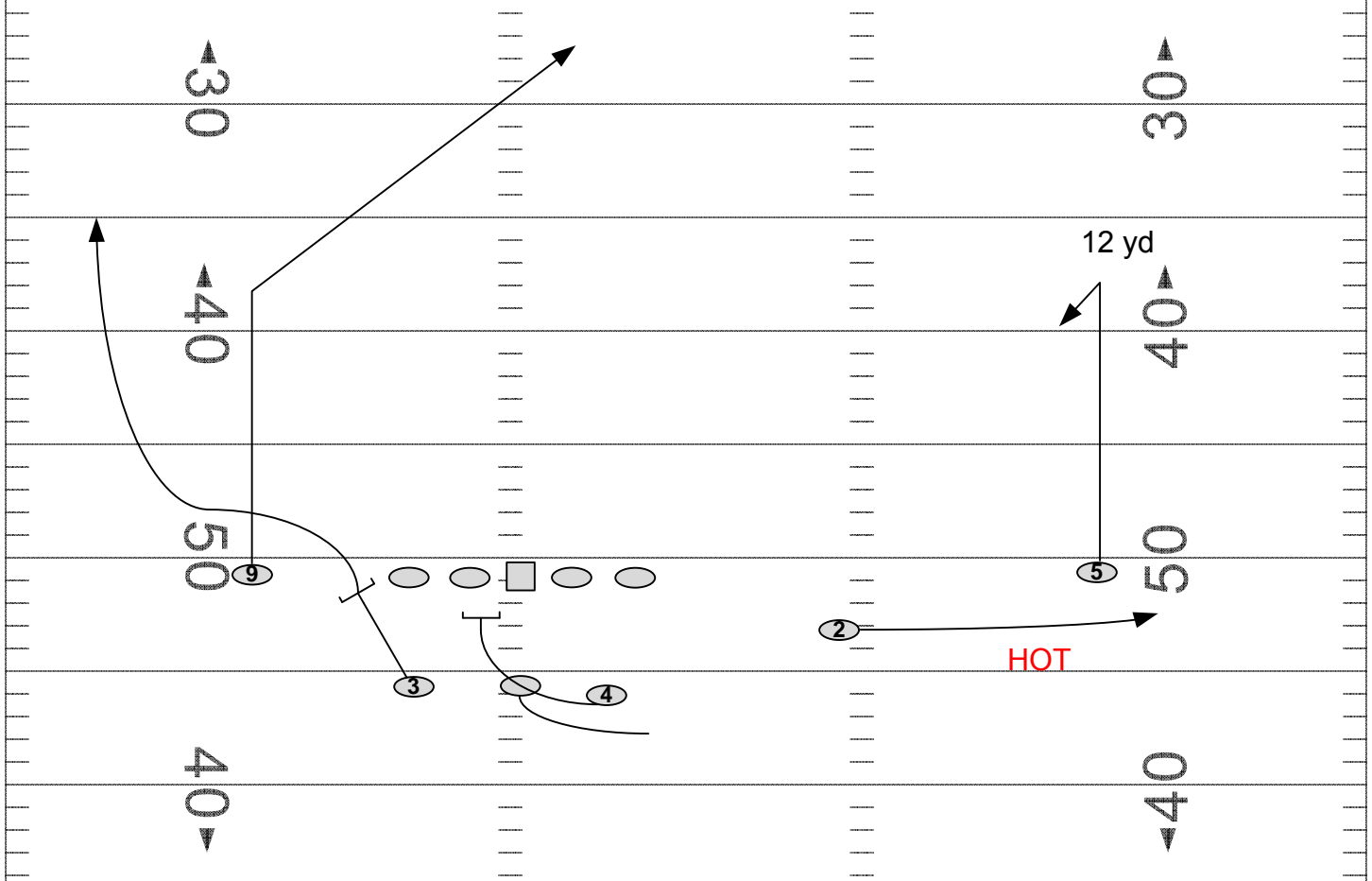
PSG:

C:

BSG:

BST:

(Split) COPY ARMY



QB: Token fake, copy sprint, pull up behind tackle, prepared to throw sneak wheel. Hot off SAM.

COPY MAX

PST:

9: Split: 6 yards from tackle.
Push vertical and across to capture eyes of safety and quickly cross his face. Take 2 clearing out the CB and FS.

PSG:

3: Align: 5 1/2
Make it look like you're blocking Oakland; as soon as flat defender freezes, release on a wheel route

C:

4: Align: 5 1/2
Token fake INDY and replace the pulling guard or center.

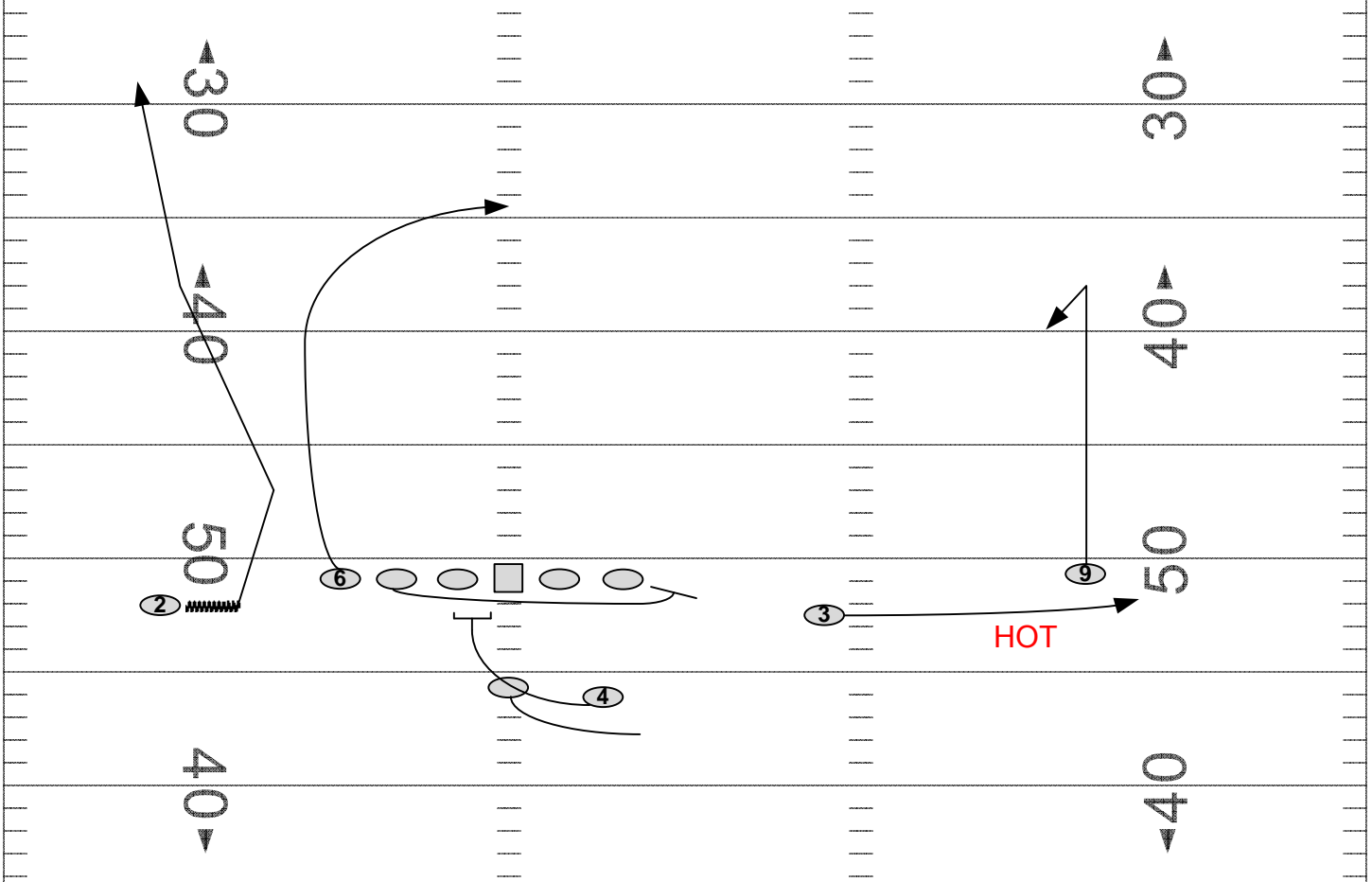
BSG:

5: Split: 3 Above #'s.
Press Vertical at CB, if CB is loose or bailing run 12 yd curl. If hard corner (like Cov. 2) or if CB squats, run 9 route. Copy Rules vs Blitz, protect Bubble.

BST:

2: Spit: -2 Hash.
3 yards deep. Bubble, HOT off SAM or any 4 strong.

(DEUCE) Zin COPY ARMY



QB: Bring Zin motion, token fake, copy sprint, pull up behind tackle, prepared to throw sneak wheel

COPY MAX

9: Split: 3 Above #'s
Press Vertical at CB, if CB is loose or bailing run 12 yd curl.
If hard corner (like Cov. 2) or if CB squats, run 9 route.
Copy Rules vs Blitz, Protect Bubble.

PST:

3: Align: Split difference between the 9 and the tackle, 4 yds deep;
Bubble, HOT off SAM or any 4 strong.

PSG:

4: Align: Tight
Token fake INDY and replace the pulling guard or center.

C:

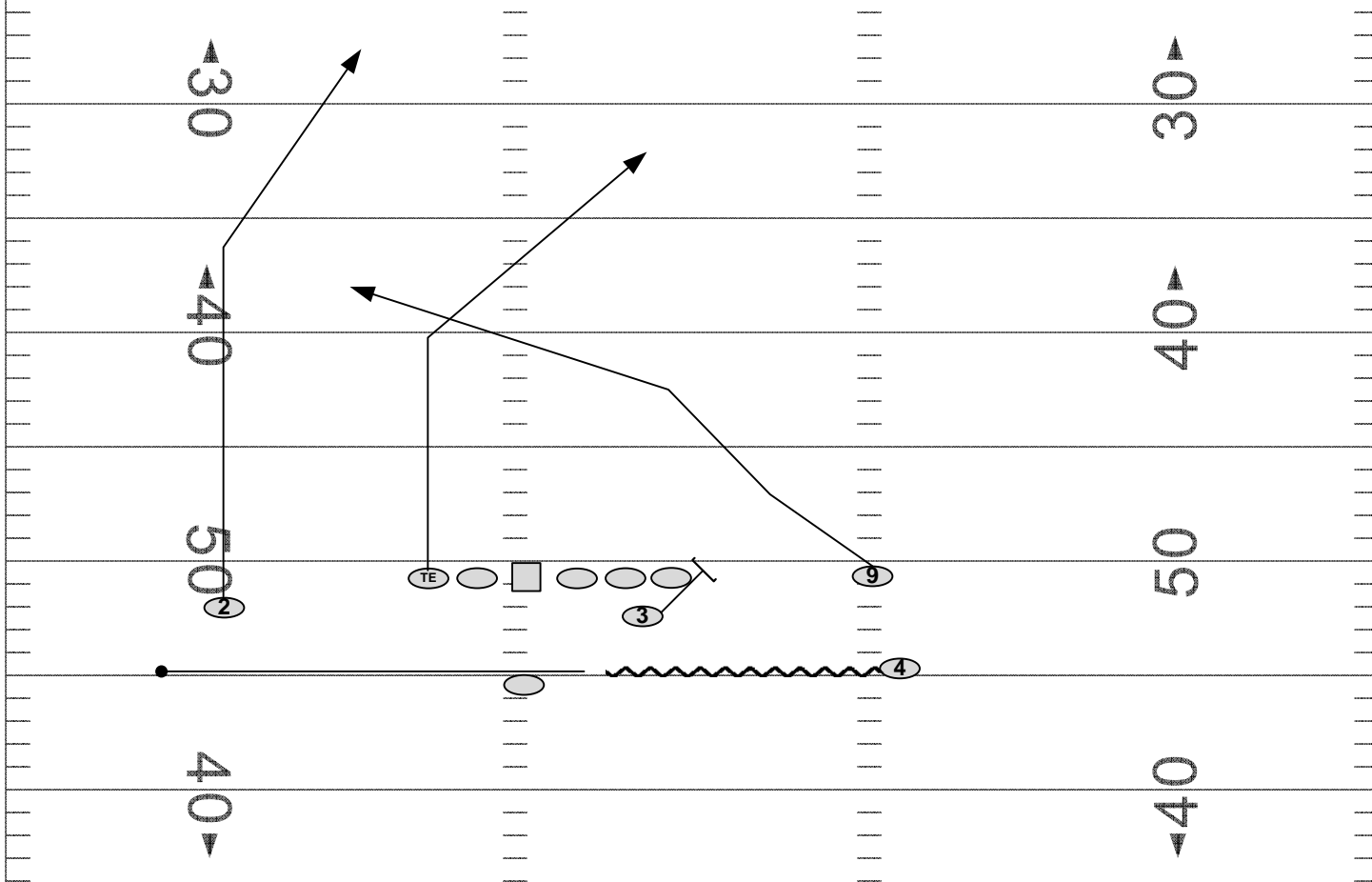
6: Split: Tight End
Expand vertical with stem to capture eyes of safety and quickly cross his face

BSG:

2: Split: 8 yards from tackle; Zin motion to 4 yards. Attack box defender as if cracking for Saint; as soon as Corner freezes for run support, expand on a wide 9 route

BST:

(REBEL OVER) **ARKANSAS 56**



QB: DROP: Token fake to speed motion, big 3 drop.
2 – 5 – 4.

9: Split: 5 yds from tackle.
Run 6 route just like LR 56.

3: Align: Minnesota protection.
First threat off tackle's hip.

4: Align: Speed alignment.
Token fake with QB and check down 4 yds from L.O.S. between the hash and #'s.

TE: Split: Tight End
Best release clear out the safety across the field. Get your hand up.

2: Split: Top of #'s.
Run HR post (just like Kansas HR).

VIKING

PST:

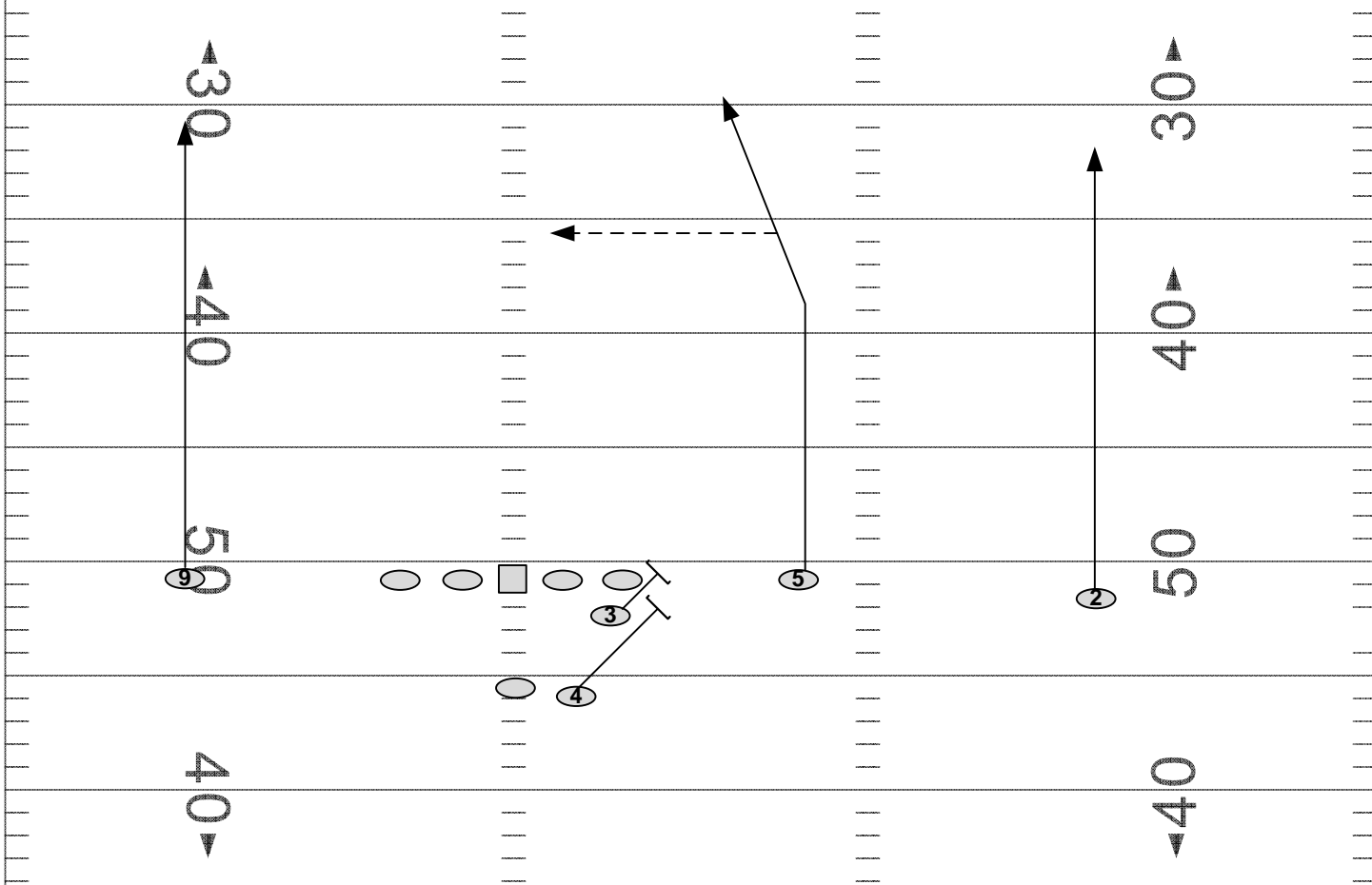
PSG:

C:

BSG:

BST:

(TWINS) 29/99 (OUTSIDE)



QB: DROP: Big 3
 Progression: 5 -2. Read playside safety just like Florida
 Vs. Cover 3 – 5 Man will run 15 yard dig

VIKING

PST:

9: Split: On #'s
 Run 9 route

PSG:

3: Align: "R"
 Buc Protection – 1st threat outside of the tackle

C:

4: Align: Indy
 Buc Protection – 2nd threat off the edge outside of the 3 Back

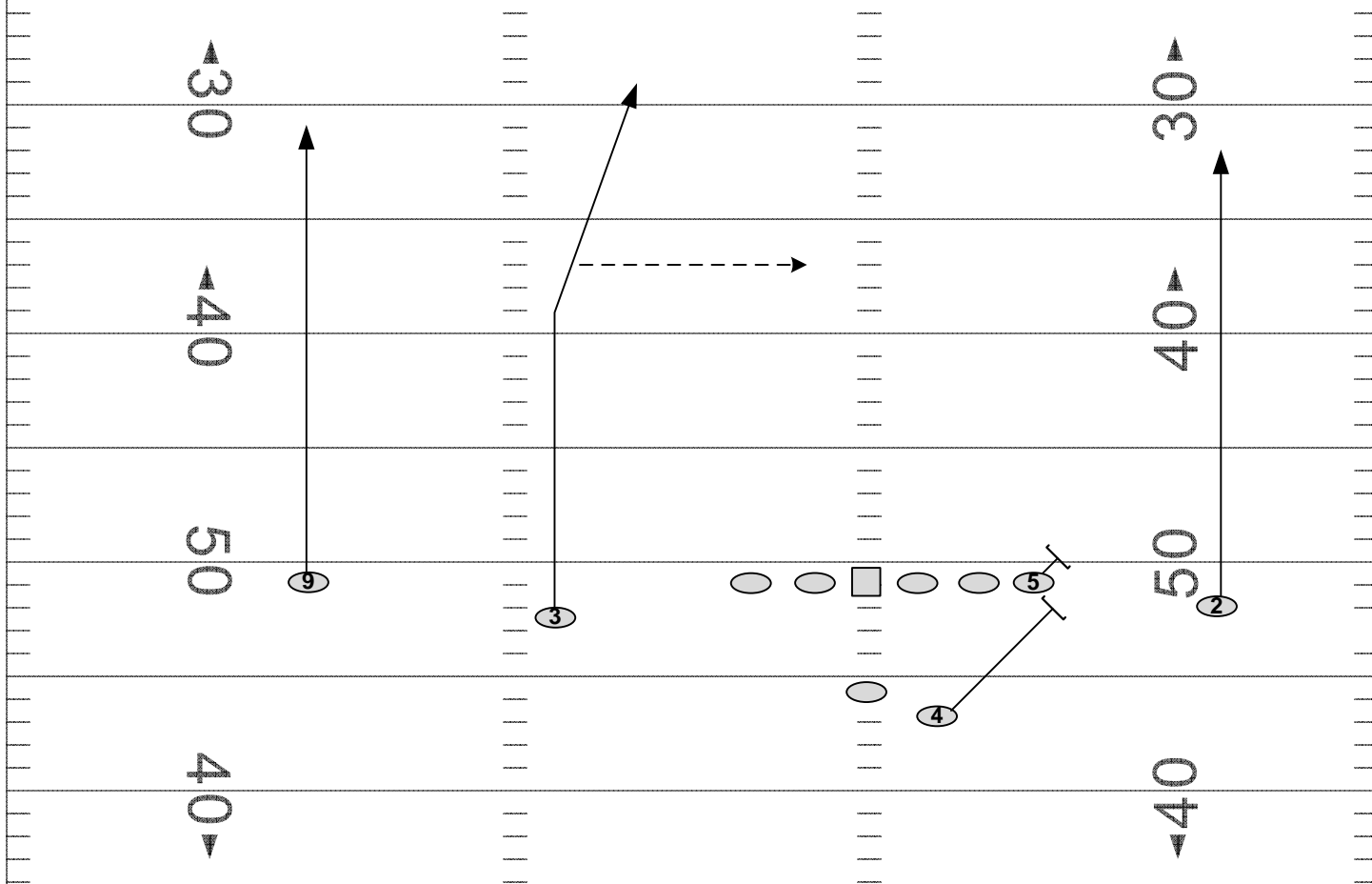
BSG:

5: Split: On Hash.
 Vs 2 - safety look run the beater like Florida @ 12 yards
 Vs 3 – run 15 yard dig

BST:

2: Split: 3 Above #'s
 Run 9 route

(DEUCE) 99/29 (OUTSIDE)



QB: DROP: Big 3
Progression: 9 - 3. Read play side safety just like Florida
Vs. Cover 3 - 5 Man will run 15 yard dig

9: Split: 3 Above #'s
Run 9 route

3: Align: -2 Hash
Vs 2 - safety look run the beater like Florida @ 12 yards
Vs 3 - run 15 yard dig

4: Align: Falcon
Minnesota PRO - 1st threat off the edge outside of the 5 Man

5: Split: Tight End
Minnesota PRO

2: Split: On #'s
Run 9 route

VIKING

PST:

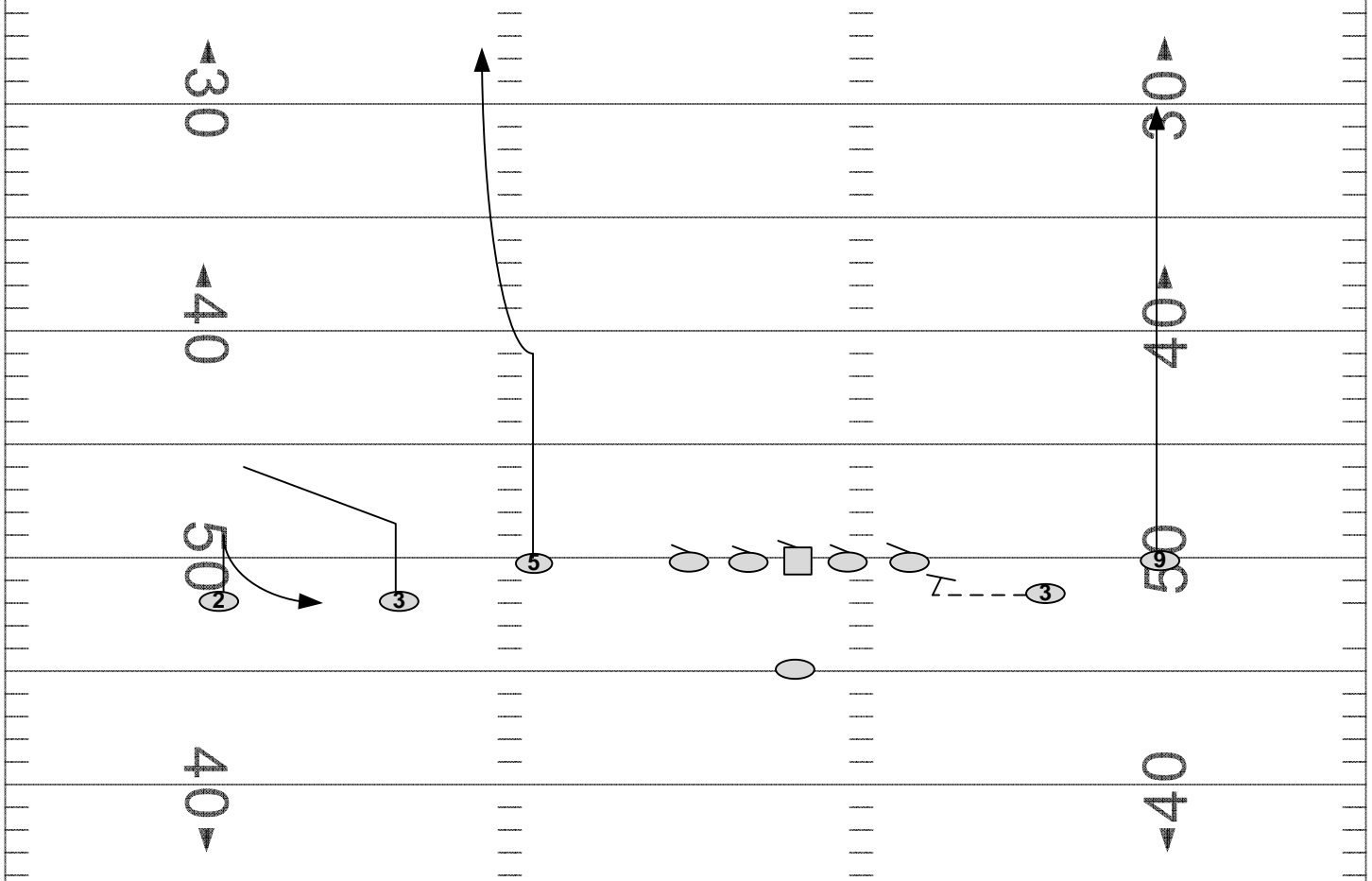
PSG:

C:

BSG:

BST:

(EMPTY) 59 (JET '5')



QB: DROP: Big 3
Progression – 5 to the 9 Man.

9: Split: On #'s
Run 9 route

3: Align:

3: Align: Split Difference Between 5 and 2.
Run Tunnel Screen.

5: Split: On Hash.
Run Jet Fade. Step on toes and expand.

2: Split: On the #'s
Run Tunnel Screen

VIKING (SOLO)

PST:

PSG:

C:

BSG:

BST:

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FALL 2013



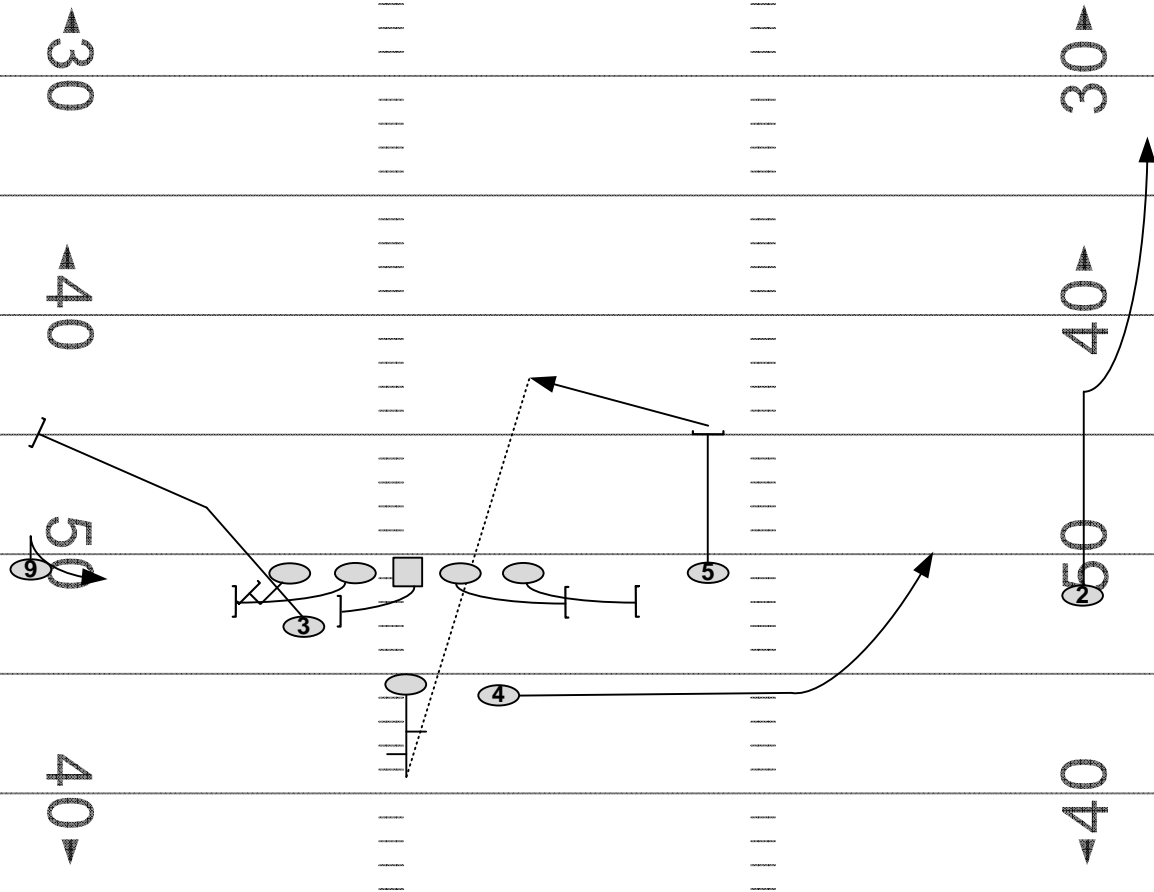
MONEY \$



RELENTLESS

AUBURN FOOTBALL

(TWINS) MONEY 2



ASSIGNMENT

QB: Get Depth quickly. Fake Ohio by eyeing the Swing, find Mike, and deliver ball to 5 quickly. Throw at foot of the swing if covered.

PST: Set, release flat to call

9: Split: 1 Below #'s
Fake Tunnel like Ohio

PSG: Set, release flat to call

3: Align: "L"
Block Tunnel

C: Set, release flat away from call

4: Align: Oakland
Fake Swing screen like Ohio with your hands up.

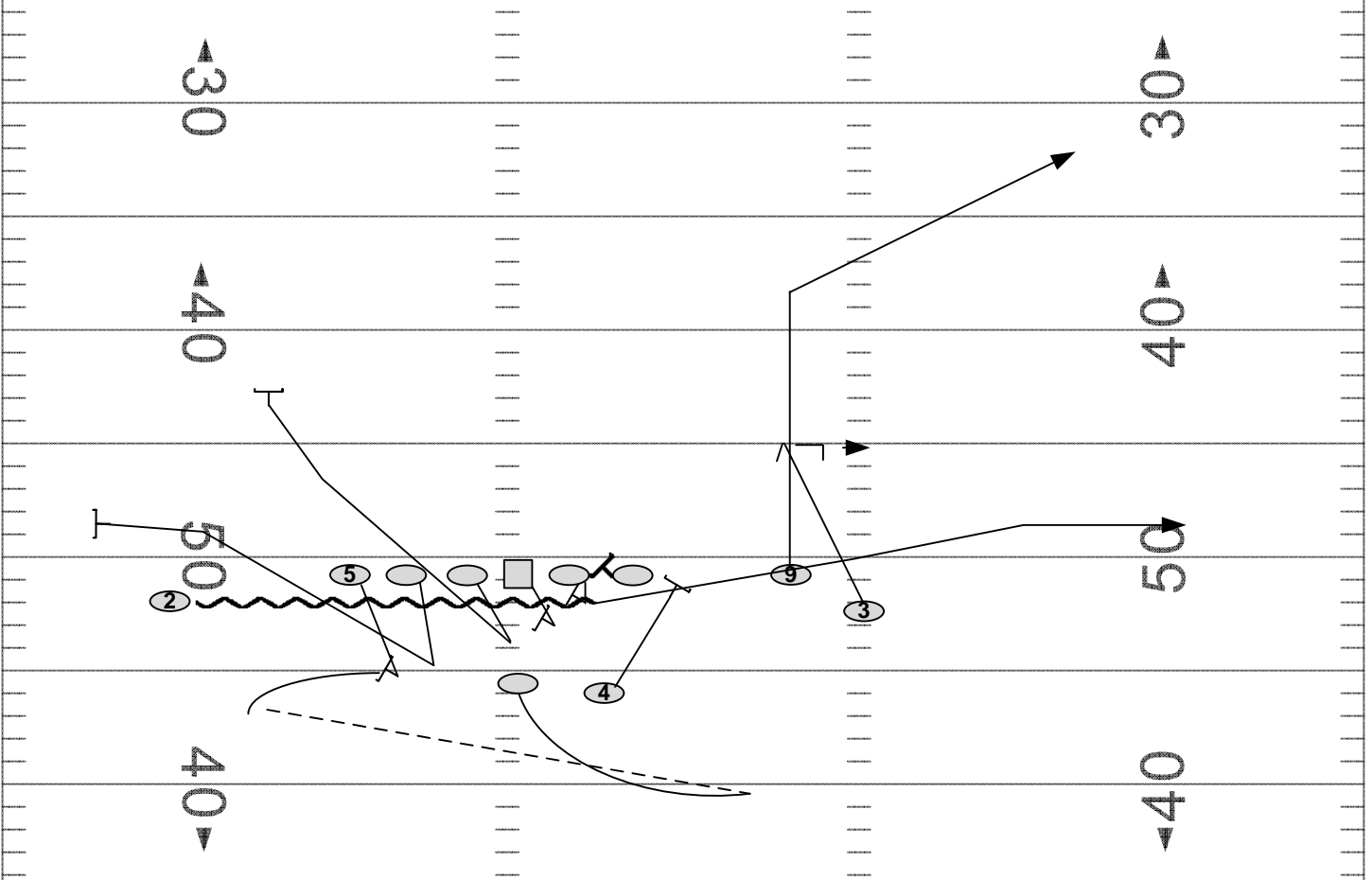
BSG: Set, release flat away from call

5: Split: -2 Hash (or a step tighter)
Condense split; fake stalk on Sam, release, come tight behind MLB and catch ball 5-10 yards over the ball

BST: Pass Set and Cut

2: Split: On #'s
Clear with a 9

(DEUCE) Zac MONEY 3



QB: Roll right getting depth; read 9 to 5; if covered pull up and throw back to TE screen

9: Split: 4 yds from tackle
Best release, Flat 7 Route

3: Align: 2 yds outside 9-man
look for natural pick, set up and find a window

4: Align: Saint
Protect first thing off edge tight off of the Tackle's hip

5: Split: Tight End
Must sell Rambo, set and let DE win; hook around and set up for throwback
Horizontal release to the flat immediately.

2: Split: 8 yards from end
Zac Motion behind playside tackle, slip into the flats about 4 yards deep

RAMBO

PST:

PSG:

C:

BSG: Rambo release flat #2 to seal

BST: Rambo release flat for the first threat

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FALL 2013



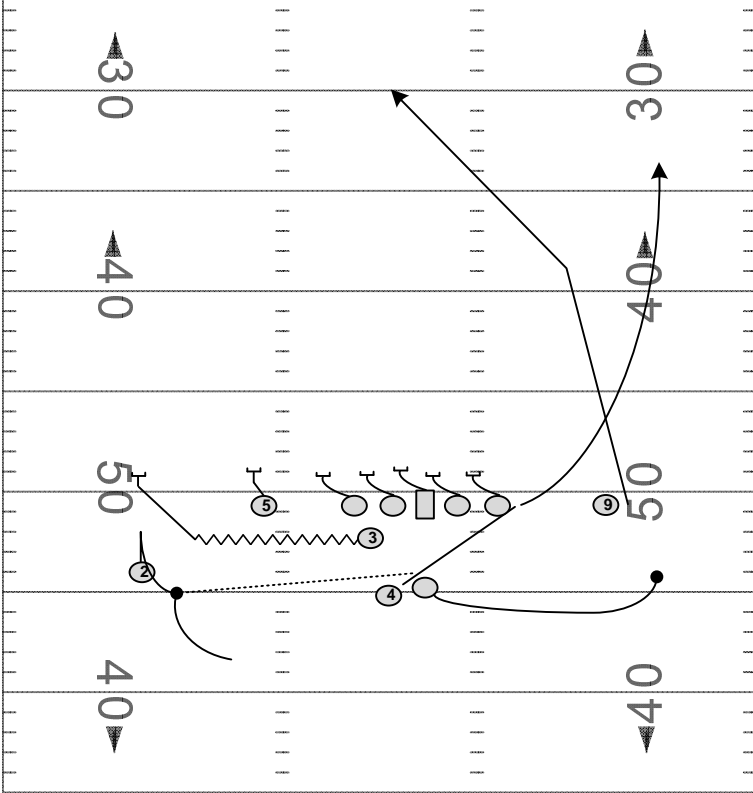
SPECIALS



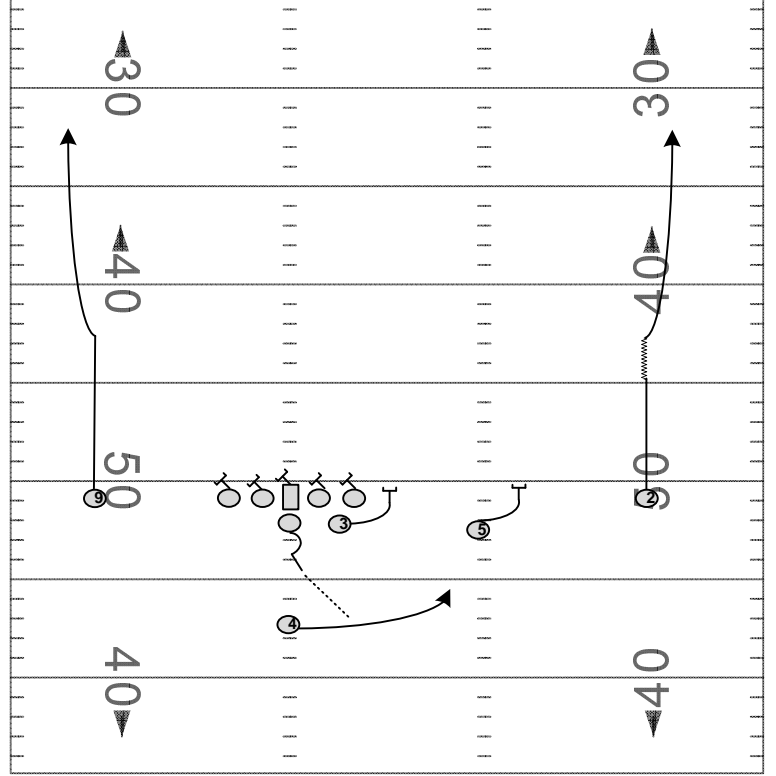
RELENTLESS

AUBURN FOOTBALL

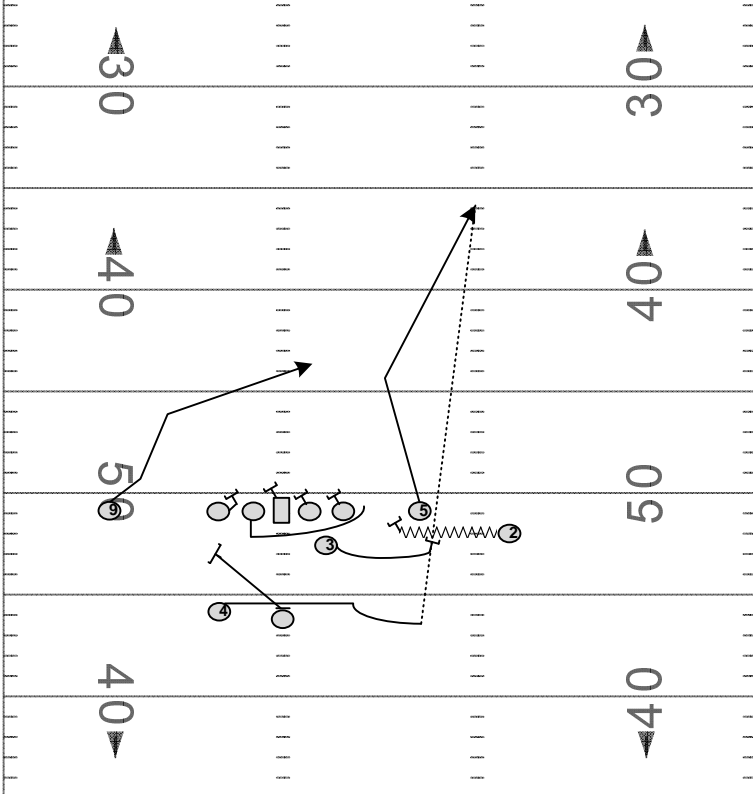
(TWINS) Zip HURRICANE



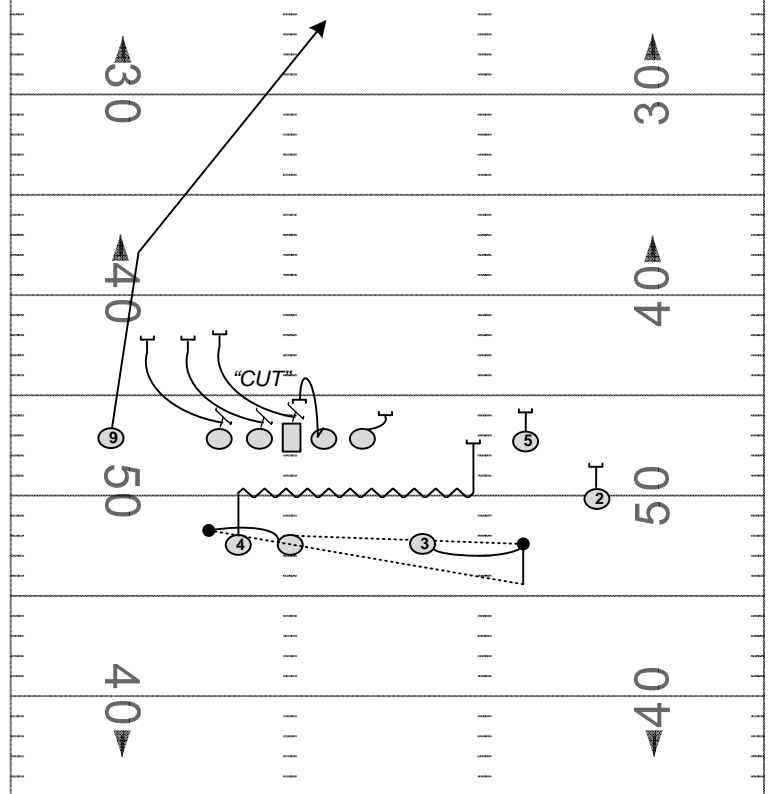
(TWINS) STEELER PITCH P



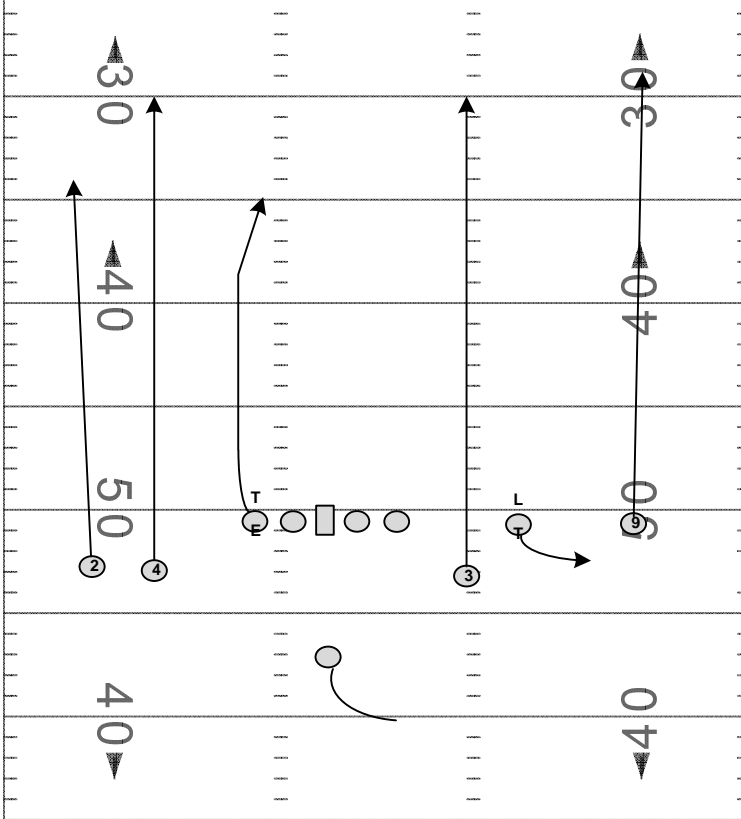
(TWINS) Zin ELEPHANT



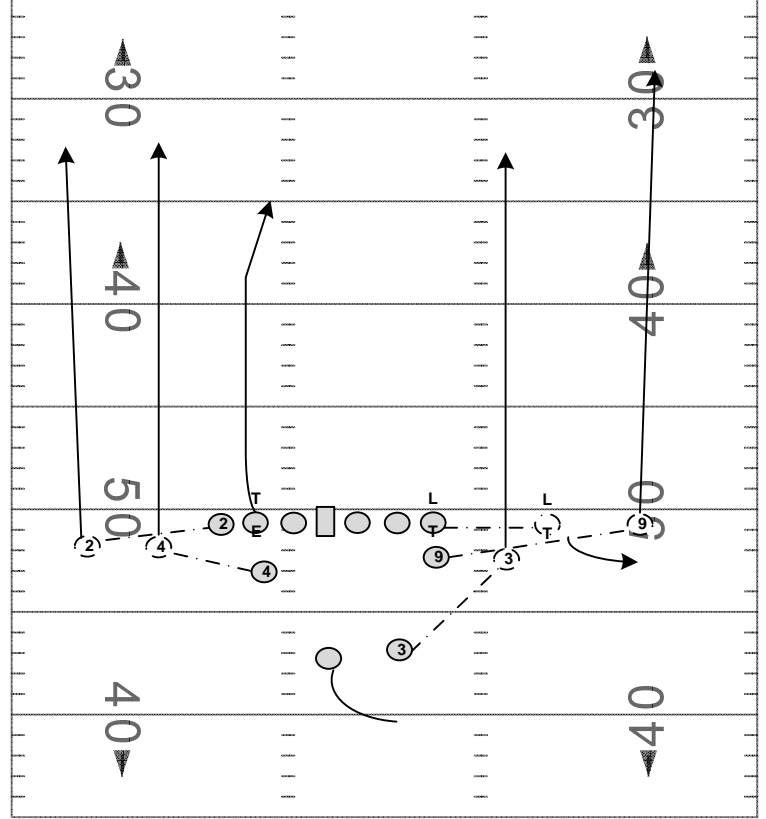
(TRIPS) Motion OKIE



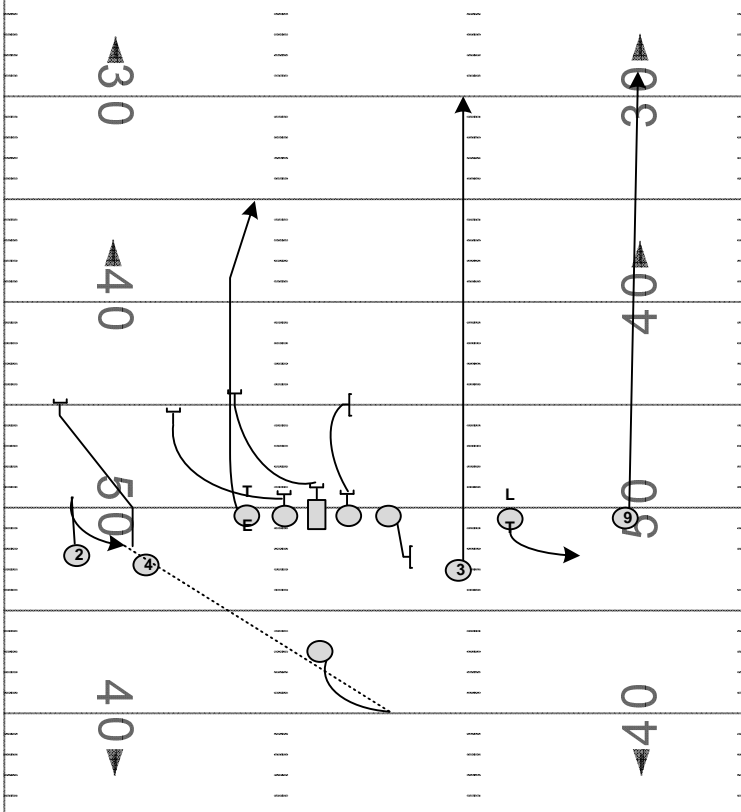
FIGHTSONG



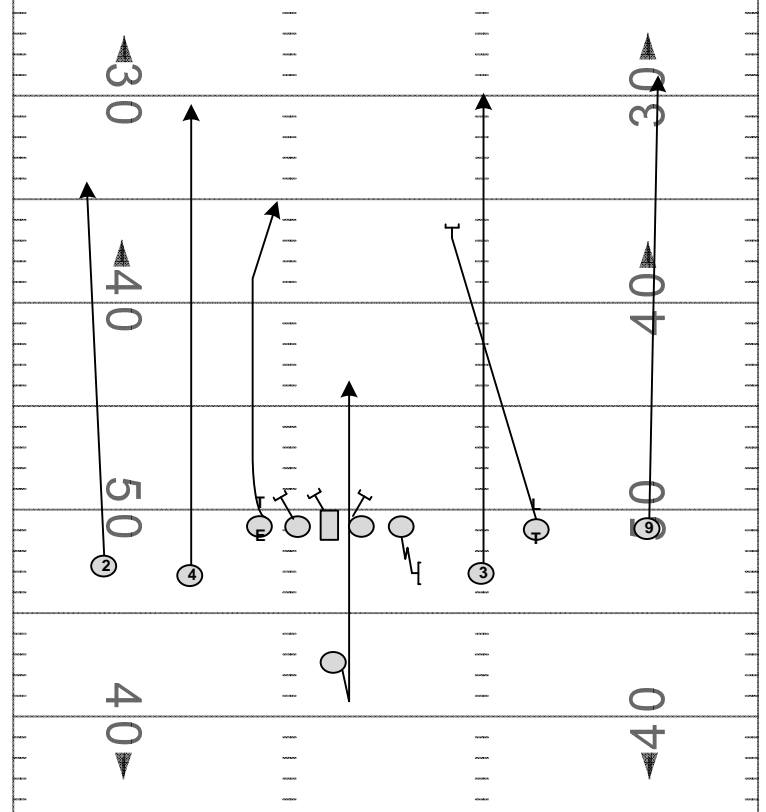
("Shift") FIGHTSONG



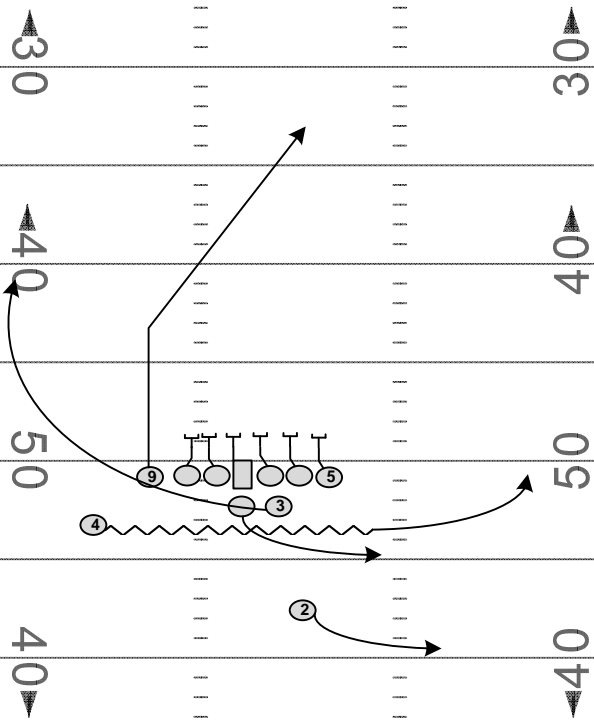
FIGHTSONG JAZZ



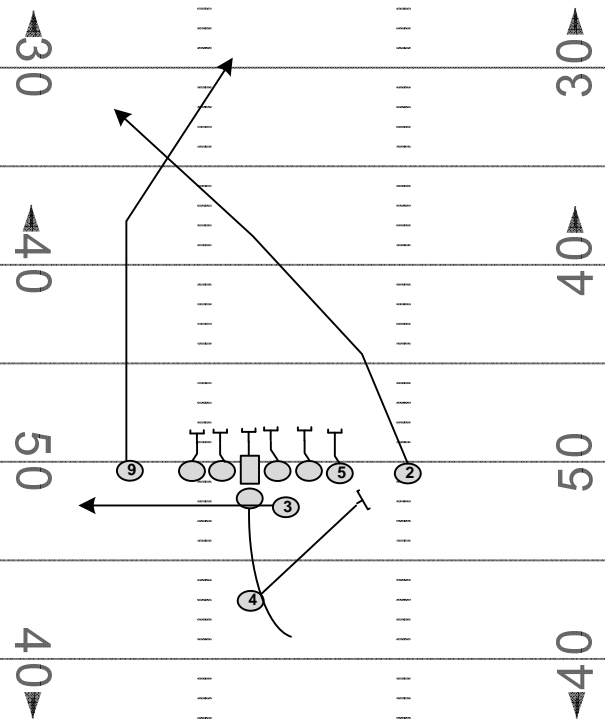
FIGHTSONG SILVER DETROIT



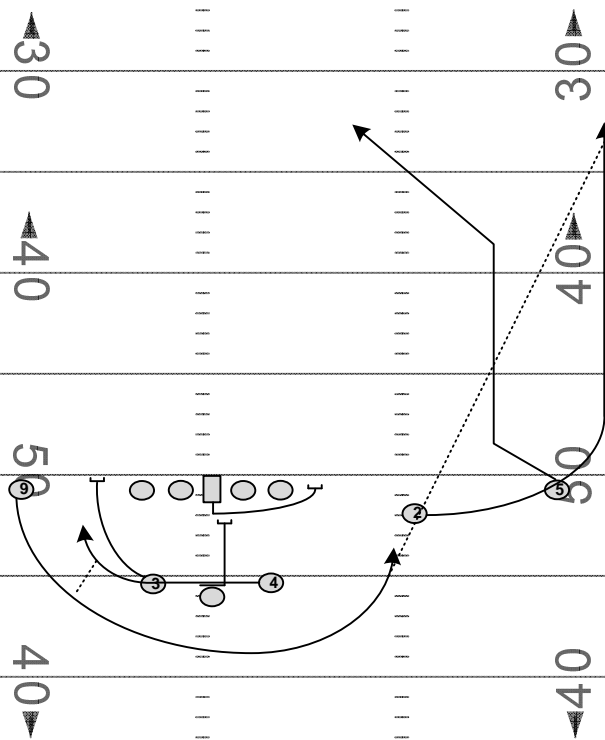
WOODY



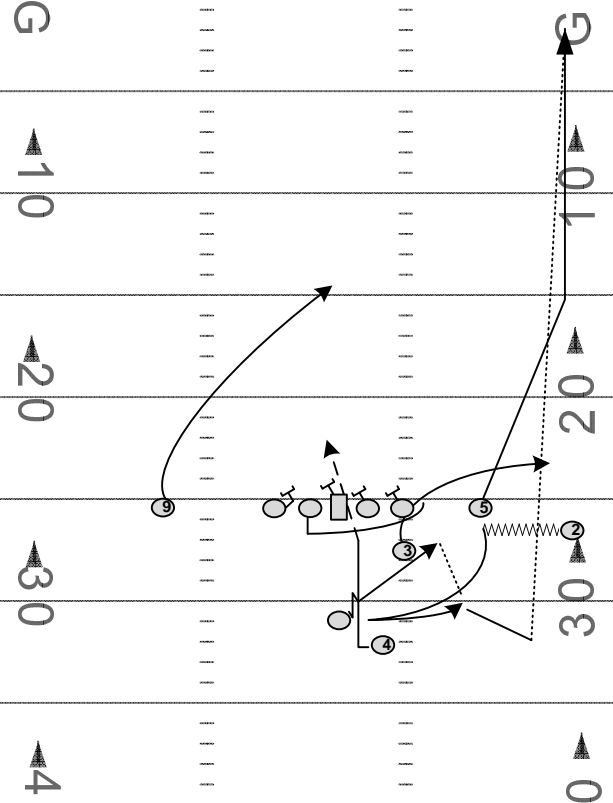
WOODY 56



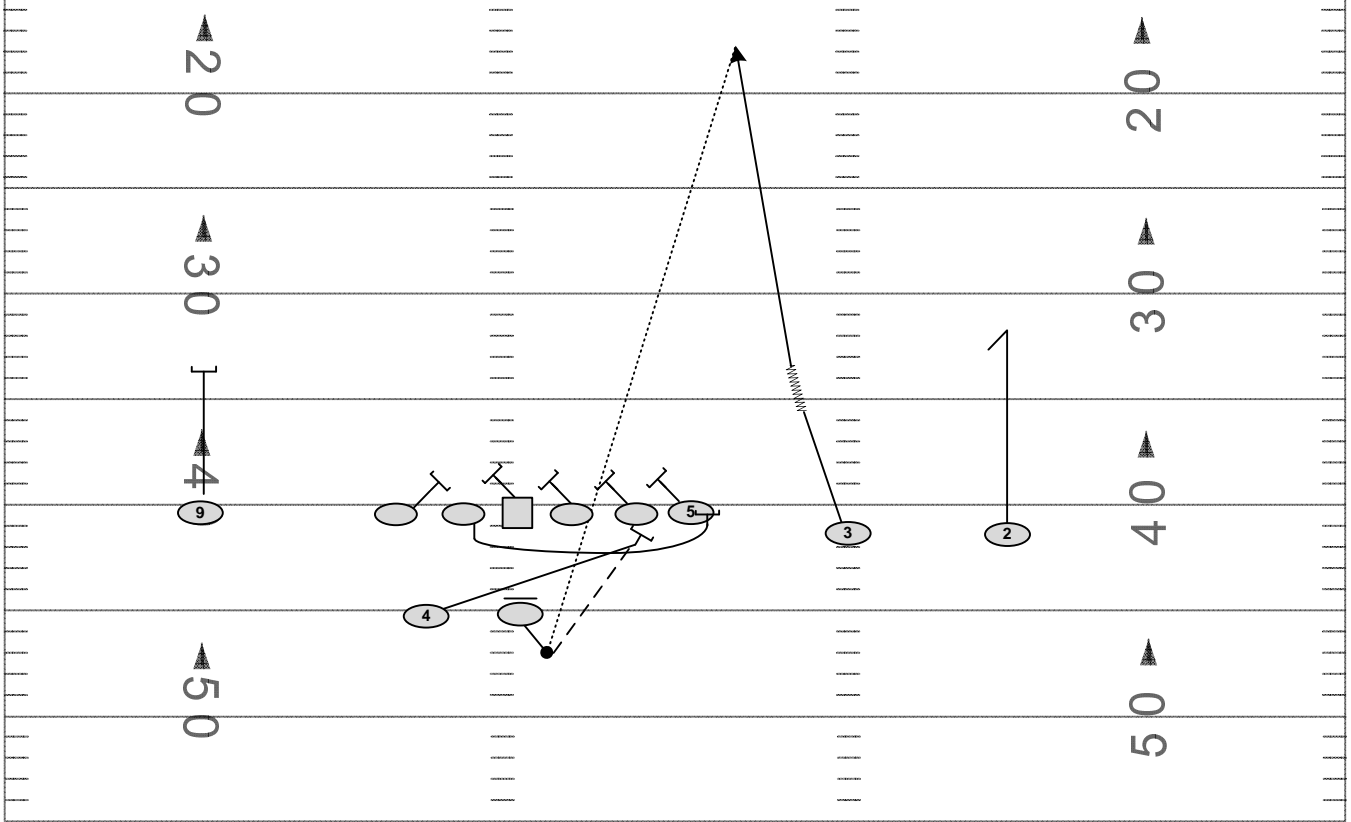
(20) OAKLAND RP



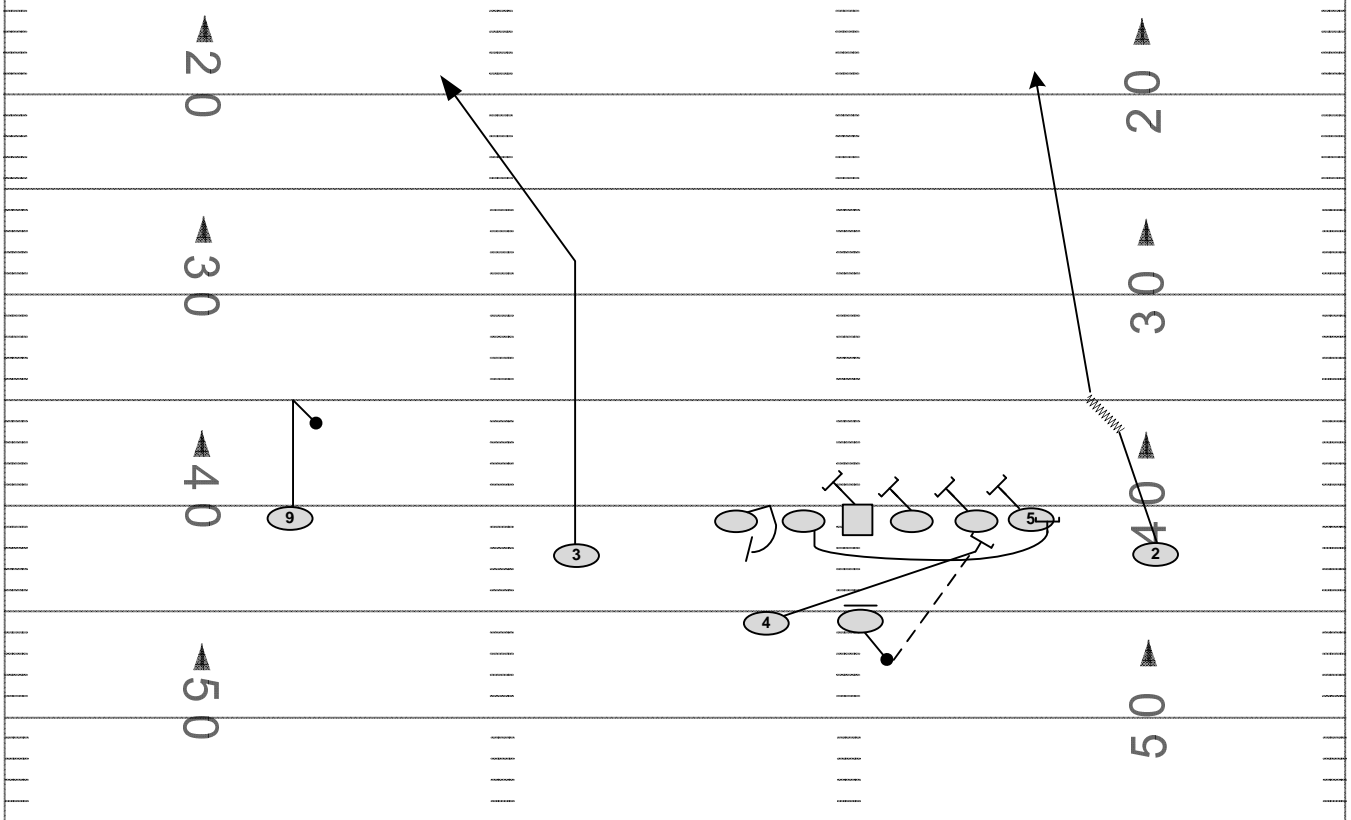
(TWINS) UTAH PACKER "O" P



(+40) (TREY RT) PACKER 'P'



(+40) (Deuce RT) PACKER 'P'



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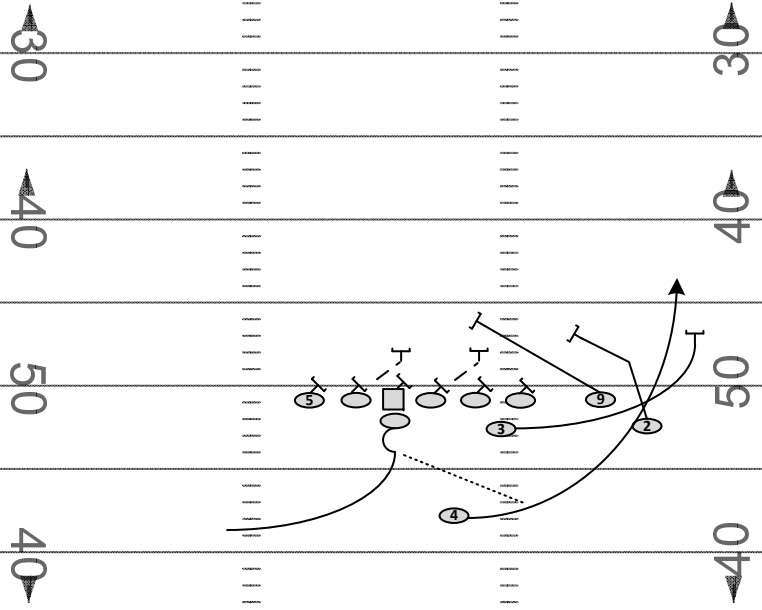
Fire Alarms



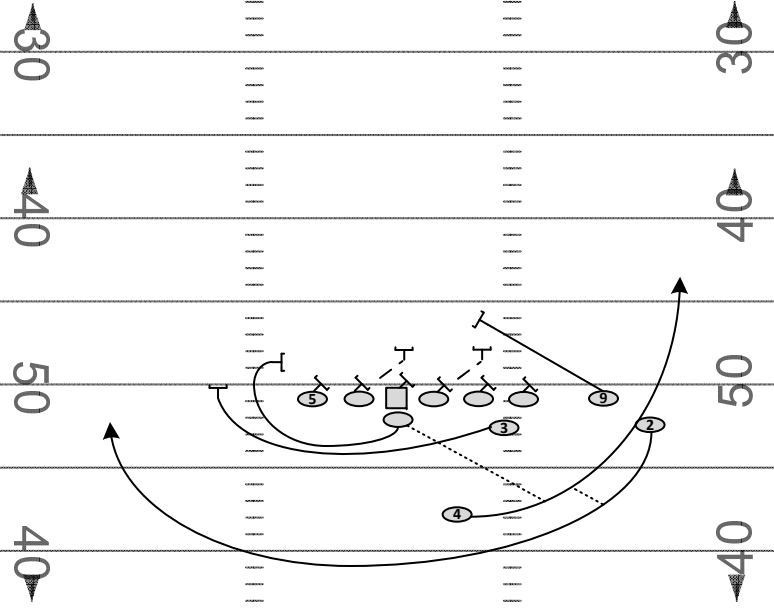
RELENTLESS

AUBURN FOOTBALL

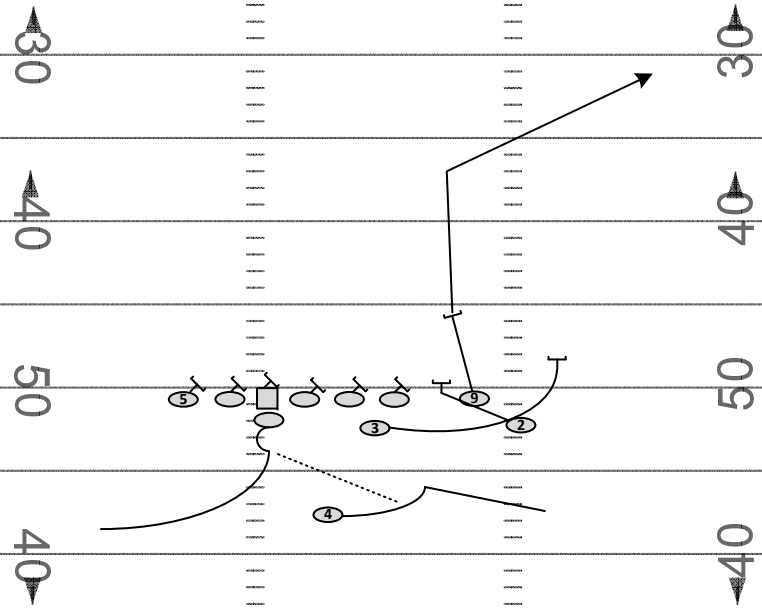
(REBEL) FA QUICK PITCH



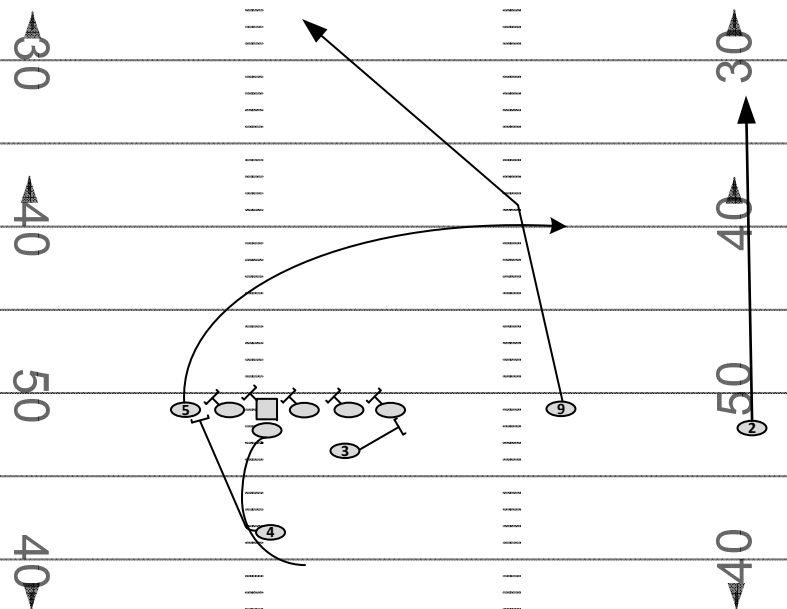
(REBEL) FA GREEN QUICK PITCH



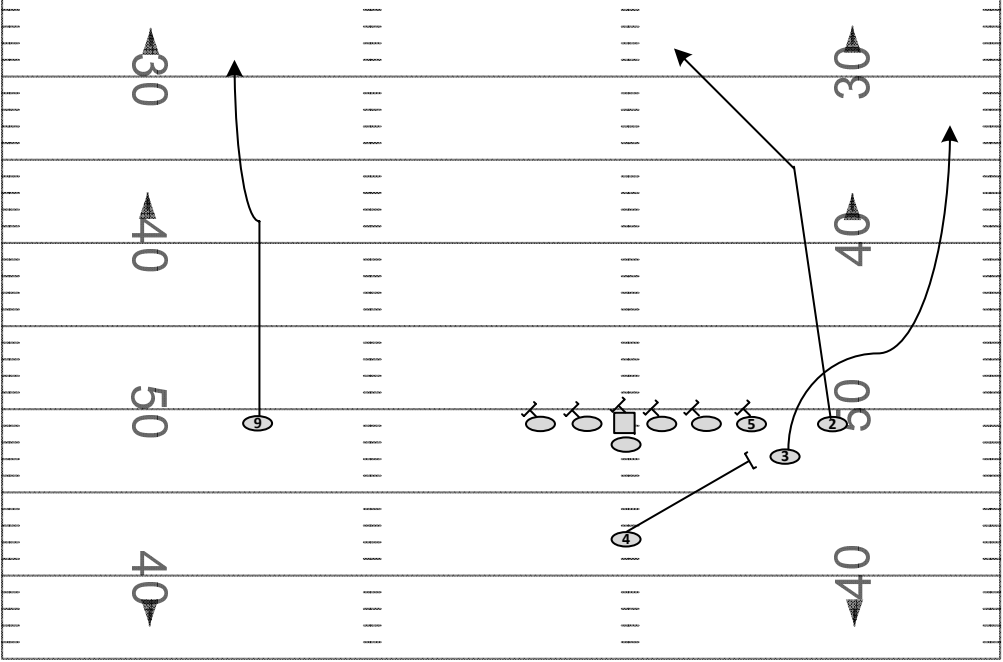
(REBEL) FA QUICK PITCH P



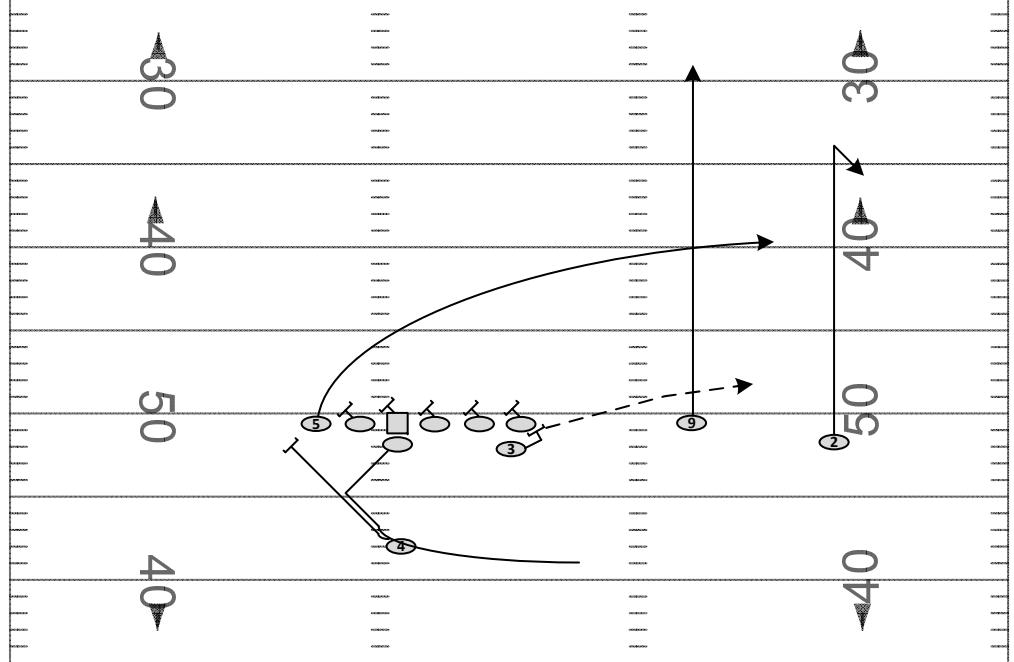
(REBEL) FA SLUGGO



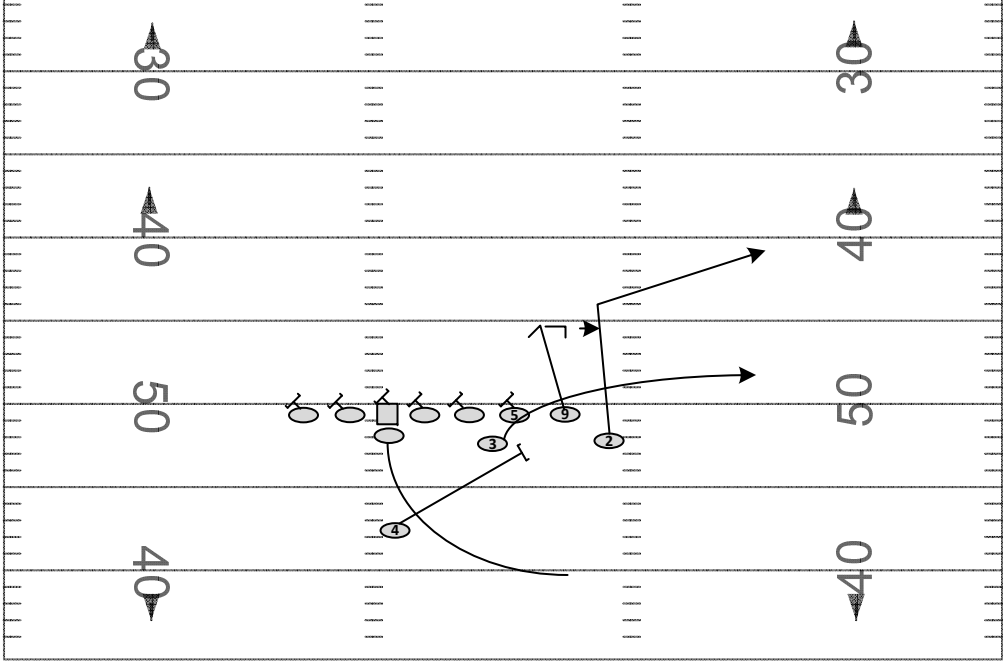
(PRO) FA TIGER



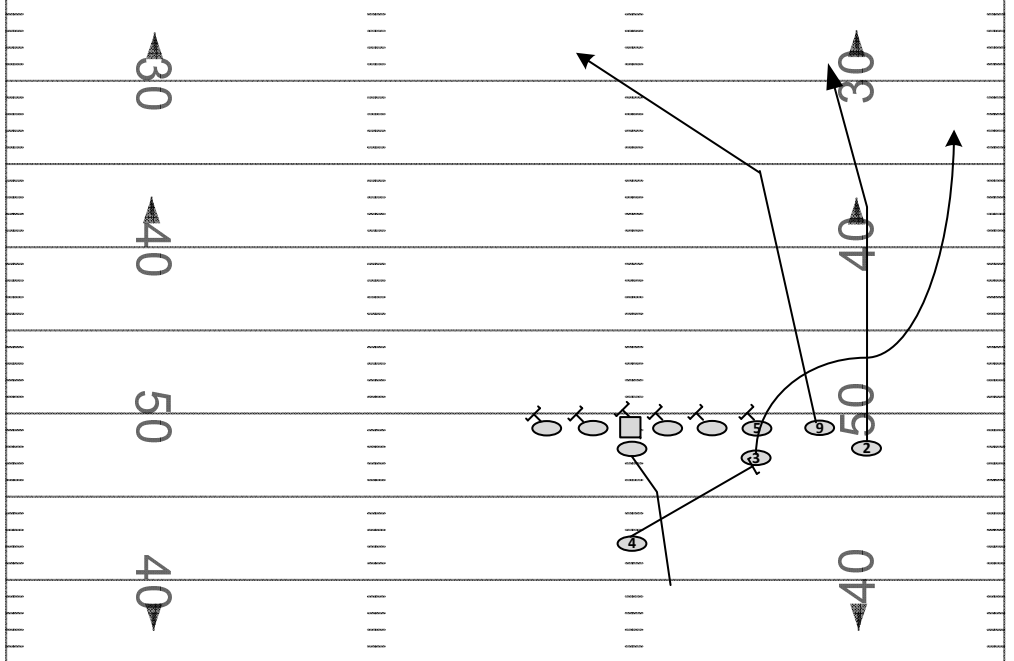
(REBEL) FA GREEN ATLANTA BACK



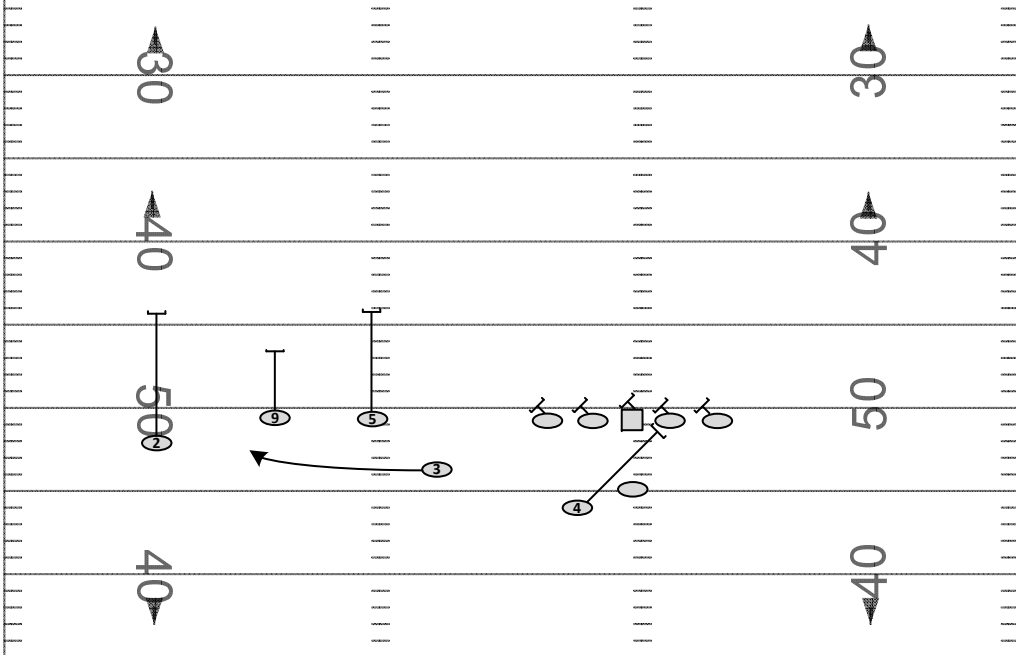
(PRO) FA 31 (Cub)



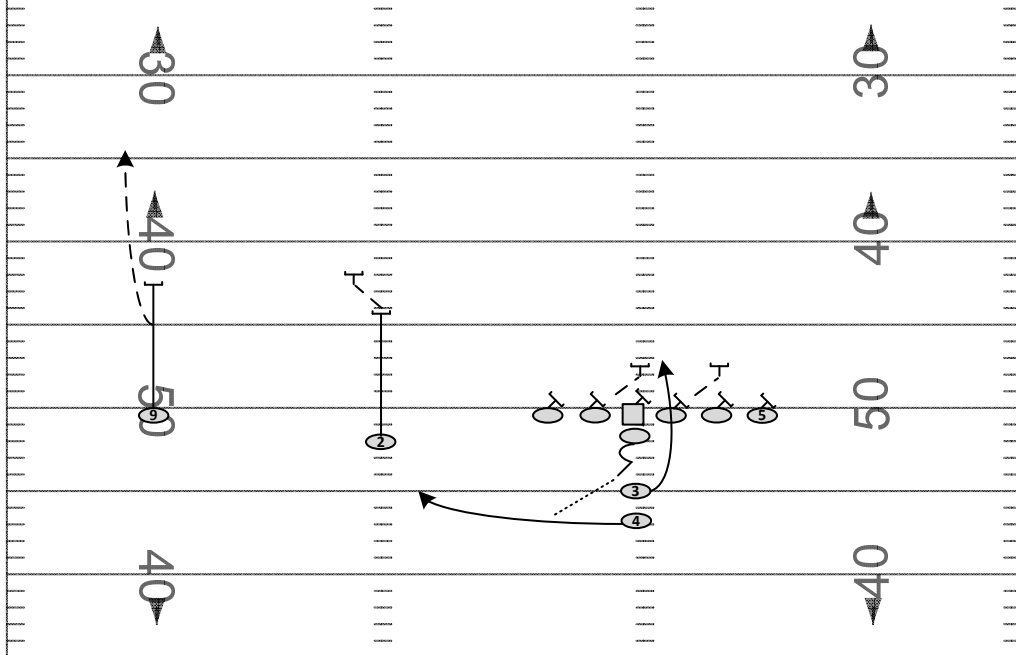
(PRO) TIGER HR



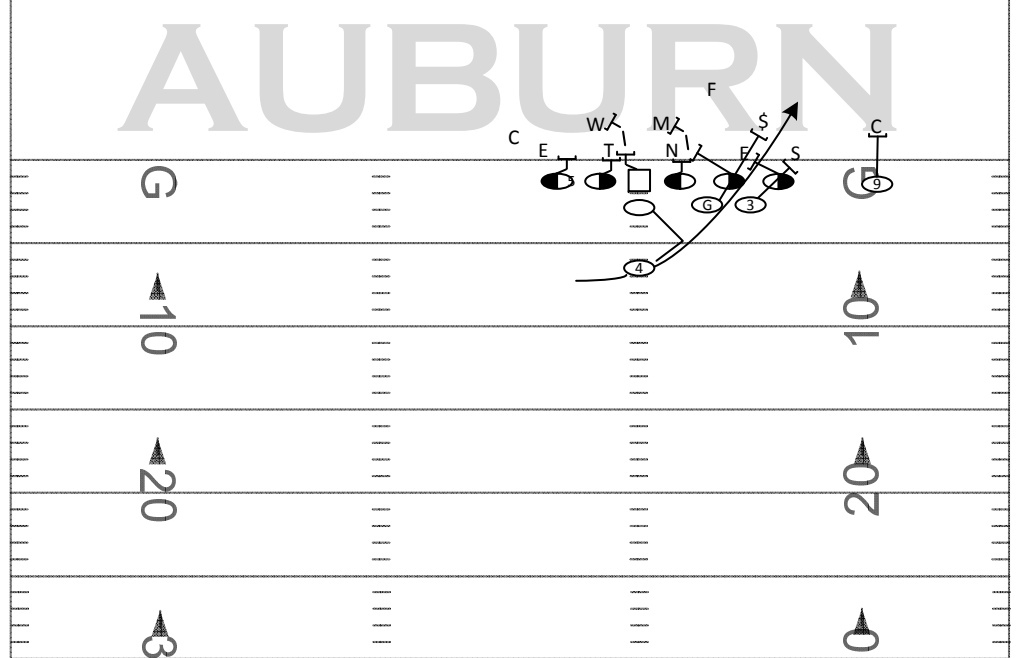
(TRIPS OVER) FA BUBBLE



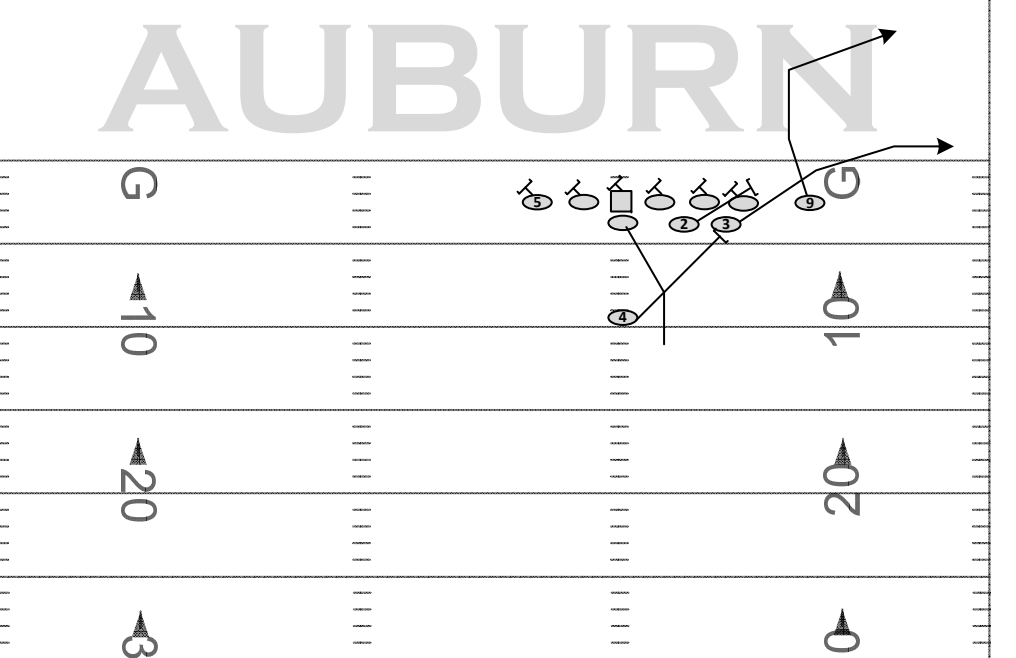
(PRO OVER) FA STEELER PITCH



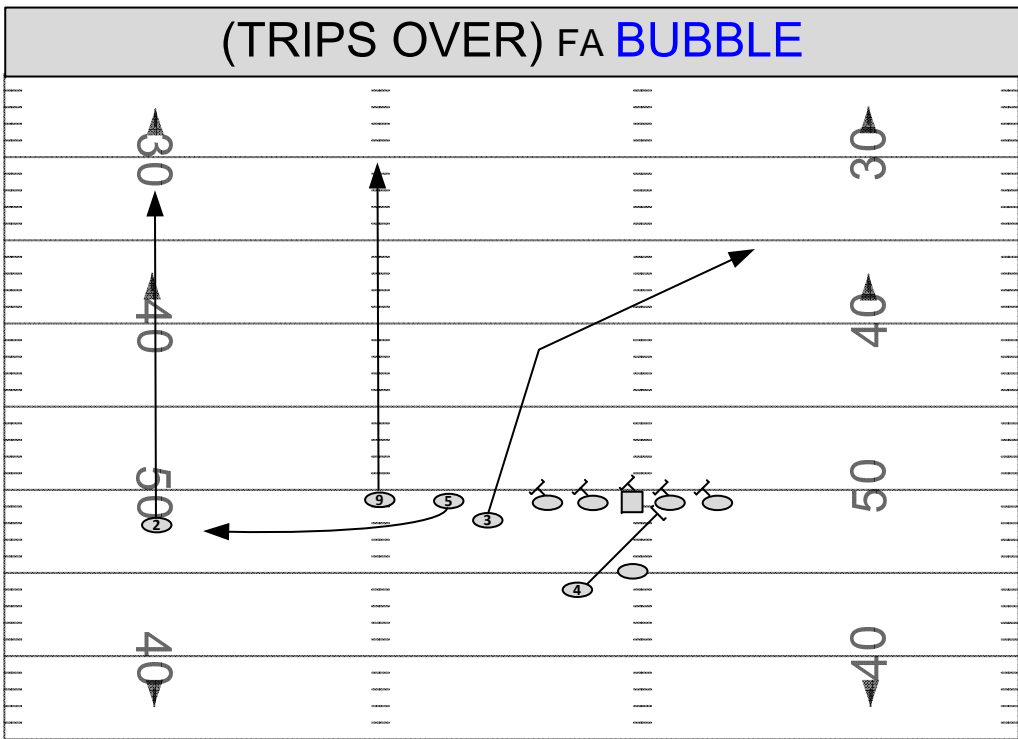
(HEAVY) FA BLAST



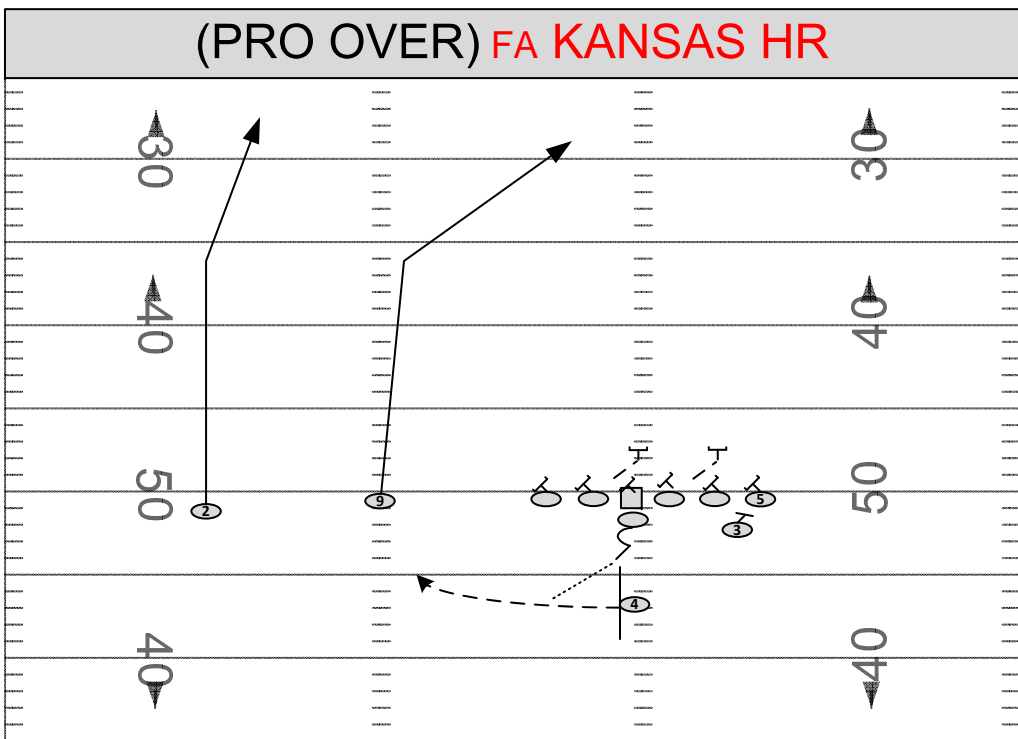
(HEAVY) FA BLAST P



(TRIPS OVER) FA BUBBLE



(PRO OVER) FA KANSAS HR



AUBURN OFFENSE

FALL 2013



FOUNDATION

RUNS

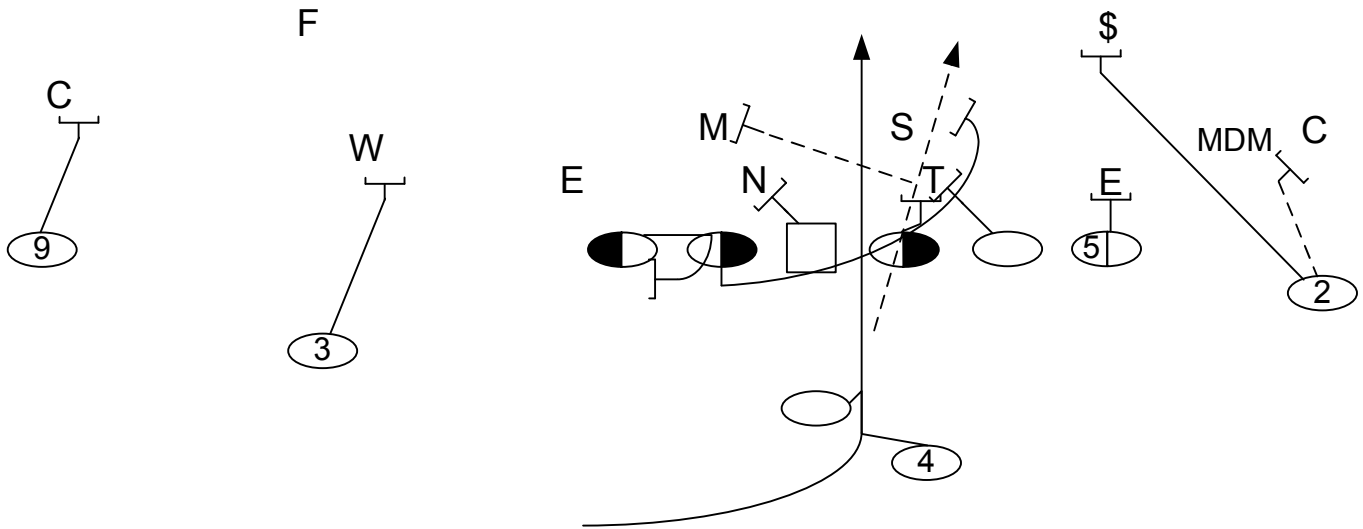
- Power*
- Counter*
- Buck Sweep*
- Inside Zone*



RELENTLESS

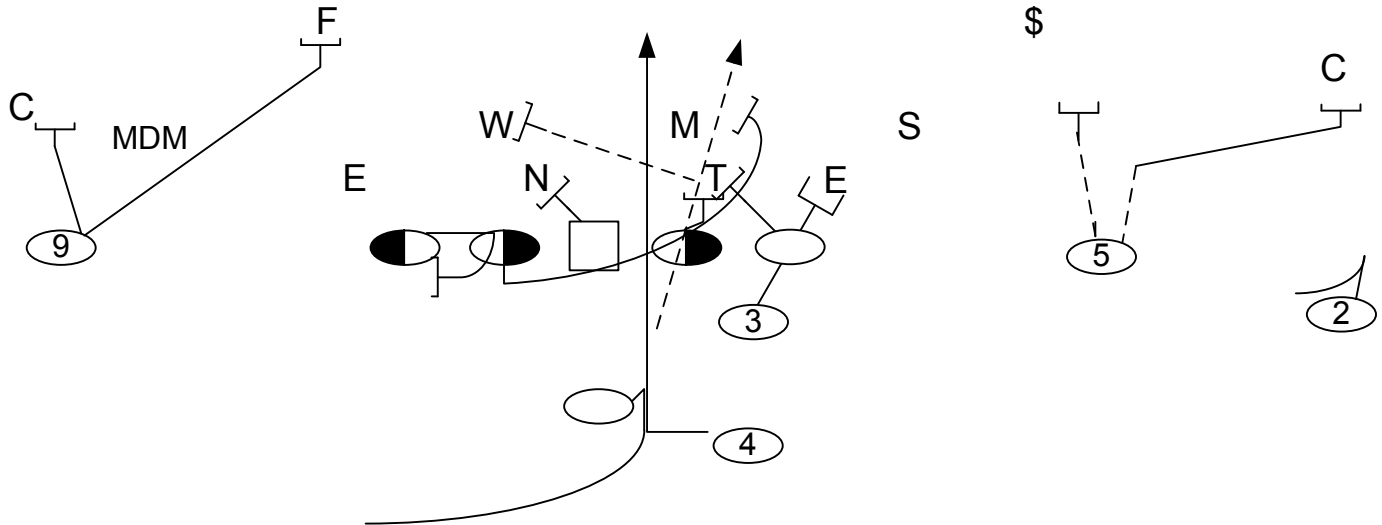
AUBURN FOOTBALL

(DEUCE) RODGERS



<p>QB: Open step with eyes on Flat Defender, ride hand-off, naked away.</p>	<p>B Gap to 2nd LB in Box</p> <p>PST: a) Down Call e) On Call b) Niner Call f) Back Call – QB Call c) Check 2 I Call g) Slow Call – QB Call d) Check 3 Call</p>
<p>9: Split: 3 Above #'s. Block CB</p>	<p>A Gap to 2nd LB in Box</p> <p>PSG: a) Cage Call e) On Call b) Down Call f) Back Call – QB Call c) Check 2 I Call g) Slow Call – QB Call d) Check 3 Call</p>
<p>3: Align: Split -2. Dig out flat defender. Never block a blitzer or box player.</p>	<p>1st Defensive Lineman Backside</p> <p>C: a) Cage Call b) Niner Call c) Check 0 Call</p>
<p>4: Align: B-Gap Slide & Dive, Press the A-Gap downhill.</p>	<p>Skip Pull to block outside LB</p> <p>BSG: a) On Call</p>
<p>5: Split: Tight End Block out on the first man head up to outside.</p>	
<p>2: Split: Top #'s. Block MDM, CB to roll down safety.</p>	<p>B Gap to Hinge</p> <p>BST: a) Check 0 Call</p>

(TWINS) RODGERS - SPOT

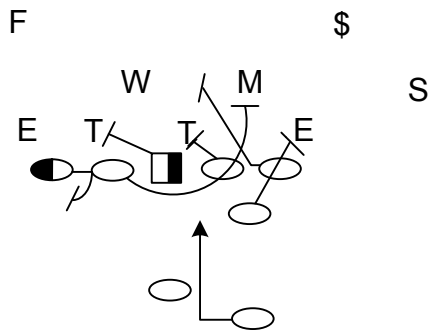


CP: Want to throw the spot If 5 Man can not black Sam LB.

<p>QB: Open step, quick show the ball. Hit 2 man's up field hand. SL alert for "kill" Spot.</p>	<p>B Gap to 2nd LB in Box</p> <p>PST: a) Down Call e) On Call b) Niner Call f) Back Call – QB Call c) Check 2 I Call g) Slow Call – QB Call d) Check 3 Call</p>
<p>9: Split: Top # *(tight as 6 yd from 'T') Dig Out flat defender</p>	<p>A Gap to 2nd LB in Box</p> <p>PST: a) Cage Call e) On Call b) Down Call f) Back Call – QB Call c) Check 2 I Call g) Slow Call – QB Call d) Check 3 Call</p>
<p>5: Split: Hash (Spur); Push up vertical 2 steps then go block MDM (CB – Safety). If QB points, dig out SAM.</p>	<p>1st Defensive Lineman Backside</p> <p>C: a) Cage Call b) Niner Call c) Check 0 Call</p>
<p>4: Align: B-Gap Slide & Dive, Press the A-Gap downhill. Rock The Baby.</p>	<p>Skip Pull to block outside LB</p> <p>a) On Call</p> <p>BSG:</p>
<p>3: Align: "R" / "L" Kick out the first man head up to outside of Tackle, aim for inside #. Think kick out. (L,R,L)</p>	<p>B Gap to Hinge</p> <p>a) Check 0 Call</p> <p>BST:</p>
<p>2: Split: 3 Above #'s. Run spot unless QB points to flat defender; then block man on</p>	

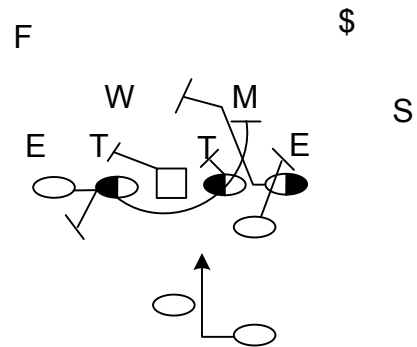
(RODGERS) DEFENSIVE LOOKS

Under



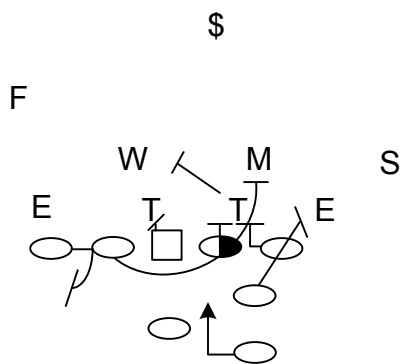
Cage

Under G



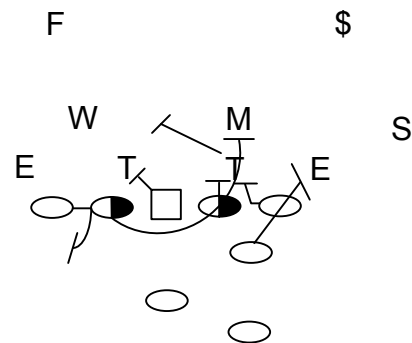
Check 2i

Over



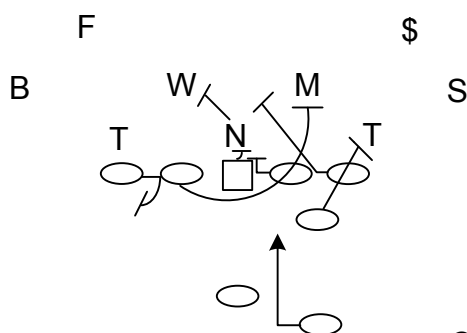
Check 3

Over G



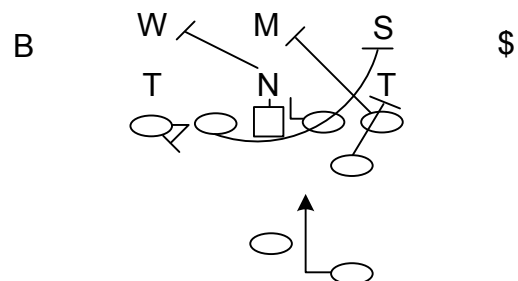
Check 3

Odd



Check 0

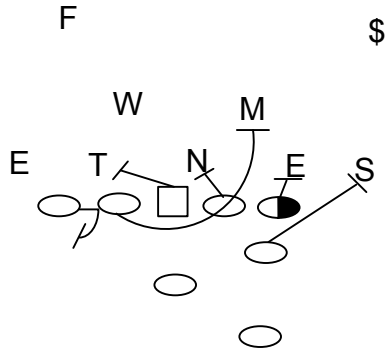
Odd Stack



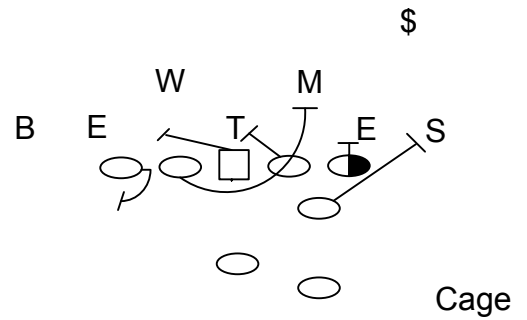
Check 0

(RODGERS) DEFENSIVE LOOKS

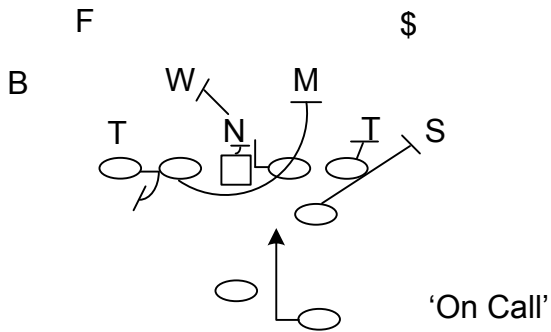
Even 'On' Call



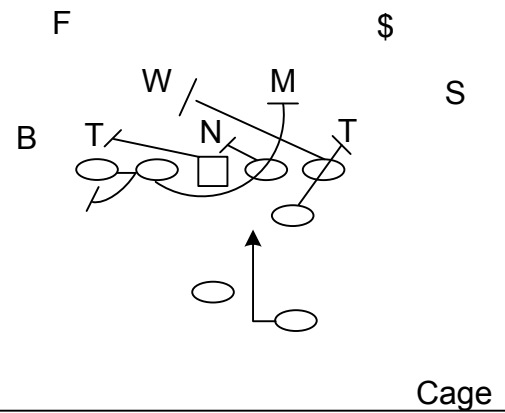
Odd (3-4)



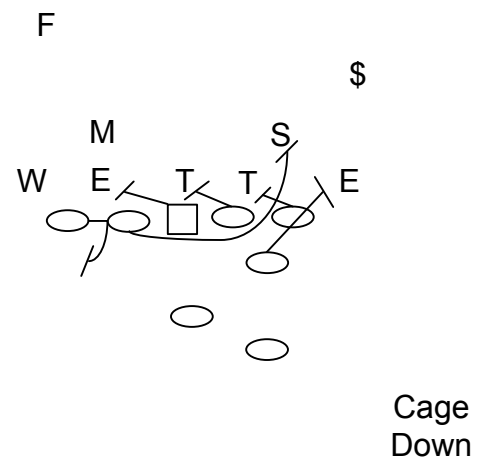
Odd 'On'



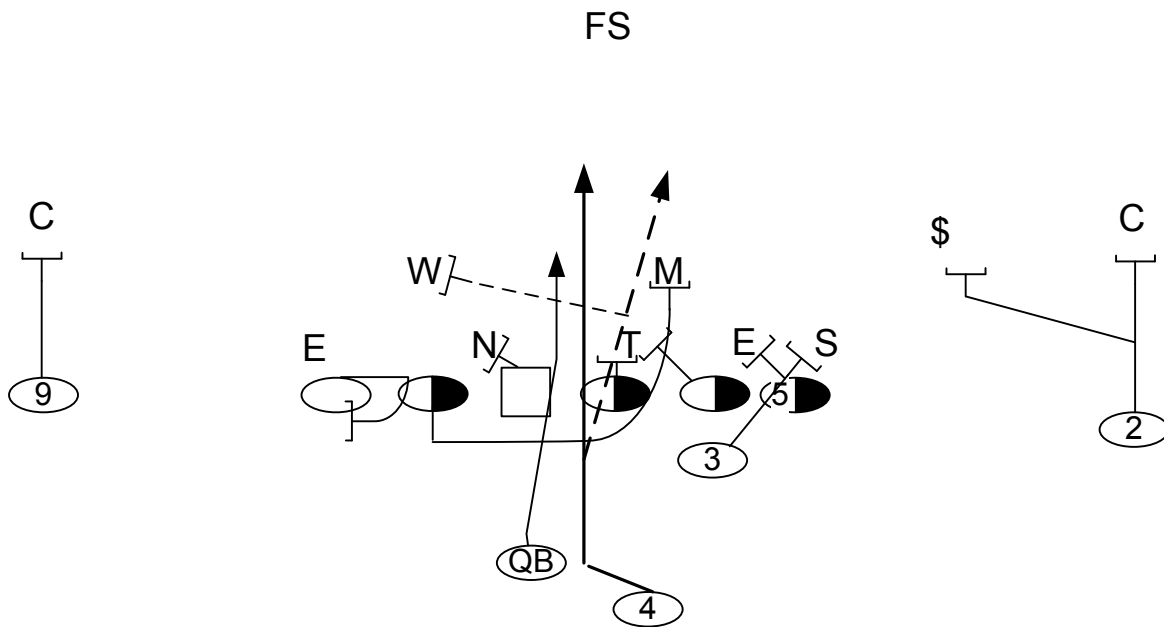
Odd 'Bandit on'



Bear



(PRO) RODGERS 'BIG'



2: Split: 3 Above the #'s.
Block the CB on outside #.

B Gap to Backside LB'er
PST: a) \checkmark 5 Call b) \checkmark 3 Call c) Down Call
d) 9 Call e) \checkmark 2i Call

9: Split: 6 yds from Tackle.
Block CB.

A Gap to Backside LB'er
PSG: a) \checkmark 3 Call b) \checkmark 2i Call c) Cage Call
d) Down Call

Align: "R"
3: Downhill kick out first man head
up to outside the tackle.

1st Defensive Lineman Backside
C: a) Cage b) \checkmark 0

Align: B-Gap
4: Slide Over, Press the A-Gap
downhill.

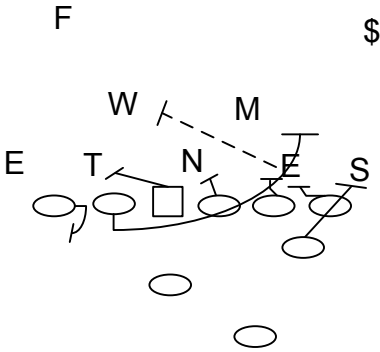
vs. 2 LB'er box Pull for onside LB'er
vs. 3 LB'er Box Pull for Mike
BSG: a) \checkmark 5 Call b) \checkmark 9 call c) \checkmark no Call

TE: C Gap to Backside LB'er
a) 9 Call b) \checkmark 5 Call c) Down Call

BST: B Gap to Hinge

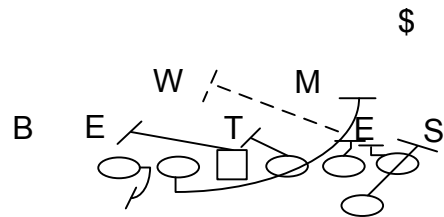
(RODGERS 'Big') DEFENSIVE LOOKS

Under



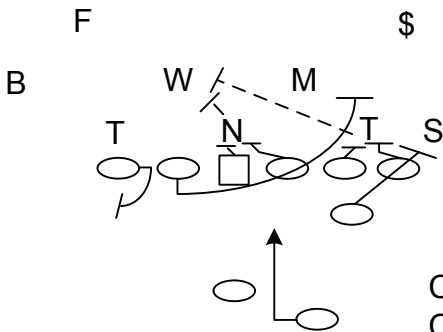
Cage
Check 5

Odd (3-4)



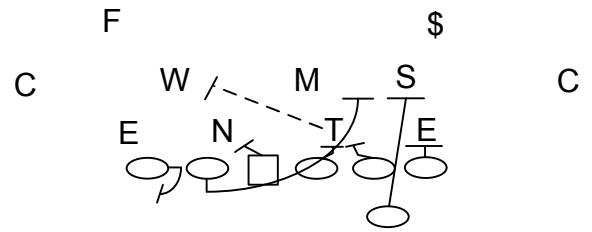
Cage
Check 5

Odd



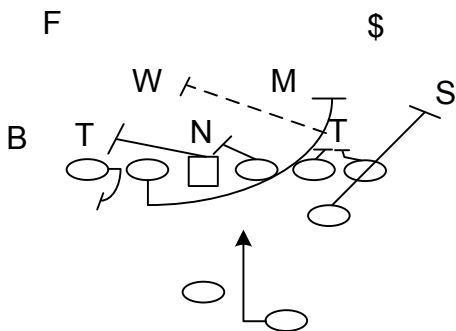
Check 0
Check 5

EVEN (4-3)

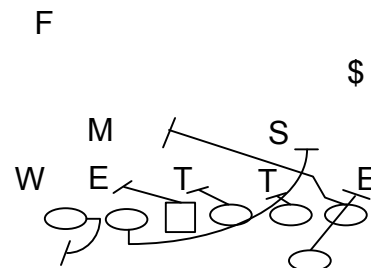


Check 3

Bear

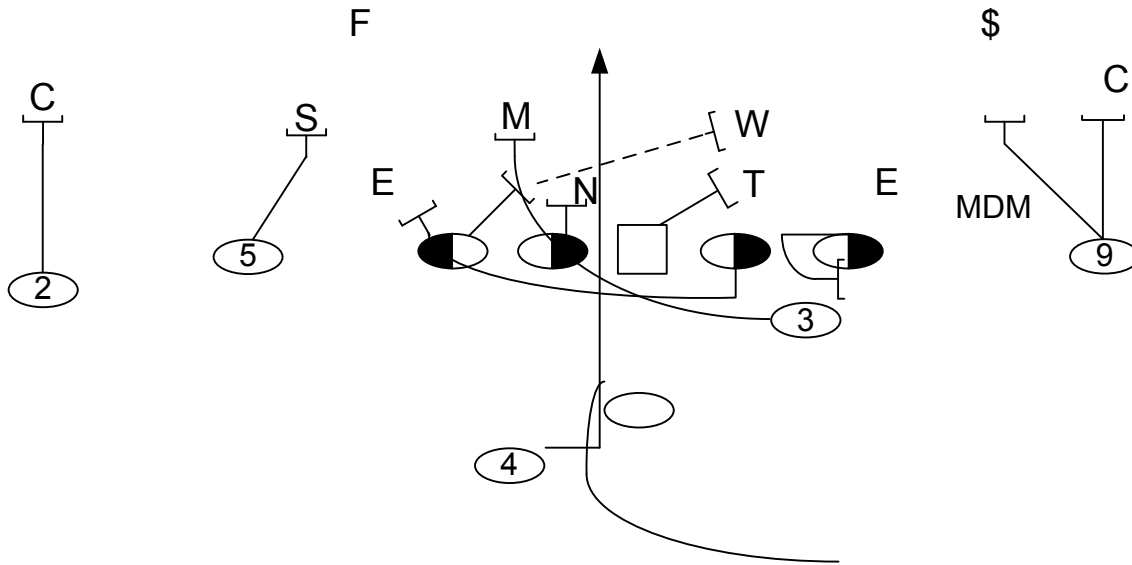


Cage
Check 5



9 Call

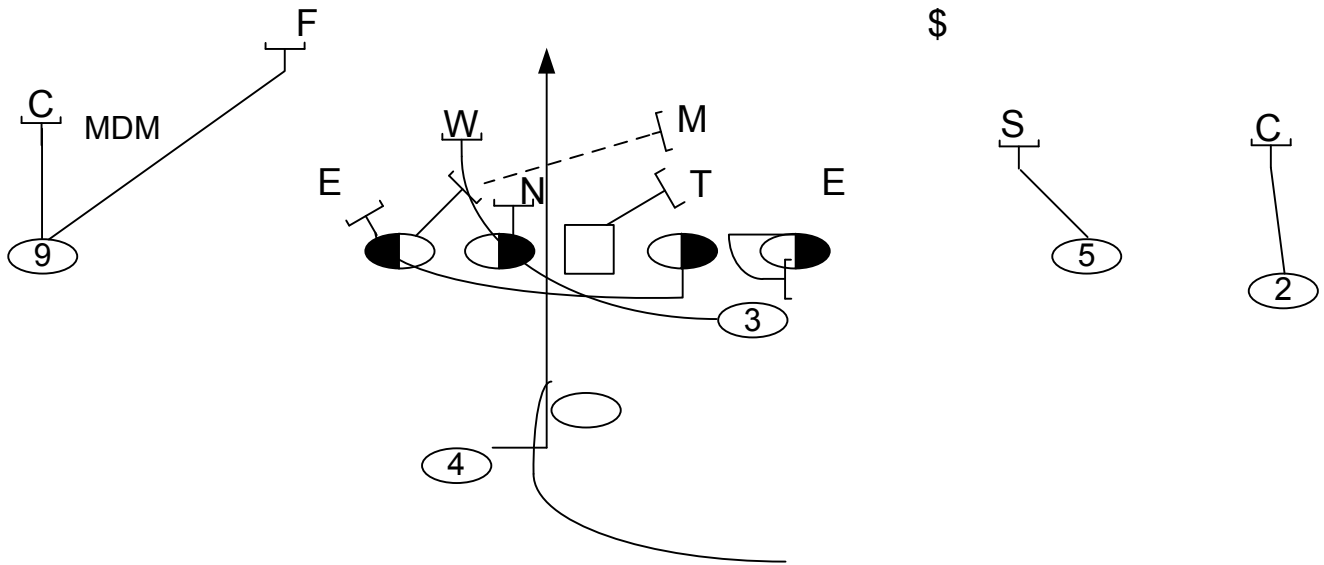
(TWINS) COLT



CP: Run vs 6 in the box. Downhill, attitude play.

<p>QB: Open step, hand off ball and naked away.</p>	<p style="text-align: right;">B Gap to 2nd LB in Box</p> <p>PST: a) Down Call e) On Call b) Niner Call c) Check 2 I Call d) Check 3 Call</p>
<p>9: Split: Top # *(tight as 6 yd from 'T') Dig Out flat defender</p>	<p style="text-align: right;">A Gap to 2nd LB in Box</p> <p>PST: a) Cage Call e) Check 0 Call b) Down Call f) Niner Call c) Check 2 I Call d) Check 3 Call</p>
<p>3: Align: "R" / "L" Jab step and Come tight off tackle and block 1st LB in the box.</p>	<p style="text-align: center;">1st Defensive Lineman Backside</p> <p>C: a) Cage Call b) Niner Call c) Check 0 Call</p>
<p>4: Align: B-Gap Slide & Dive, Press the A-Gap downhill.</p>	<p style="text-align: center;">Pull and kick out end man on LOS</p> <p>a) On Call</p>
<p>5: Split: -2 *(tight as 6 yds from 'T') Dig out flat defender. Never block a blitz or box player.</p>	<p>BSG:</p>
<p>2: Split: 3 Above #'s. Stalk CB.</p>	<p style="text-align: center;">B Gap to Hinge</p> <p>BST:</p>

(TWINS) COLT

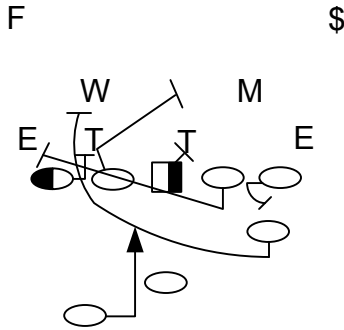


CP: Run vs 6 in the box. Downhill, attitude play.

<p>QB: Open step, hand off ball and naked away.</p>	<p style="text-align: right;">B Gap to 2nd LB in Box</p> <p>PST: a) Down Call e) On Call b) Niner Call c) Check 2 I Call d) Check 3 Call</p>
<p>9: Split: Top # *(tight as 6 yd from 'T') Dig Out flat defender</p>	<p style="text-align: right;">A Gap to 2nd LB in Box</p> <p>PST: a) Cage Call e) Check 0 Call b) Down Call f) Niner Call c) Check 2 I Call d) Check 3 Call</p>
<p>3: Align: "R" / "L" Jab step and Come tight off tackle and block 1st LB in the box.</p>	<p style="text-align: center;">1st Defensive Lineman Backside</p> <p>C: a) Cage Call b) Niner Call c) Check 0 Call</p>
<p>4: Align: B-Gap Slide & Dive, Press the A-Gap downhill.</p>	<p style="text-align: center;">Pull and kick out end man on LOS</p> <p>a) On Call</p>
<p>5: Split: -2 *(tight as 6 yds from 'T') Dig out flat defender. Never block a blitz or box player.</p>	<p>BSG:</p>
<p>2: Split: 3 Above #'s. Stalk CB.</p>	<p style="text-align: center;">B Gap to Hinge</p> <p>BST:</p>

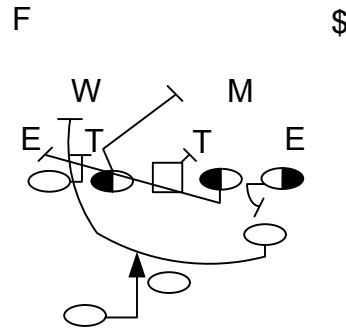
(COLT) DEFENSIVE LOOKS

Under



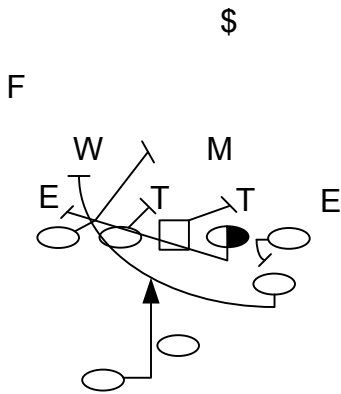
Check 3

Under G



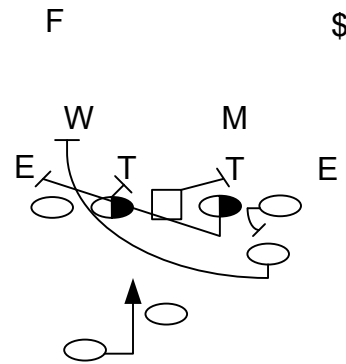
Check 3

Over



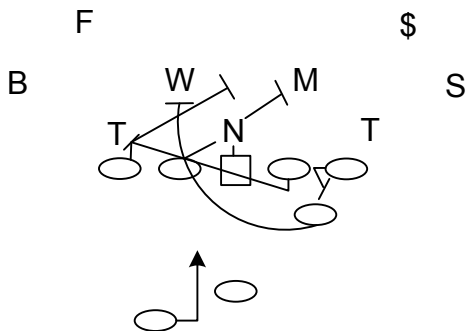
Cage

Over G

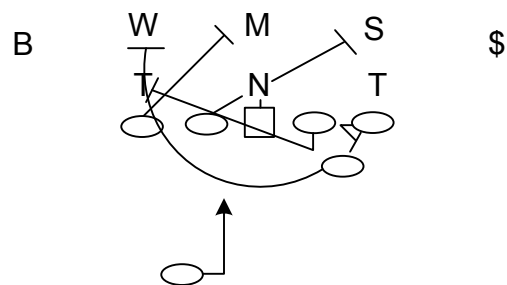


Check 2i

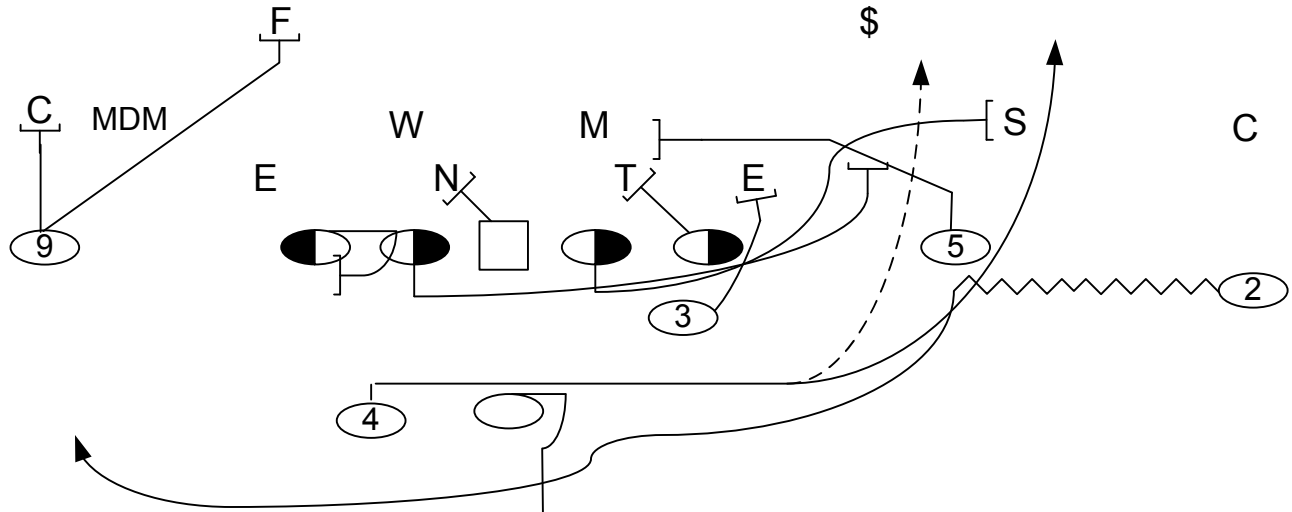
Odd



Odd Stack



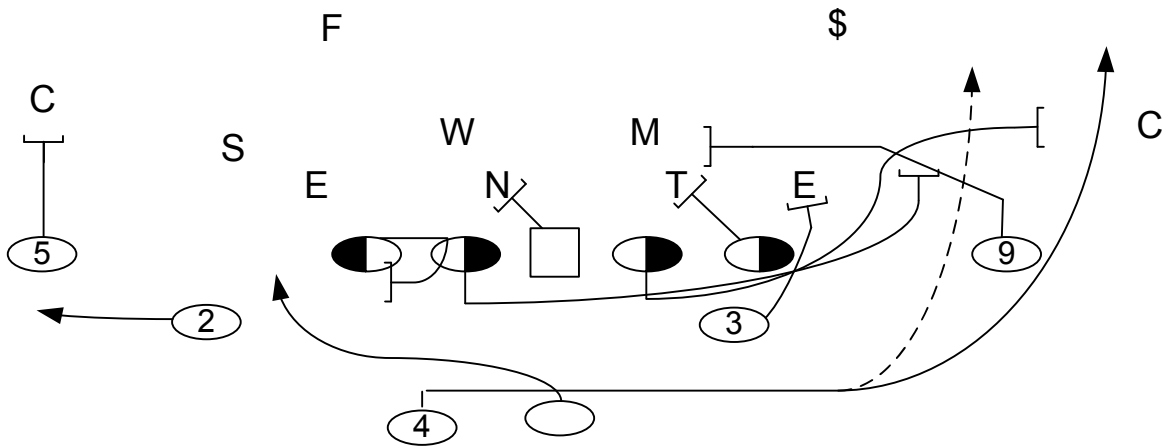
(TWINS) Utah SEATTLE



CP: Play starts at the point of attack.
Note: 3 Back must control end man on LOS.

<p>QB: Square step, Hand ball off, pivot & fake reverse to 2. 3-step & set up w/Utah.</p>	<p>PST: Vs. 3 Tech-Down Block 3 Vs. 2i – Check 2i to backside LB'er Vs. Gd uncovered release inside for backside LB'er</p>
<p>9: Split: Top # *(tight as 6 yd from 'T') Dig Out flat defender (MDM)</p>	<p>PSG: Vs. 3 Tech – Pull and Block support Vs. 2i – Check 2i to backside Lb'er</p>
<p>3: Align: "R" / "L" Attack midline of DE, engage & log. Must keep on L.O.S</p>	<p>C: Vs. Even – Block back Vs. Odd – Base Nose Vs. Bear – Block Back</p>
<p>4: Align: B-Gap Step up & Across Read 2nd Guard Read man or zone. Man = highway, zone = cut up.</p>	
<p>5: Split: 6 yds push up two steps, crack 1st LB in box. Cannot get beat underneath.</p>	<p>BSG: Pull for Backside LB'er Check 2i call – pull for support</p>
<p>2: Split: 10 yd from tackle. Utah Rules.</p>	<p>BST: B Gap to Hinge</p>

(TWINS) SEATTLE



CP: Play starts at the point of attack.

Note: "Alert" Bubble

QB: Square step, Hand ball off, naked away. "Alert" Bubble vs. FD Pressure.

PST: Vs. 3 Tech-Down Block 3
Vs. 2i – Check 2i to backside LB'er
Vs. Gd uncovered release inside for backside LB'er

9: Split: 6 yds push up two steps, crack 1st LB in box. Cannot get beat underneath.

PSG: Vs. 3 Tech – Pull and Block support
Vs. 2i – Check 2i to backside Lb'er

3: Align: "R" / "L"
Attack midline of DE, engage & log. Must keep on L.O.S

C: Vs. Even – Block back
Vs. Odd – Base Nose
Vs. Bear – Block Back

4: Align: B-Gap
Step up & Across
Read 2nd Guard
Read man or zone.
Man = highway, zone = cut up.

BSG: Pull for Backside LB'er
Check 2i call – pull for support

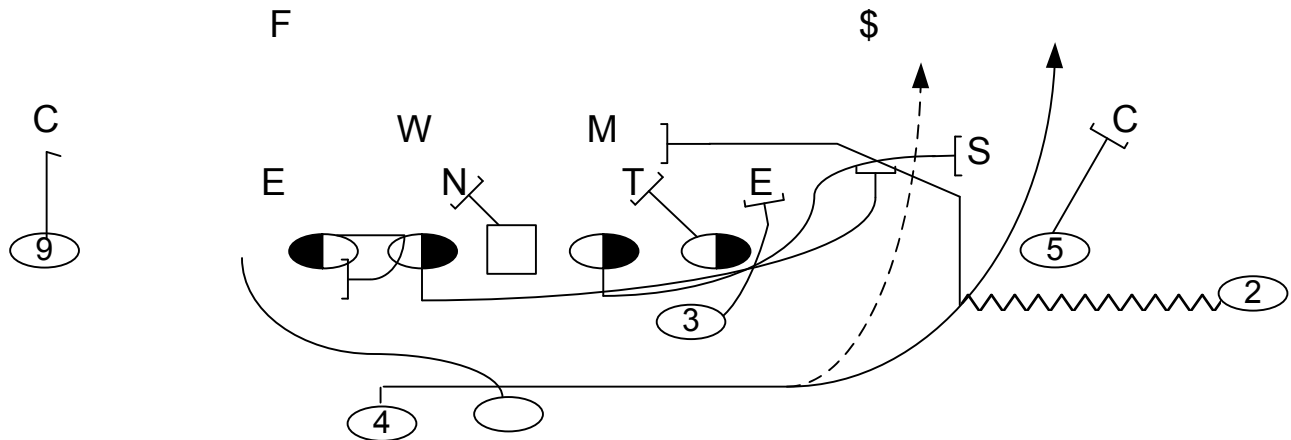
5: Split: 3 above #'s
Protect for the bubble, MDM
Sam LB on QB.

B Gap to Hinge

2: Split: -2 Hash. Front foot @ 3yd.
Run the Bubble, alert bubble late.

BST:

(TWINS) Zin SEATTLE

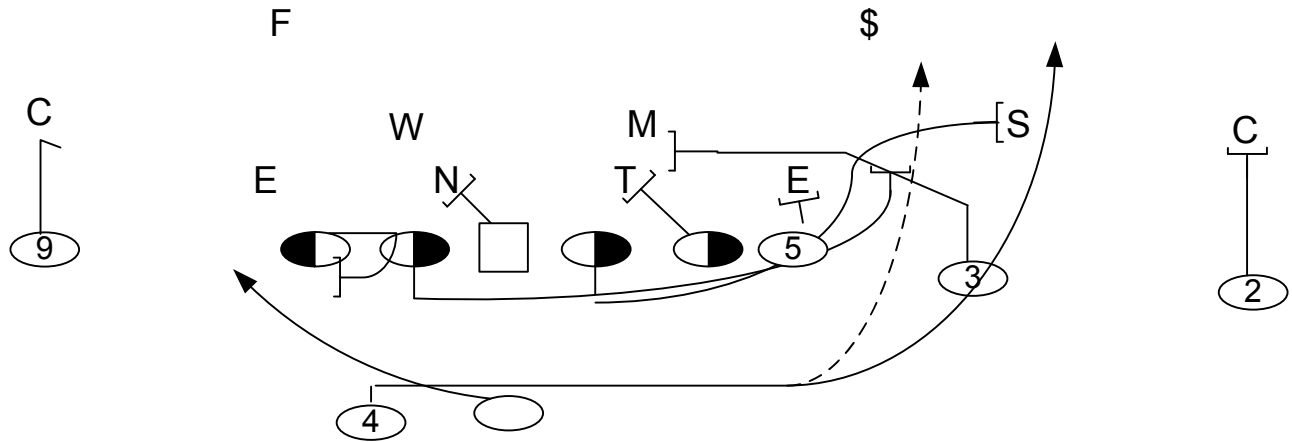


CP: Dead Play vs. Field Pressure (✓ Play)

Note: Gift Throw Backside

<p>QB: Square step, Hand ball off, naked away. "Alert" Bdry Hitch vs. Field Pressure</p>	<p>PST: vs 3 Tech- block down on 3 vs 1 Tech- Deuce to backside LB</p>
<p>9: Seahawk Away to Field Run Hitch</p>	<p>PSG: vs 3 Tech- pull playside to block support vs 1 Tech- Deuce back to 2nd LB vs Man- Think Log vs Zone- Think Kick-out</p>
<p>3: Align: "R" / "L" Attack first defender head up to outside the tackle, & then fit to turn/log him. Keep on L.O.S.</p>	<p>C: vs Even- block back vs Odd- base N vs Bear- block down</p>
<p>4: Align: Tight Track the 2nd guard out. Read man or zone. Man=highway, zone = cut up.</p>	<p>BSG: Pull playside for backside LB Im In call- pull for support</p>
<p>5: Split: Hash. Block CB.</p>	
<p>2: Split: 3 Above Zin motion 3 yards from tackle; crack 1st LB in box. Keep in the box, don't get beat underneath.</p>	<p>BST: Jab and pick.</p>

(TREY) SEATTLE



CP: Can Also "Zin 2 Man"

Note: Gift throw Backside

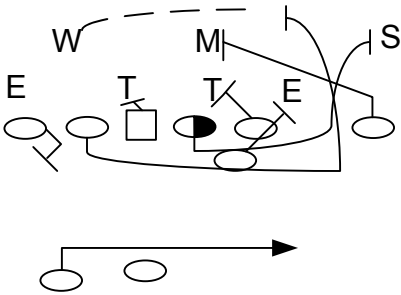
<p>QB: Square step, hand ball off and naked fake away. Alert "Hitch" if FD Pressure.</p>	<p>PST: vs 3 Tech- block down on 3 vs 1 Tech- Deuce to backside LB</p>
<p>9: Split: #'s If Seahawk Away & Field, Run Hitch.</p>	<p>PSG: vs 3 Tech- pull playside to block support vs 1 Tech- Deuce back to 2nd LB vs Man- Think Log vs Zone- Think Kick-out</p>
<p>5: Align: TE" Attack first defender head up to outside the tackle, & then fit to turn/log him. Keep on L.O.S.</p>	<p>C: vs Even- block back vs Odd- base N vs Bear- block down</p>
<p>4: Align: 6 yd, B-Gap Read 2nd Guard. Read man or zone. Man=highway, zone = cut up.</p>	<p>BSG: pull playside for backside LB Im in call- pull for support</p>
<p>3: Split: 6 yards from tackle with outside foot up; 2 vertical steps and crack 1st LB in box. Keep in the box & don't get beat under.</p>	<p>BST: Step and hinge.</p>
<p>2: Split: On #'s. Stalk block CB.</p>	

(SEATTLE) DEFENSIVE LOOKS

Over

\$

F

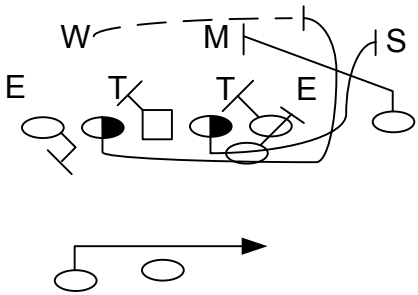


3

Over G

F

\$

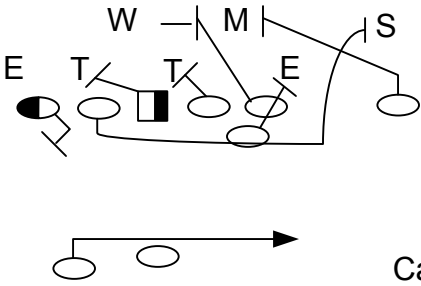


3

Under

F

\$

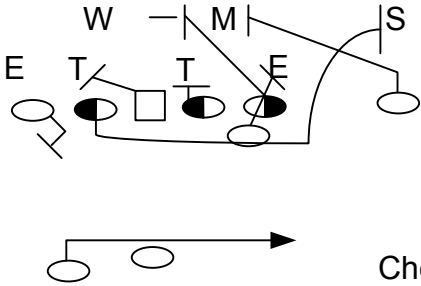


Cage

Under G

F

\$

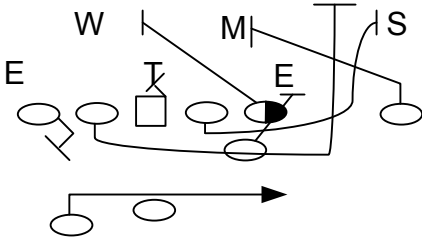


Check 2i

Odd (3-2)

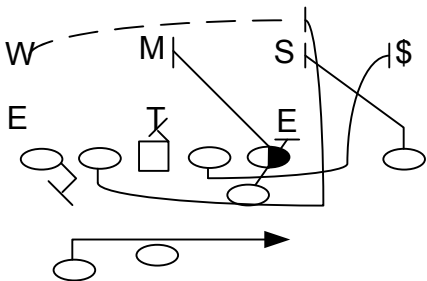
B

\$



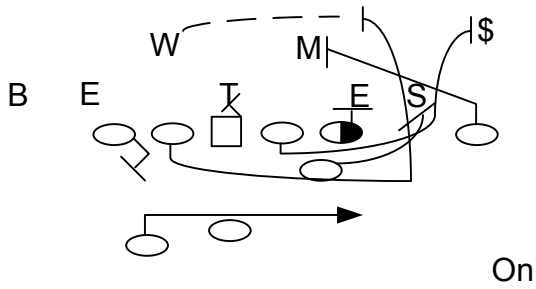
Odd Stack

B

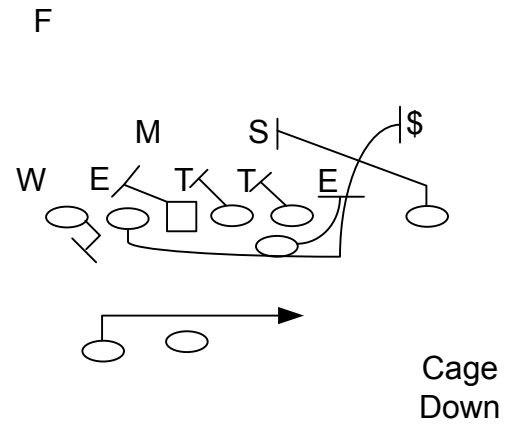


(SEATTLE) DEFENSIVE LOOKS

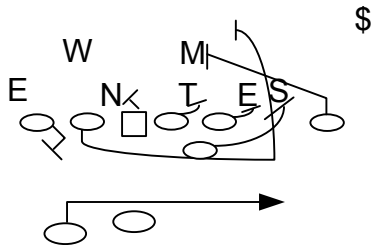
ODD (3-2) "On Call"



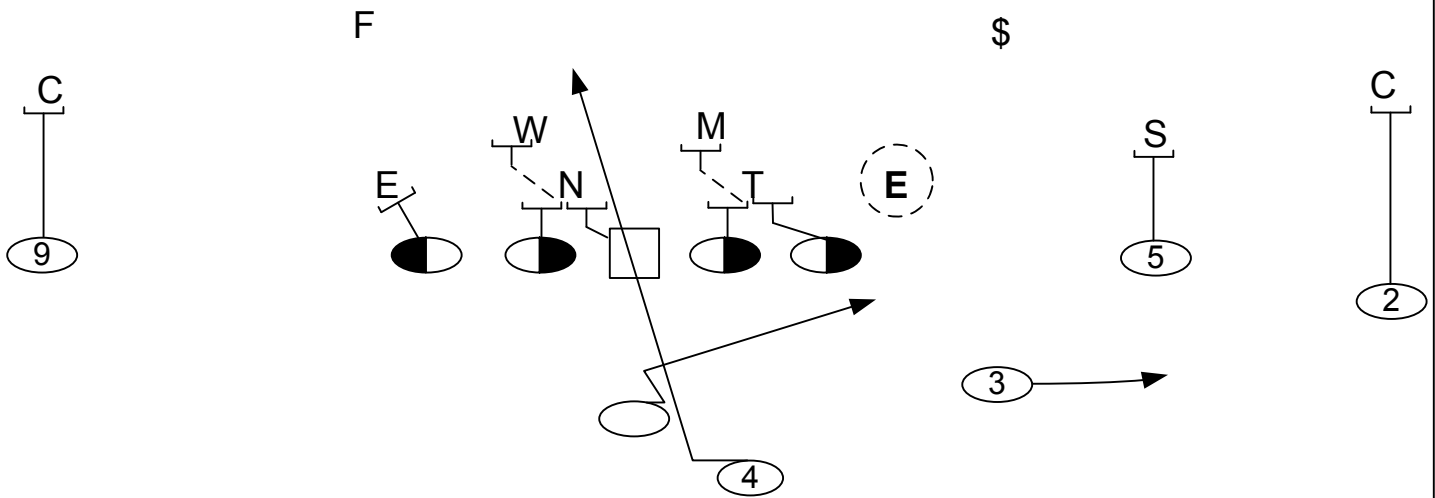
Bear



EVEN (On Call)



(TRIPS) ATLANTA (3x1)



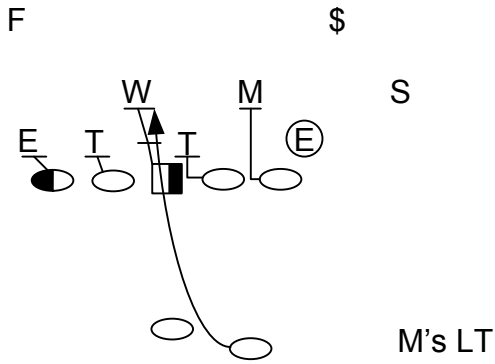
CP: Want to get vertical Push.

<p>QB: Rhythm angle step, read EMOL, good base, ride the mesh & attack flat defender. Look to SL for "Kill" on Bubble.</p>	<p>PST: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>9: Split: Bottom #'s Block (MDM)</p>	<p>PSG: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>3: Align: Between 5 and tackle front foot 4 yards Deep. Stretch the bubble</p>	<p>C: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) Jam-Pam call d) okie call</p> <p>Note: ID 1st bird in box to call side</p>
<p>4: Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</p>	<p>BSG: Zone (Execute Power Techniques) a) Jam-Pam call b) okie call</p>
<p>5: Split: On hash Protect for the bubble, stay square on SAM, outside #</p>	
<p>2: Split: On #'s Protect for the bubble, outside #, but alert for CB "knife" inside.</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>

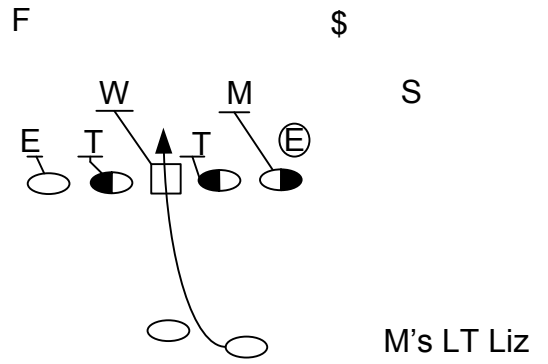
(Trips ATLANTA)

DEFENSIVE LOOKS

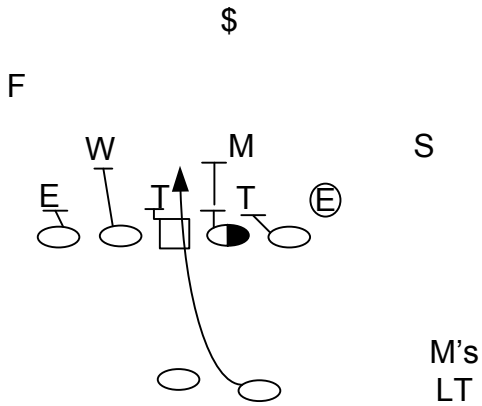
Under (4-2)



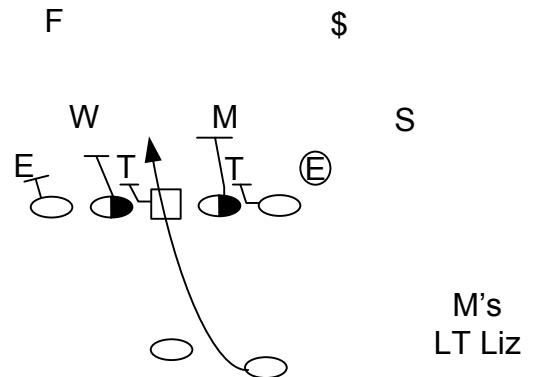
Under G (4-2)



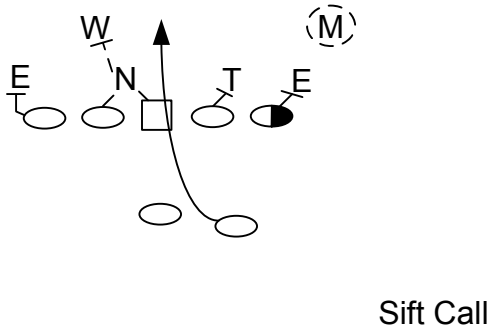
Over



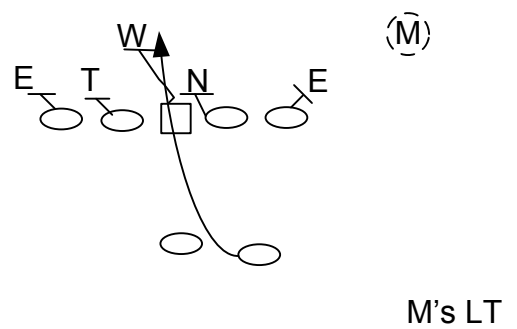
Over G



Under 'Lock Call'

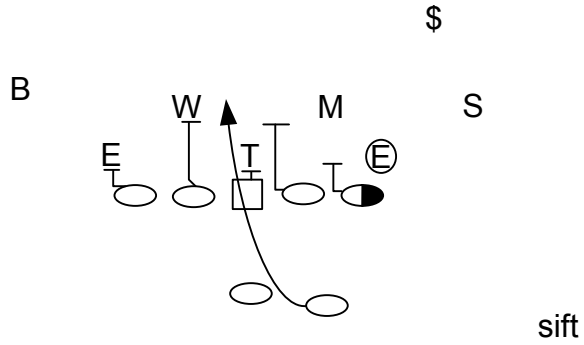


Over 'Lock Call'

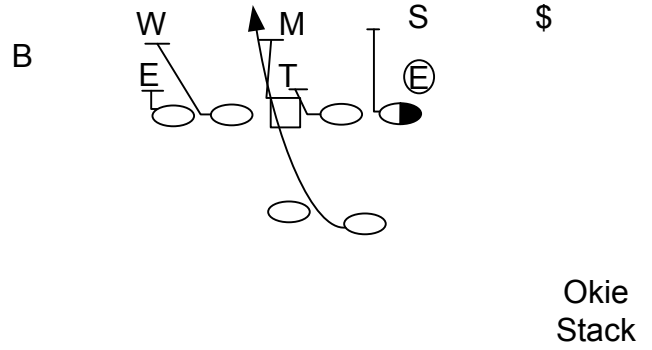


(ATLANTA) DEFENSIVE LOOKS

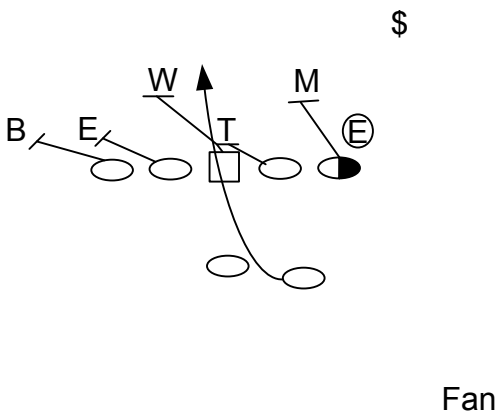
ODD (3-2)



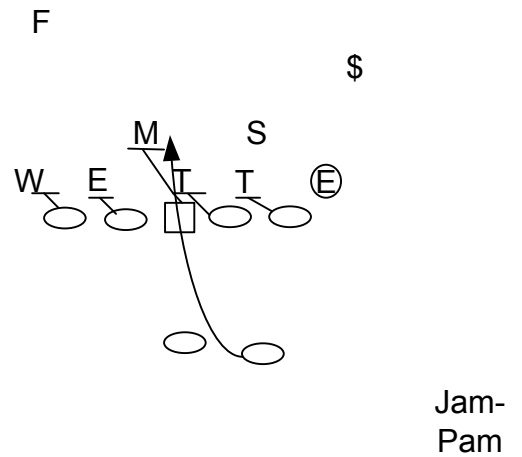
ODD STACK



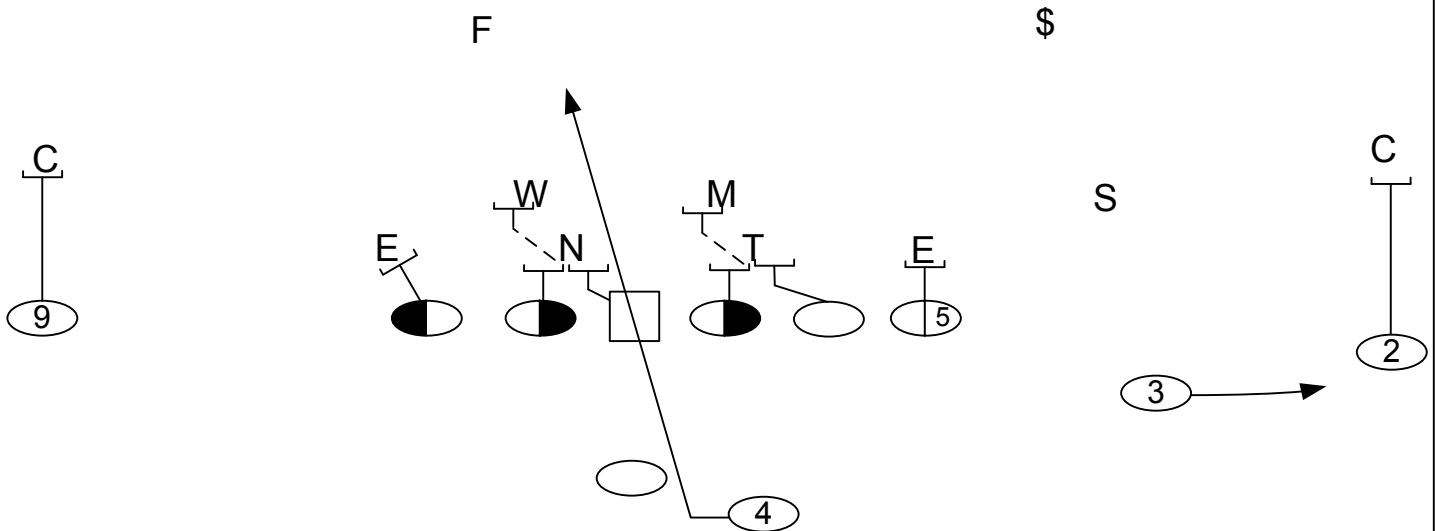
ODD



Bear



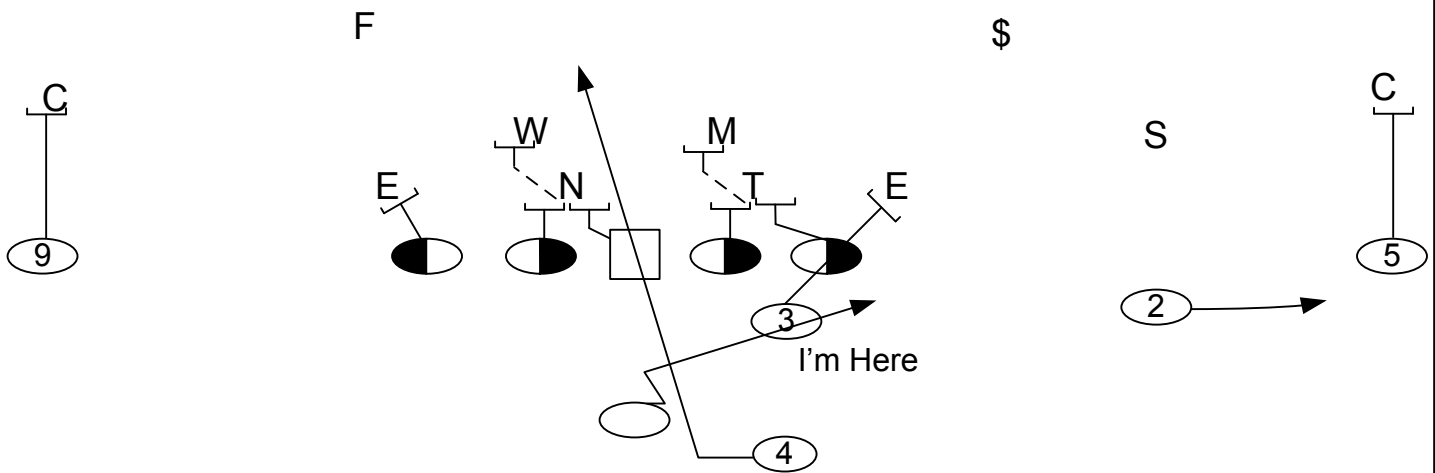
(TREY) ATLANTA



CP: Want to get vertical Push.
Note: Sam LB is on the coaches.

<p>QB: Rhythm angle step, good base, ride the mesh & attack flat defender. SL alert "kill" bubble.</p>	<p>PST: Zone (Execute Power Techniques) a) Rip-Liz call d) okie call b) Triple call e) Lock it call c) Truck call</p>
<p>9: Split: On #'s. Block CB.</p>	<p>PSG: Zone (Execute Power Techniques) a) Rip-Liz call d) Truck call b) Triple call c) okie call</p>
<p>3: Align:-2 Hash. Front foot @ 3yd. Stretch the bubble</p>	<p>C: Zone (Execute Power Techniques) a) Rip-Liz call d) truck call Note: Vs 3 LB to TE ID middle b) Triple call e) okie call c) Jam-Pam call</p>
<p>4: Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</p>	<p>BSG: Zone (Execute Power Techniques) a) Triple call b) okie call c) Jam-Pam call</p>
<p>5: Split: Tight End Zone backside cut-off C Gap – to backside LB</p>	
<p>2: Split: 3 above #'s Protect for the bubble,MDM</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>

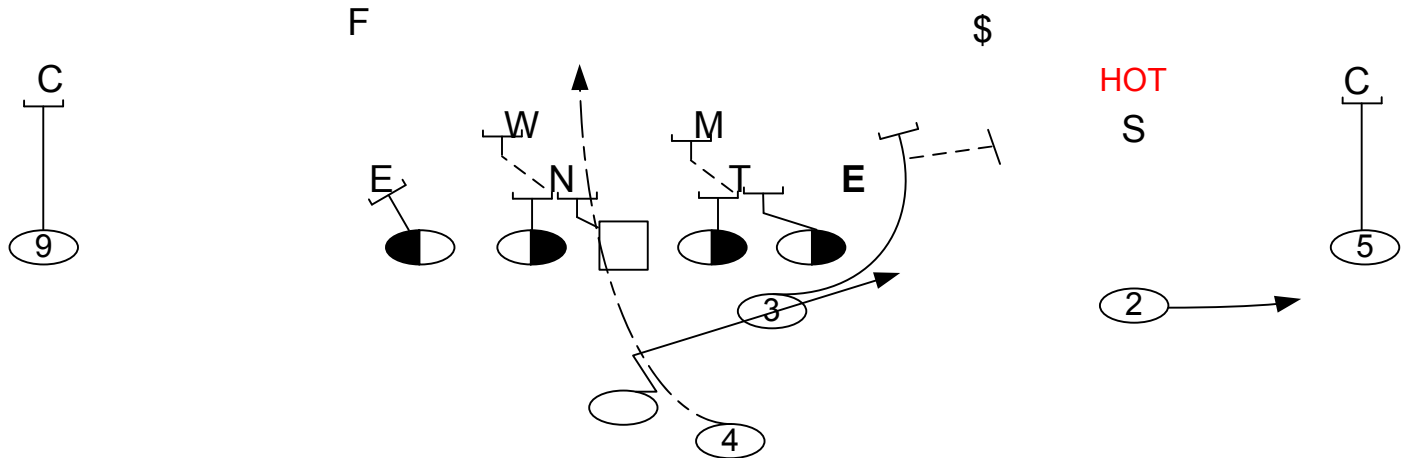
(TWINS) ATLANTA



Note: Sam LB is on coaches w/regards to Bubble
CP: 5 & 2 Always switch to bubble alignment in twins.

<p>QB: Rhythm angle step, good base, ride the mesh & attack flat defender. *NO READ* SL alert "kill" bubble.</p>	<p>PST: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>9: Split: On #'s. Block (MDM).</p>	<p>PSG: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>3: Align: "R" / "L" Alert Tackle with "Im here" call; Cut off backside End.</p>	<p>C: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) Jam-Pam call d) okie call</p> <p>Note: ID 1st bird in box to call side</p>
<p>4: Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</p>	<p>BSG: Zone (Execute Power Techniques) a) Jam-Pam call b) okie call</p>
<p>5: Split: 3 above #'s Protect for the bubble, MDM Sam LB on QB.</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>
<p>2: Split: -2 Hash. Front foot @ 3yd. Run the Bubble, alert bubble late.</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>

(TWINS) ATLANTA DASH

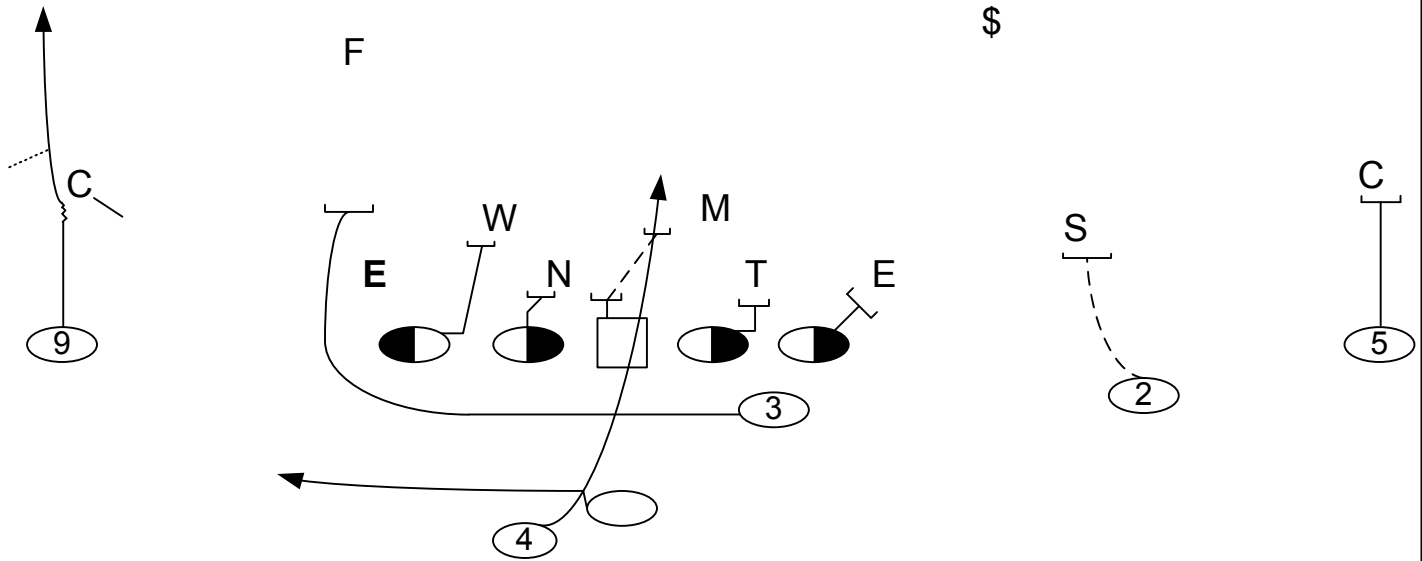


Sam LB is on coaches w/regards to Bubble

CP: 5 & 2 Always switch to bubble alignment in twins.

<p>QB: Ck SL for Bubble Pre-Snap. Read HOT to bubble if SAM Blitz. Read EMOL, if pull, attack SAM LB to cut up or throw bubble late.</p>	<p>PST: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>9: Splti: Bottom #'s Block MDM.</p>	<p>PSG: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>3: Arc Release DE, tight looking inside-out for scrape LB Out to Sam LB. Shoulders Square.</p>	<p>C: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) Jam-Pam call d) okie call</p>
<p>4: Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut</p>	
<p>5: Split: On #'s Block MDM</p>	<p>BSG: Zone (Execute Power Techniques) a) Jam-Pam call b) okie call</p>
<p>2: Split: -2 Hash Bubble Quick, to Bubble Late stay 4 yards behind QB on bubble late.</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>

(TWINS) ATLANTA SLIP

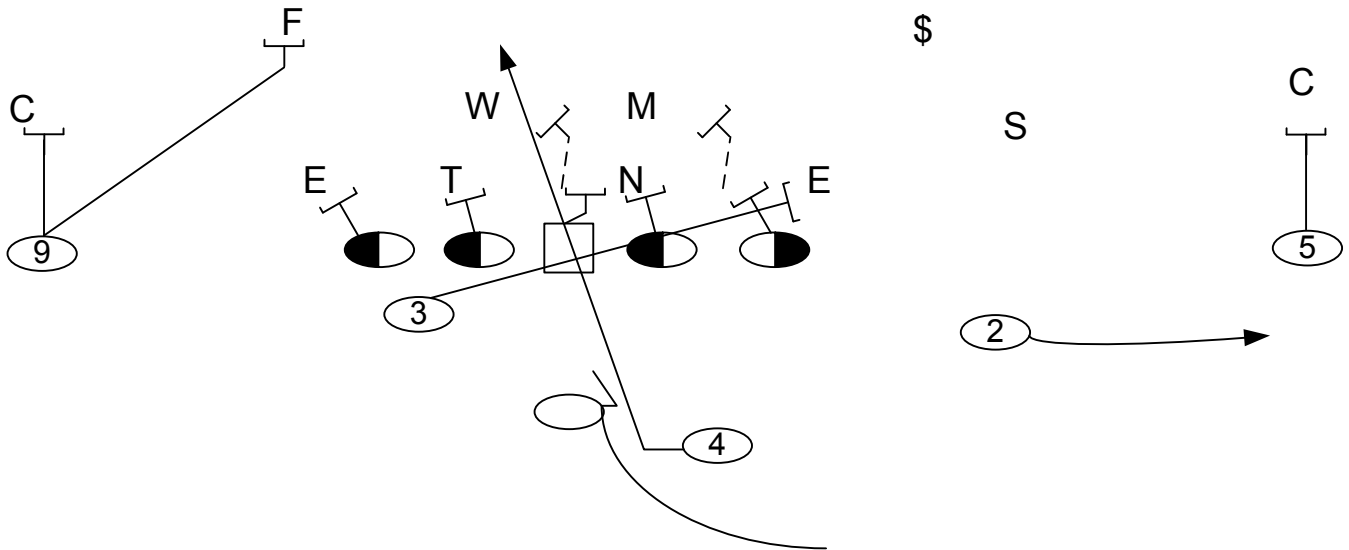


CP: 3 Back Stay square

Note: 9 Man is Running a go.

<p>QB: Rhythm angle step, Read EMOL. If pull, read CB to keep or throw to '9'. SL alert "kill" bubble. Pre-Snap</p>	<p>PST: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>9: Split: On #'s. Run at CB, then slip by on 9 route.</p>	<p>PSG: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>3: Align: "R" / "L" Take path you would on 'Back', then slip DE. Secure LB to safety.</p>	<p>C: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) Jam-Pam call d) okie call Note: ID 1st bird in box to call side</p>
<p>4: Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</p>	<p>BSG: Zone (Execute Power Techniques) a) Jam-Pam call b) okie call</p>
<p>5: Split: 3 above #'s Protect for the bubble, MDM</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>

(TWINS) ATLANTA BACK



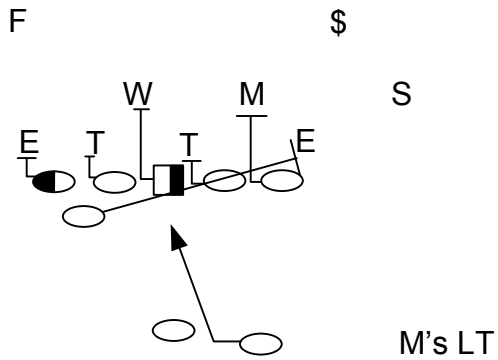
Sam LB is on coaches w/regards to Bubble

CP: 5 & 2 Always switch to bubble alignment in twins.

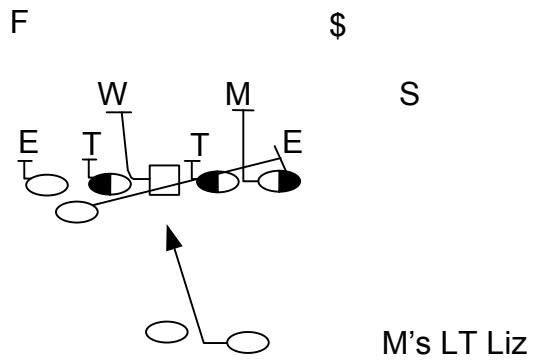
<p>QB: Rhythm angle step, good base, ride the mesh & attack flat defender. *NO READ* SL alert "kill" bubble.</p>	<p>PST: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>9: Split: Top # *(tight as 6 yd from 'T') Dig Out flat defender</p>	<p>PSG: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) okie call</p>
<p>3: Align: "R" / "L" Block Backside DE; aim at outside hip of Tackle, staying tight to get good hat placement</p>	<p>C: Zone (Execute Power Techniques) a) Fan call b) Rip-Liz call c) Jam-Pam call d) okie call Note: ID 1st bird in box to call side</p>
<p>4: Align: B-Gap Track Midline of center, with shoulders square at mesh point; Track, Press, Cut.</p>	<p>BSG: Zone (Execute Power Techniques) a) Jam-Pam call b) okie call</p>
<p>5: Split: 3 Above Protect for the Bubble.</p>	
<p>2: Split: -2 Hash, front foot @ 3 yd. Bubble.</p>	<p>BST: Zone (Execute Power Techniques) a) okie call b) Jam-Pam call</p>

Twins (ATLANTA BACK) DEFENSIVE LOOKS

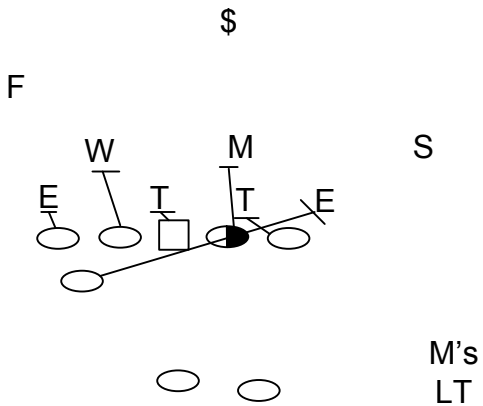
Under



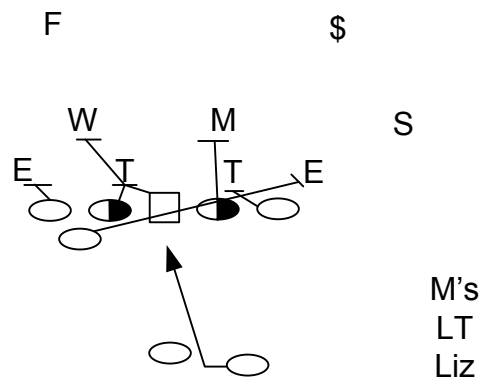
Under G



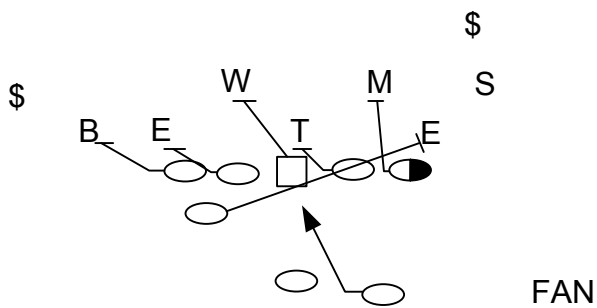
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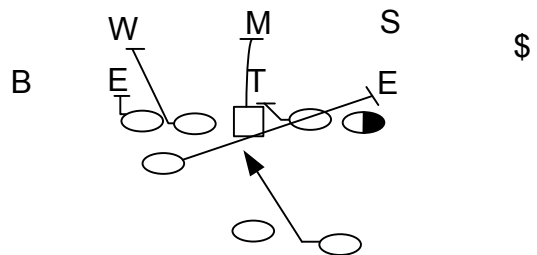
Over G



Odd

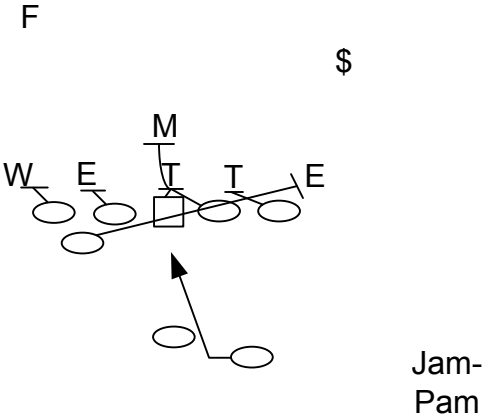


Odd Stack

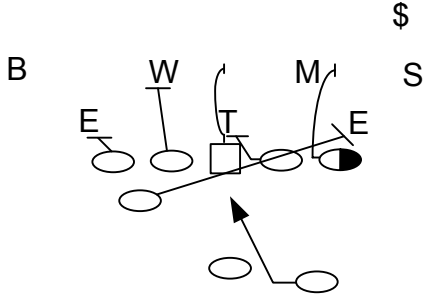


Twins (ATLANTA BACK) DEFENSIVE LOOKS

Bear

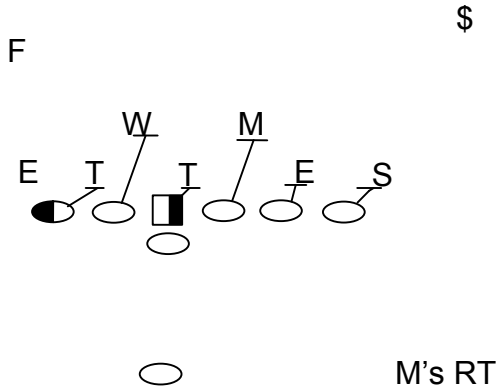


Odd (3-2)

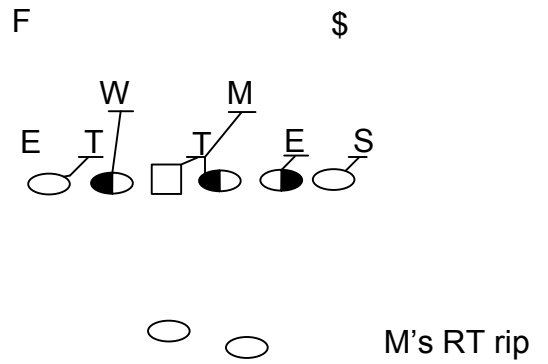


(ATLANTA to TE) DEFENSIVE LOOKS

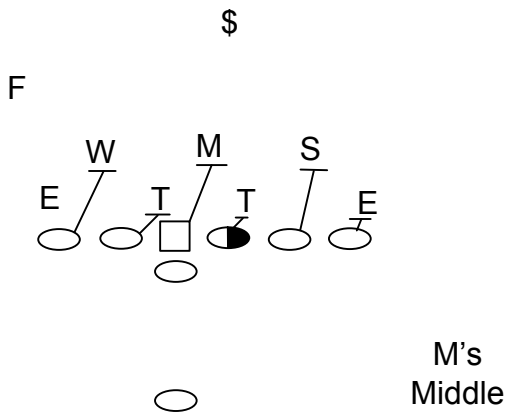
Under



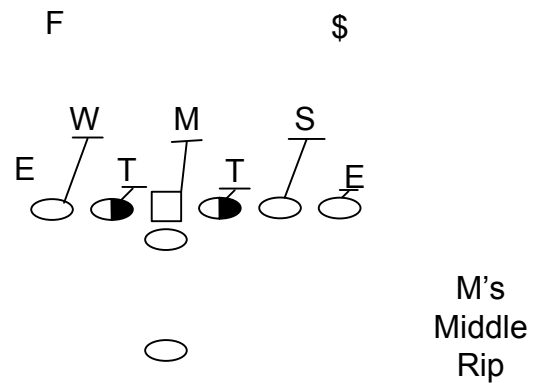
Under G



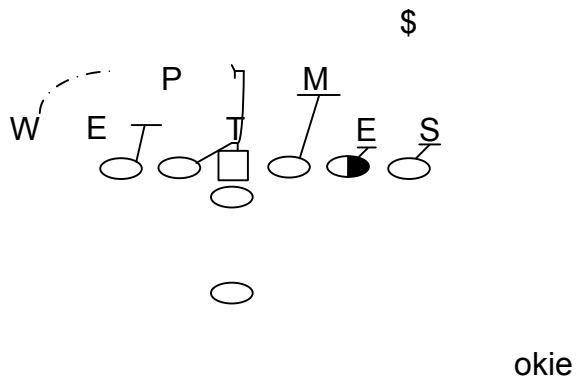
Over



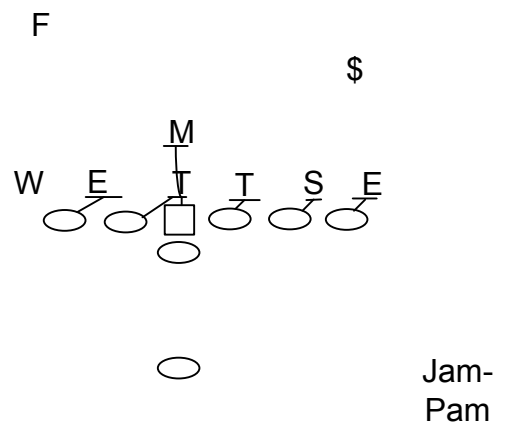
Over G



ODD



Bear



AUBURN OFFENSE

FALL 2013



SECONDARY RUNS

- Saint*
- Detroit*
- Steeler*
- Denver*

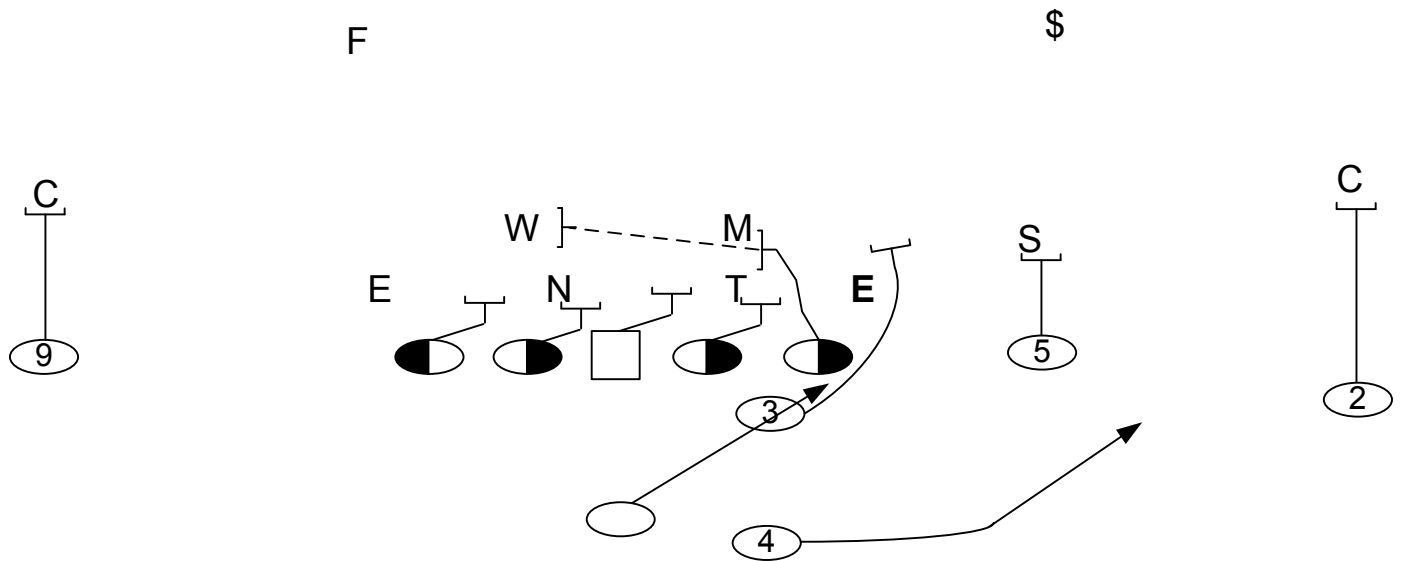


RELENTLESS

AUBURN FOOTBALL

(TWINS) SAINT

“Alert” (✓)

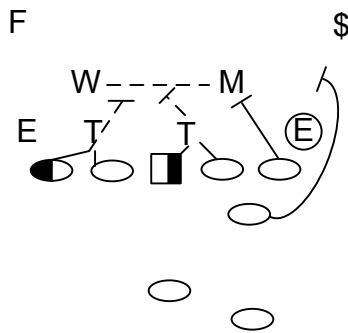


CP: QB attack end man on LOS.

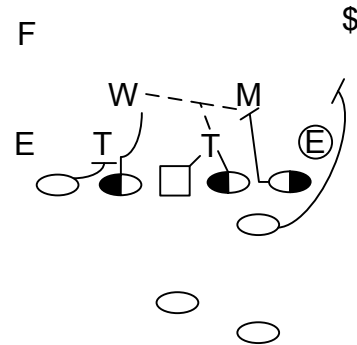
<p>QB: Attack outside number of EMOL, make him commit, get the ball to 4 quickly, if not cut up.</p>	<p>PST: Seal Onside to backside LB'er a) Tag</p>
<p>9: Split: Top # *(tight as 6 yd from 'T') Dig Out flat defender. (MDM)</p>	<p>PSG: Zone (Execute Full Techniques)</p>
<p>3: Align: "R"/"L" Arc release, ✓ 1st LB in box, to seal the box.</p>	<p>C: Zone (Execute Full Techniques) a) Jam - Ram</p>
<p>4: Align: B – Gap. Open step and run, keep '1 & 4' yard pitch relationship with QB</p>	<p>BSG: Zone (Execute Full Techniques) a) Jam - Ram</p>
<p>5: Split: 6 yd from tackle. If you can, Tighten the SAM with your split. Block flat defender, stay square protections outside #.</p>	<p>BST: Zone (Execute Full Techniques)</p>

(Saint) DEFENSIVE LOOKS

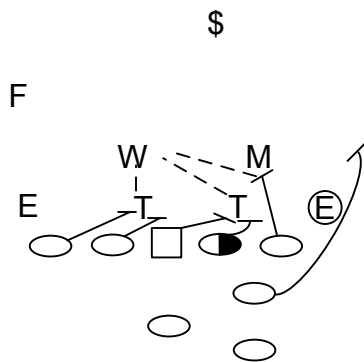
Under



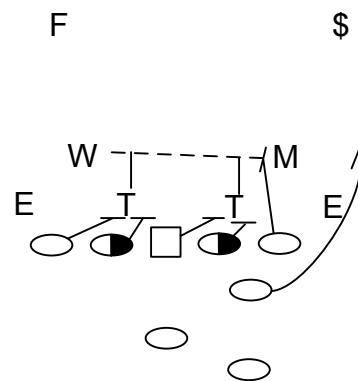
Under G



Over

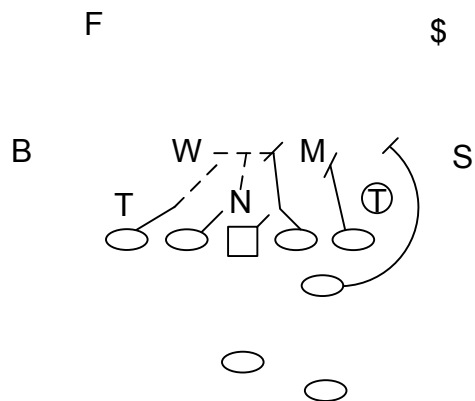


Over G

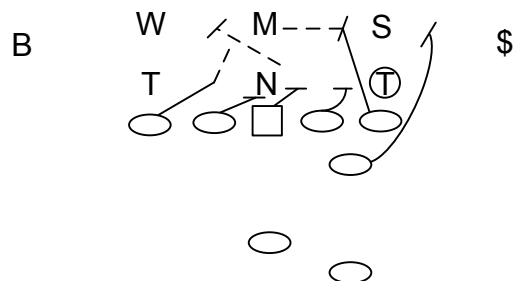


Check 3

Odd (3-2)

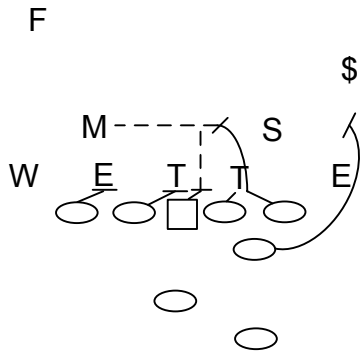


Odd Stack

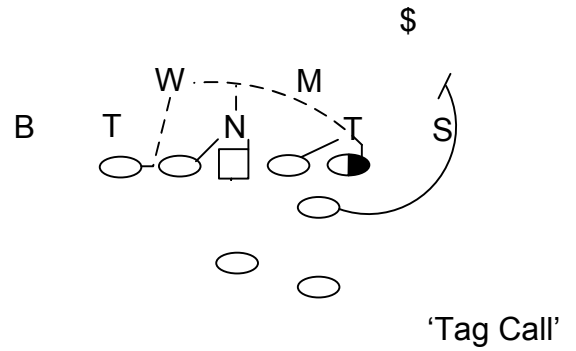


(Saint) DEFENSIVE LOOKS

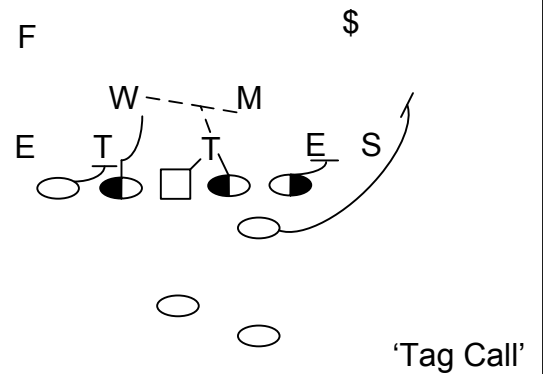
Bear



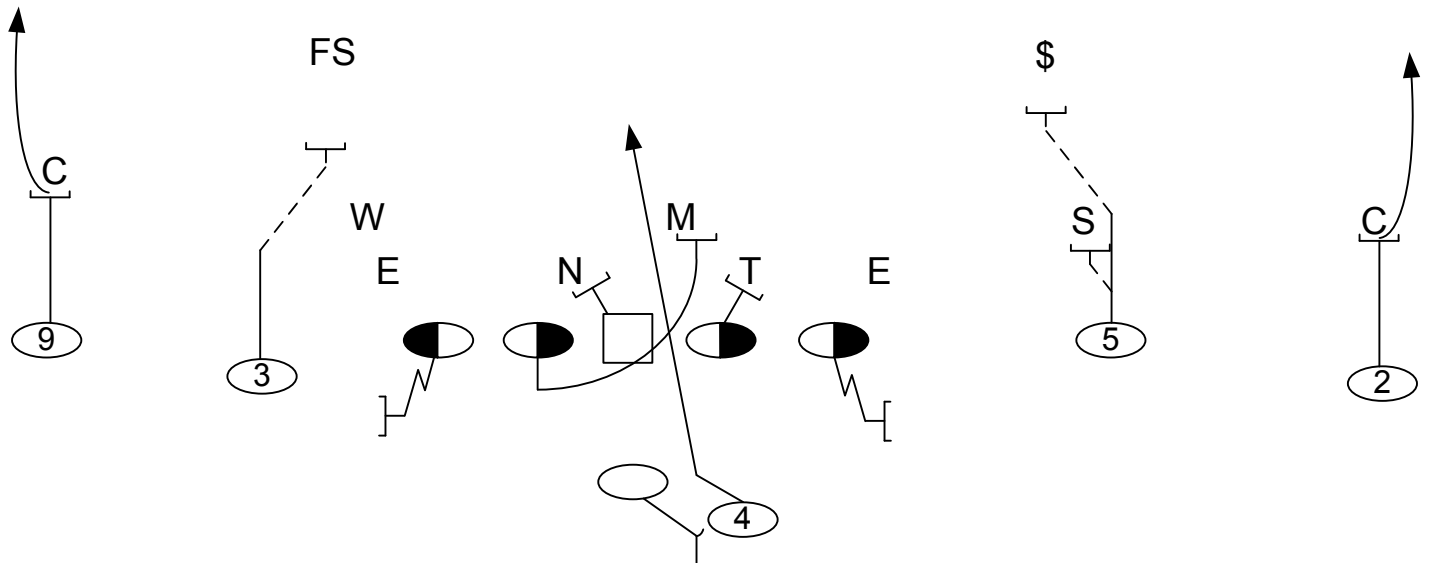
Odd



Even "On Call"



(SPREAD) LION

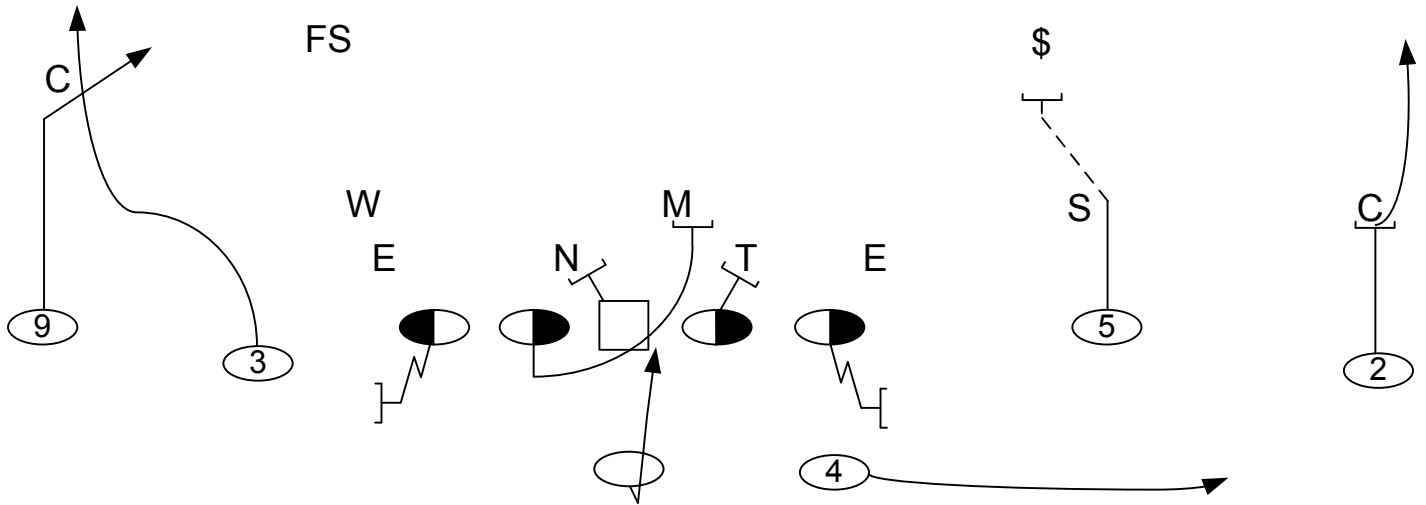


CP: Always Direct to the field.

Note: 5 man, when in doubt block Sam LB. If Sam Walls take 2 to the safety.

<p>QB: Direct call to field Take short 45 degree drop with eyes up, and give wrap-around handoff behind 4 back</p>	<p>On – Outside (Execute Draw tech.) PST: a) Mike Call b) Jam Call c) Okie Call</p>
<p>9: Split: On #'s Block CB</p>	<p>On – Over (Execute Draw tech.) PSG: a) Mike Call b) Okie Call c) Jam Call</p>
<p>Align: Split the difference. 3: Go Vertical and block safety. Will is on the coaches.</p>	<p>Vs. 4 Downs id onside LB'er C: a) Okie Call (Execute Draw Tech. to shade) b) Jam Call c) Name Call</p>
<p>Align: Tight 4: Take one step toward QB tilt at 45° angle, create side pocket away from hand-off, and read hole once ball is given</p>	<p>On – Over (Execute Draw Tech.) BSG: a) Name Call b) Okie Call c) Jam Call</p>
<p>Split: -2 Hash. 5: If the SAM will run with you go block the safety. If he has a visual of the backfield, block him!</p>	<p>On – Outside (Execute Draw Tech.) BST: a) Mike Call b) Okie Call c) Jam Call</p>

(SPREAD) SILVER LION



CP: Direct to Bdry.

QB: Direct call to Bdry.
Take One step drop and follow guard.

9: Split: On #'s
Run Bang 8.

3: Align: Split the difference.
Run Wheel Route.

4: Align: Jazz
Swing to the Field.

5: Split: -2 Hash.
Block the Safety.

2: Split: On #'s
Block CB

PST: On – Outside (Execute Draw tech.)
a) Mike Call
b) Jam Call
c) Okie Call

PSG: On – Over (Execute Draw tech.)
a) Mike Call
b) Okie Call
c) Jam Call

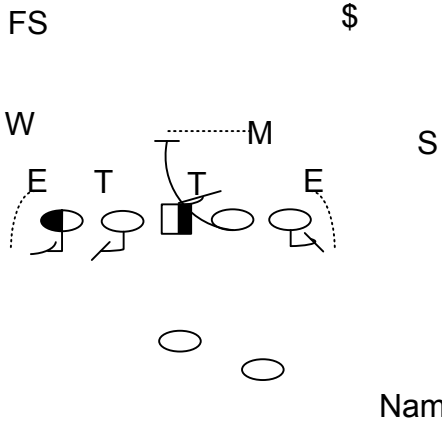
C: Vs. 4 Downs id onside LB'er
a) Okie Call (Execute Draw Tech. to shade)
b) Jam Call
c) Name Call

BSG: On – Over (Execute Draw Tech.)
a) Name Call
b) Okie Call
c) Jam Call

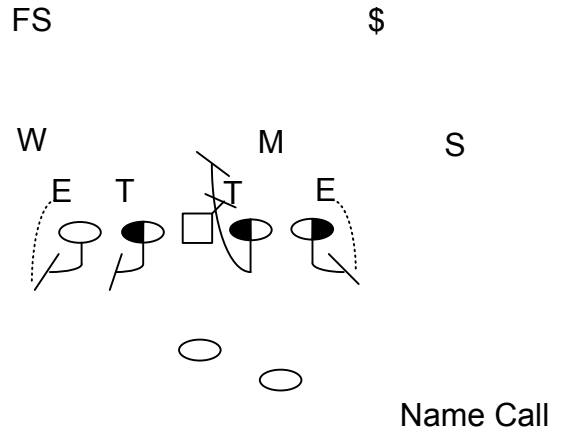
BST: On – Outside (Execute Draw Tech.)
a) Mike Call
b) Okie Call
c) Jam Call

(LION) DEFENSIVE LOOKS

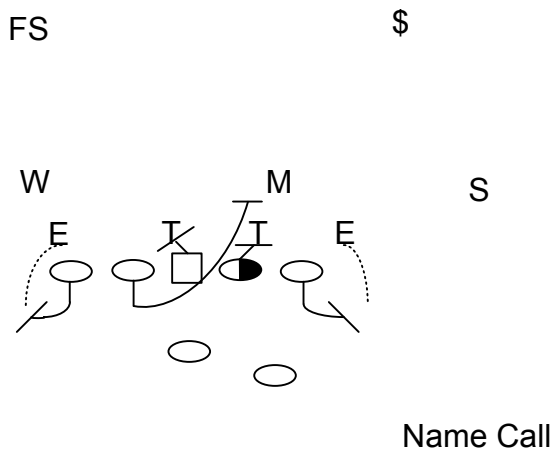
Under



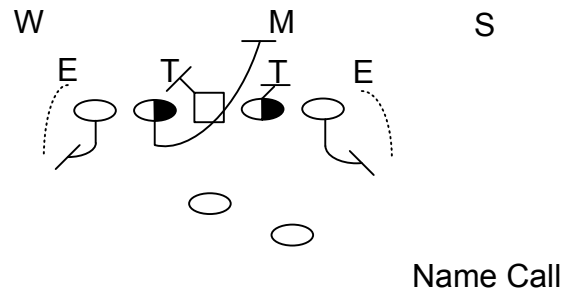
Under G



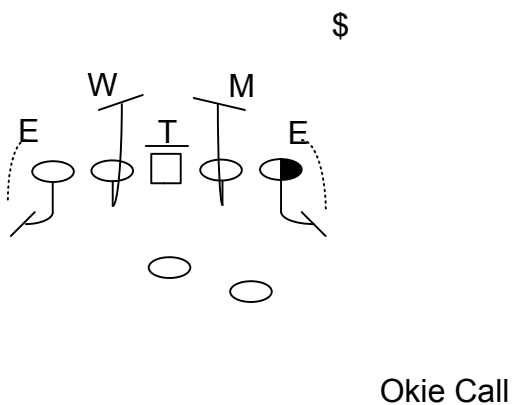
Over



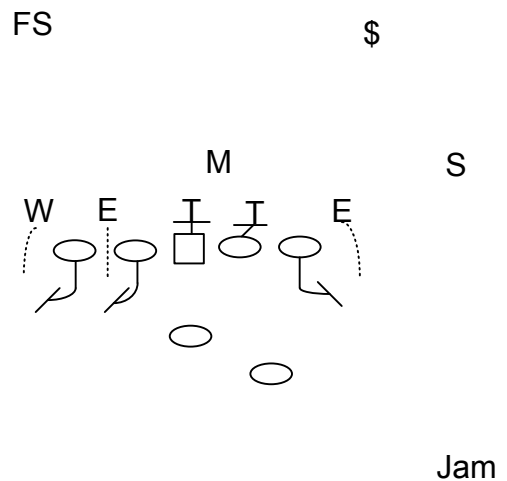
Over G



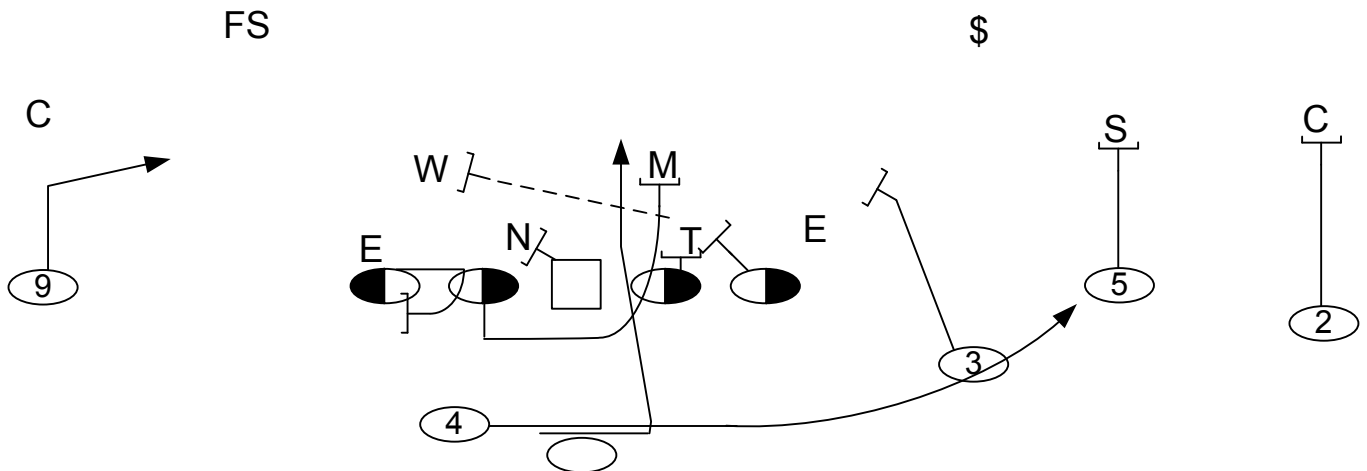
Odd (Okie)



Bear



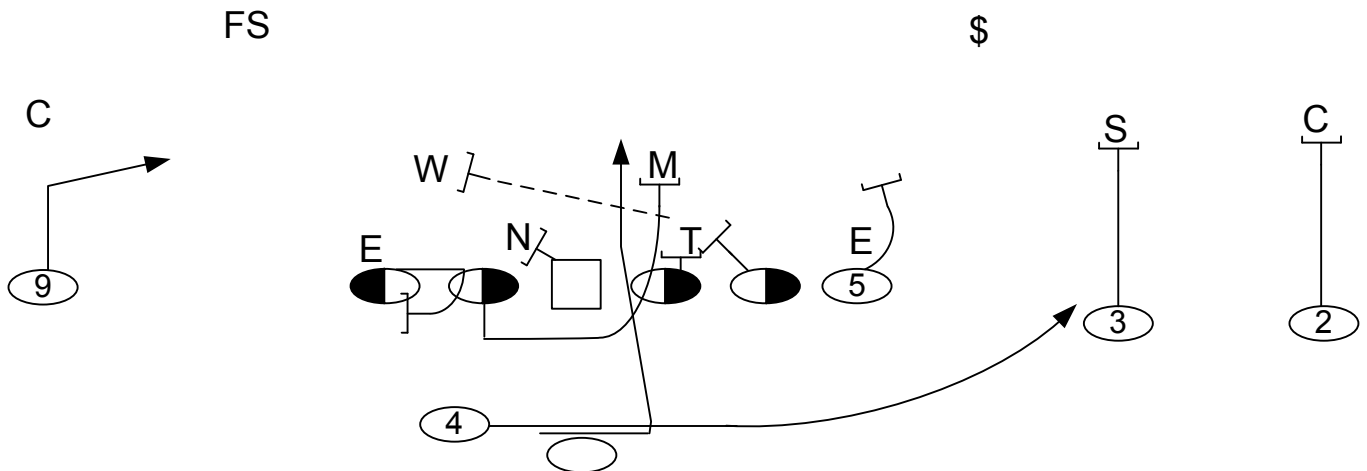
(TRIPS) STEELER (RODGERS)



CP: 3 Man must pin the Mike LB. He can not make the play!

<p>QB: Secure snap, ride 4 man through mesh, read Play-side End and press downhill A Gap. If Blitz, Gift 'Hitch' on Back.</p>	<p>PST: B Gap to 2nd LB</p>
<p>9: Split: On Bottom #'s Run slant Backside.</p>	<p>PSG: A Gap to 2nd LB</p>
<p>3: Align: Split 5-man and Tackle Block MLB to \$. Protect speed sweep. Mike cannot make play!</p>	<p>Block back on 1st threat vs Even C: a) check 0 b) Cage</p>
<p>4: Align: Steeler Run Steeler path, forming mesh with QB</p>	<p>BSG: Skip-pull to block 1st LB</p>
<p>5: Split: + 2 Hash Block flat defender</p>	<p>BST: B Gap hinge</p>
<p>2: Split: On #'s Block man on</p>	

(TREY) STEELER (RODGERS)



QB: Secure snap, ride 4 man through mesh, read Play-side End and press downhill A Gap. If Blitz, Gift 'Hitch' on Back.

9: Split: On Bottom #'s
Run slant Backside.

5: Align: TE
Block MLB to \$. Protect speed sweep. Mike cannot make play!

4: Align: Steeler
Run Steeler path, forming mesh with QB

3: Split: on Hash
Block flat defender

2: Split: On #'s
Block man on

PST: B Gap to 2nd LB

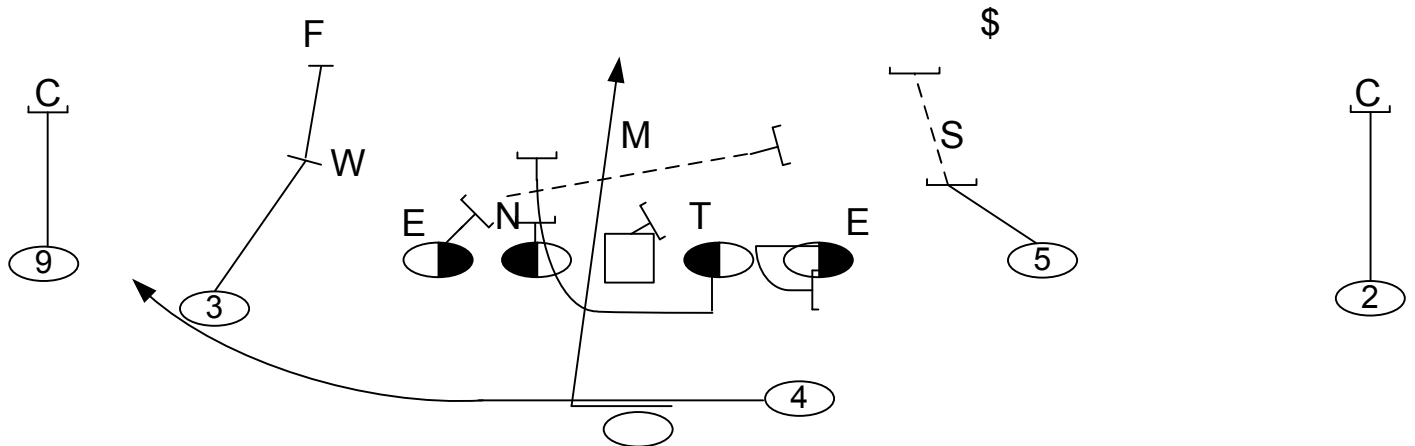
PSG: A Gap to 2nd LB

Block back on 1st threat vs Even
C: a) check 0
b) Cage

BSG: Skip-pull to block 1st LB

BST: B Gap hinge

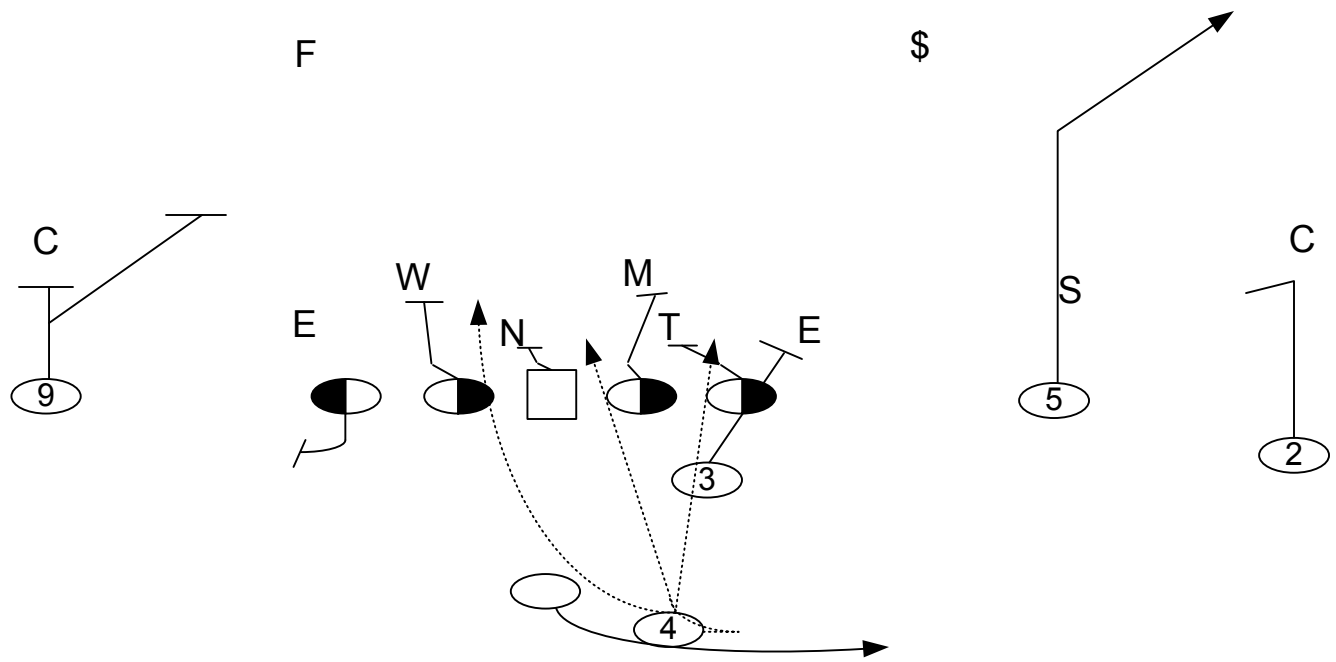
(SPREAD) STEELER (RODGERS)



CP: Playside Tackle/Guard Work to #2 LB.

<p>QB: Secure snap, ride 4 man through mesh, read Play-side End and press A Gap.</p>	<p>PST: B Gap to 2nd LB</p>
<p>9: Split: On #'s Block CB</p>	<p>PSG: A Gap to 2nd LB</p>
<p>3: Align: Normal. Block Will to Safety.</p>	<p>Block back on 1st threat vs Even C: a) Check 0 b) Cage</p>
<p>4: Align: Steeler Run Steeler path, forming mesh with QB</p>	
<p>5: Split: 5 yd from tackle Block flat defender</p>	<p>BSG: Skip-pull to block 1st LB</p>
<p>2: Split: On #'s Block CB</p>	<p>BST: B Gap hinge</p>

(TWINS) DENVER



CP: 3 Back be sure end is up the field before working up. Have to get play started.

<p>QB: San Diego. Then hand ball to 4 Back.</p>	<p>PST: B Gap to Onside LB</p>
<p>9: Split: #'s Block (MDM).</p>	<p>PSG: A Gap to Onside LB</p>
<p>3: Align: R/L C – Gap. Be Patient, want to take you gap and Hang D – Gap.</p>	<p>C: A Gap to Backside LB</p>
<p>4: Align: B-Gap 2 Shuffles, No wider than the tackle. If you feel blitz dont slide as much.</p>	<p>BSG: B Gap to Backside LB</p>
<p>5: Split: - 2 Run Smash. Take Safety</p>	<p>BST: C Gap</p>
<p>2: Split: 3 Above. Run Smash. Then Turn and block the corner.</p>	

AUBURN OFFENSE

FALL 2013



FOUNDATION

PASS

-Texas

-Oklahoma

-Under

-Tiger

-26/36 Dakota

-23/93/Cali

-Florida

-Ark Clear

-39/Washington

-Arkansas

-Michigan

-Delaware (Mesh)

-Arkansas 5/9

-20/90/Missouri

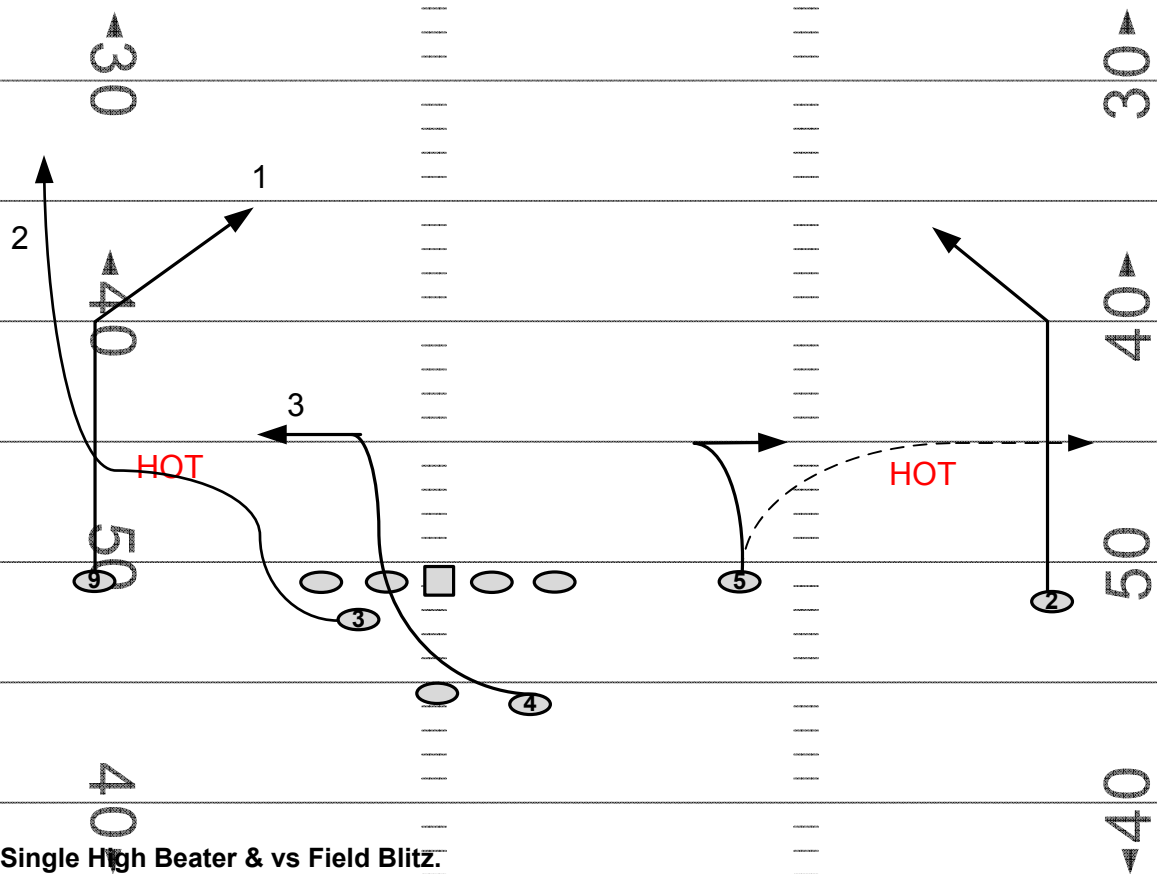
-Option



RELENTLESS

AUBURN FOOTBALL

(TWINS) - TIGER

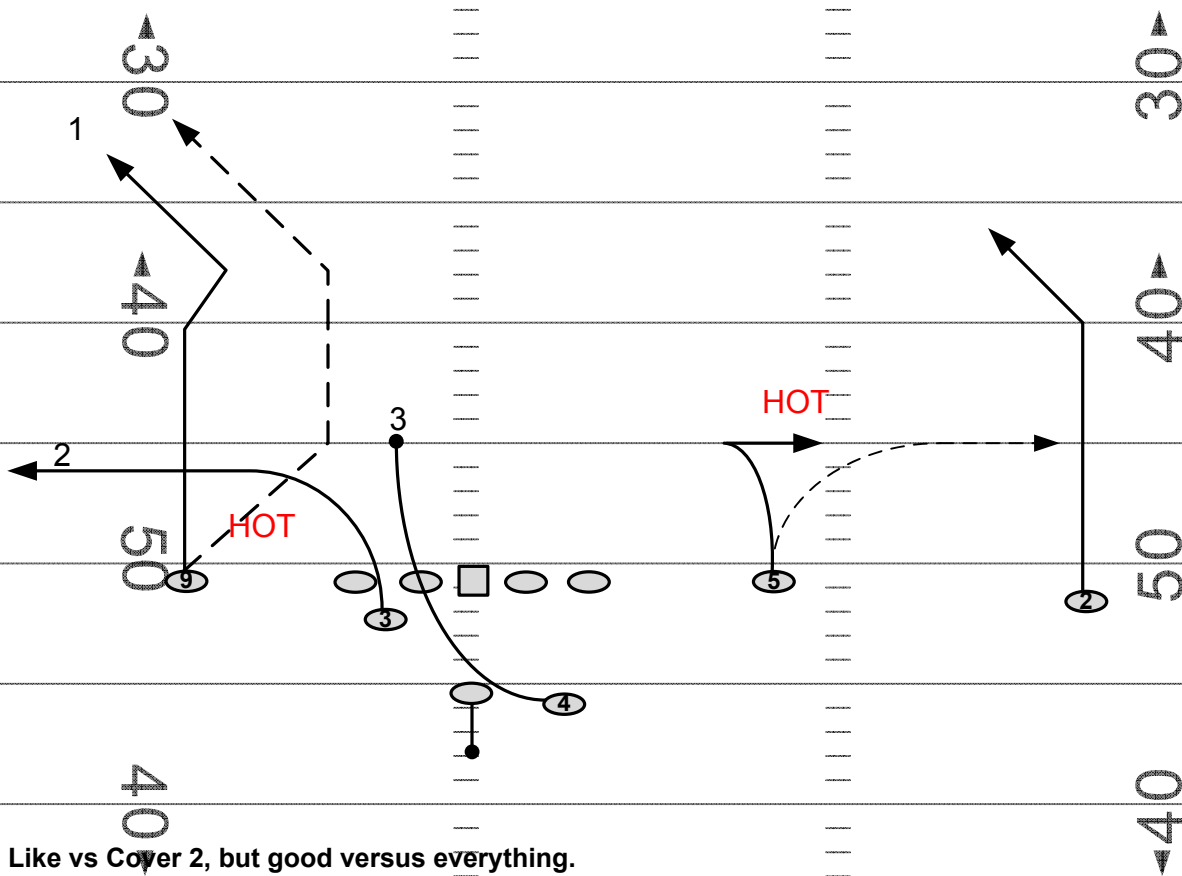


CP: Single High Beater & vs Field Blitz.

Note: QB protect WR from \$ and WR protect the QB from CB.

<p>QB: DROP: Quick 3 to bang 8. Read Single – High safety. Progression: 9 – 3 – 4 (3 Back Hot if 4 weak) v 2 safeties: 3 – 4 (Big 3) Hot to Field ➔ 5 Man on 1 Route</p>	<p style="text-align: center;">EAGLE</p> <p>PST:</p> <p>PSG:</p> <p>C:</p> <p>BSG:</p> <p>BST:</p>
<p>9: Split: Bottom #'s Vertical stem CB and run “Bang 8” @ 10 yds – break at 45 degree angle. Expect ball @ 15 yds, protect QB from CB.</p>	
<p>3: Align: “L” / “R” (read HOT if 4 weak) Release into flat, 4 yards deep. Look back w/ eyes. (read HOT if 4 weak) Run Rail route. Stay on 5 yd highway from the sidelines.</p>	
<p>4: Align: 6 yd, B – Gap. Philly Protection fake reading inside-out for any 3rd Rusher If no blitz, Ricky/Lucy to the boundary</p>	
<p>5: Split: -2 from hash Run Slam Route off the Sam LB. Hot on 1 Route. It takes “two.”</p>	
<p>2: Split: 3 Above #'s. Vertical stem CB and run “Bang 8” @ 10 yds – break at 45 degree angle. Expect ball @ 15 yds, protect QB from CB.</p>	

(TWINS) - TEXAS

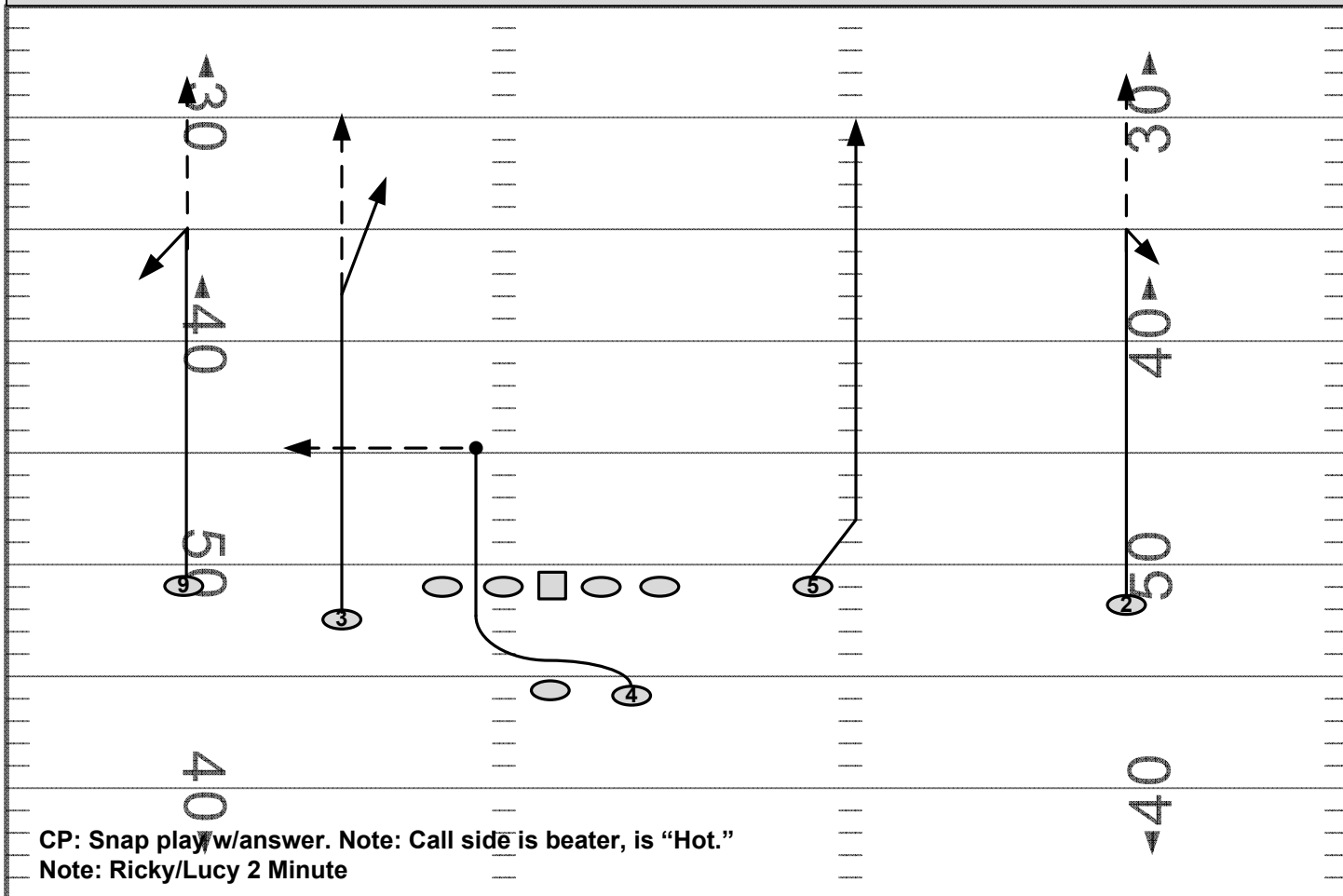


CP: Like vs Cover 2, but good versus everything.

Note: 9 Man Sale it with your eyes not your angle vs. cv.3 / cv.4

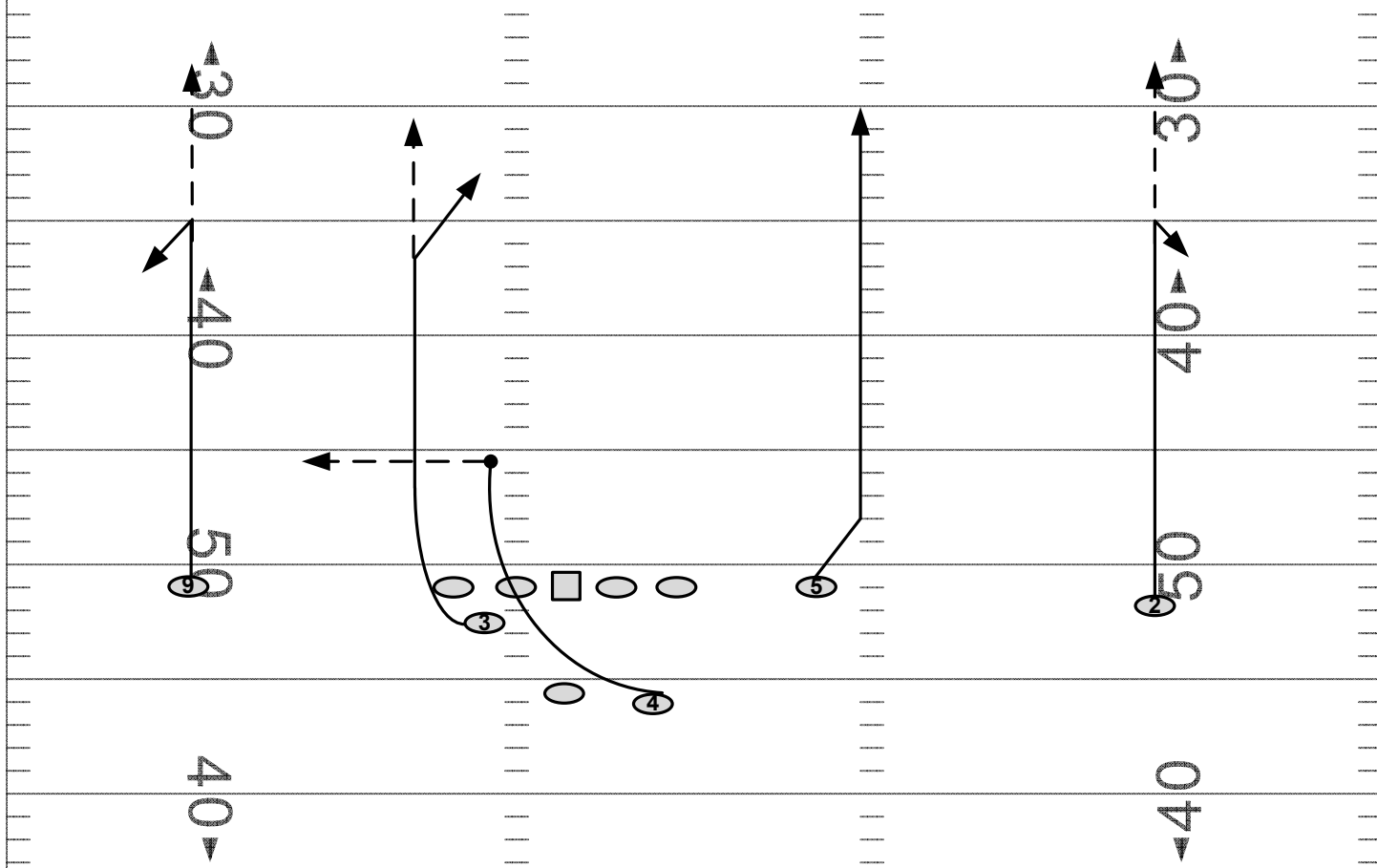
<p>QB: DROP: Big 3. Read flat defender. (3 Back HOT if 4 weak.) Progression: 9 – 3 – 4. 5 Man is HOT to the field vs Field Pressure.</p>	<h2>EAGLE</h2>	
<p>9: Split: Top #'s Vertical stem CB and run 7 route (vs loose CB). @ 10 yds take 3 steps to skinny post and break to the corner, Bench Route(15-17). Cv. 2 – stem inside, push vertical to 12 yds and break to corner @ 22 yds.</p>		<p>PST:</p>
<p>3: Align: "L"/"R" Release into flat 4 yards deep, Run 1 Route at 4 yds (read HOT if 4 weak)</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Philly Protection fake reading inside-out picking up first threat. No blitz, run a Spot 4 yds in front of the WILL</p>		<p>C:</p>
<p>5: Split: -2 from hash Run Slam Route off the Sam LB. Hot on 1 Route. It takes two.</p>		<p>BSG:</p>
<p>2: Split: 3 Above #'s. Vertical stem CB and run "Bang 8" @ 10 yds – break at 45 degree angle. Expect ball @ 15 yds, protect QB from CB.</p>		<p>BST:</p>

(SPREAD) - FLORIDA



<p>QB: DROP: Big 3, Read Safety. (Quick 3 if straight Cover 3) Cov. 2 – Read playside Safety, Beater to Hole Shot - ✓ Down Cov. 3 – Read FS, Seam Route – Comeback – ✓ Down Cov. 4 / Man – Comeback to ✓ Down</p>	<p style="text-align: center;">EAGLE</p>	
<p>9: Boundary SPLIT: Bottom #'s Field SPLIT: 3 Above #'s Run a 5 Route (15 yds). vs. cover 2 convert to 9 route (expect ball 17-22 yds)</p>		<p>PST:</p>
<p>3: Split: Split the difference. Run an inside 9 route, seam route. Vs. cover 3 look for the ball 17-22 yds. Vs. cov. 2/4, if to color side run the beater at 12 yds. If away from the color side, run thru the onside safeties #'s. (10 yds vs. Cv.4)</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Philly Protection. ✓ Call side inside – out, If no blitz, run a Spot in front of the WILL/ (QB could give Ricky/ Lucy call). 2 Minute or vs. man.</p>		<p>C:</p>
<p>5: Split: -2. Run an inside 9 route, seam route. Vs. cover 3 look for the ball 17-22 yds. Vs. cov. 2/4, if to color side run the beater at 12 yds. If away from the color side, run thru the onside safeties #'s (10 yds vs. cv.4)</p>		<p>BSG:</p>
<p>2: Field SPLIT: 3 above #'s. Boundary SPLIT: Bottom #'s Run a 15 yd. Comeback (5 Route) vs. cover 2 convert to 9 route (expect ball 17-22 yds) Prefer Outside Release.</p>		<p>BST:</p>

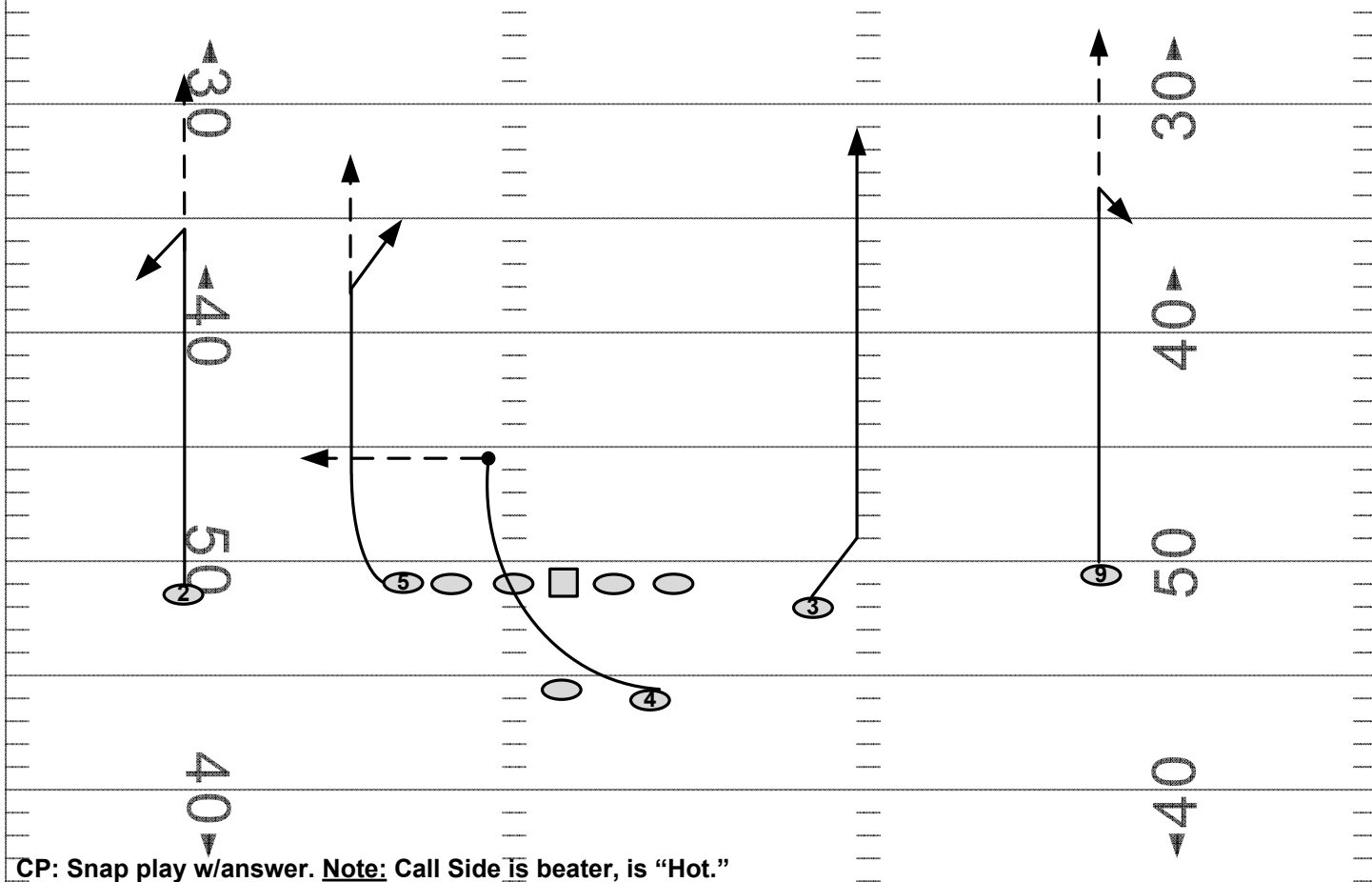
(TWINS) FLORIDA



CP: Snap play w/answer. Note: Call Side-is Beater, is "Hot."

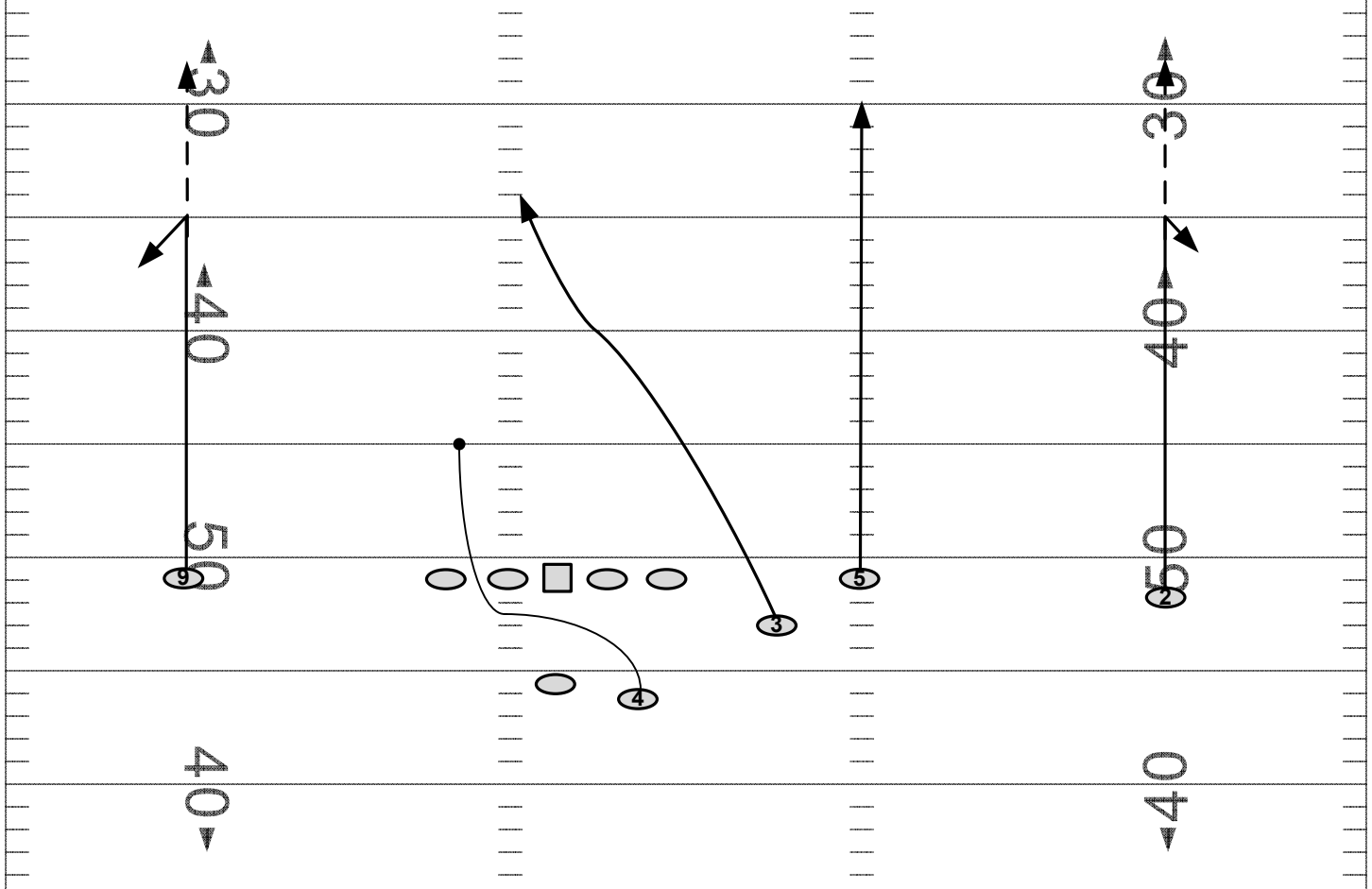
<p>QB: DROP: Big 3, Read Safety. (Quick 3 if straight Cover 3) Cov. 2 – Read playside Safety, Beater to Hole Shot - ✓ Down Cov. 3 – Read FS, Seam Route – Comeback – ✓ Down Cov. 4 / Man – Comeback to ✓ Down</p>	<p style="text-align: center;">EAGLE</p>	
<p>9: Boundary SPLIT: Bottom #'s Field SPLIT: 3 Above #'s Run a 5 Route (15 yds). vs. cover 2 convert to 9 route (expect ball 17-22 yds)</p>		<p>PST:</p>
<p>3: Split: Split the difference. Run an inside 9 route, seam route. Vs. cover 3 look for the ball 17-22 yds. Vs. cov. 2/4, if to color side run the beater at 12 yds. If away from the color side, run thru the onside safeties #'s. (10 yds vs. Cv.4)</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Philly Protection. ✓ Call side inside – out, If no blitz, run a Spot in front of the WILL/ (QB could give Ricky/ Lucy call). 2 Minute or vs. man.</p>		<p>C:</p>
<p>5: Split: -2. Run an inside 9 route, seam route. Vs. cover 3 look for the ball 17-22 yds. Vs. cov. 2/4, if to color side run the beater at 12 yds. If away from the color side, run thru the onside safeties #'s (10 yds vs. cv.4)</p>		<p>BSG:</p>
<p>2: Field SPLIT: 3 above #'s. Boundary SPLIT: Bottom #'s Run a 15 yd. Comeback (5 Route) vs. cover 2 convert to 9 route (expect ball 17-22 yds) Prefer Outside Release.</p>		<p>BST:</p>

(DEUCE) FLORIDA



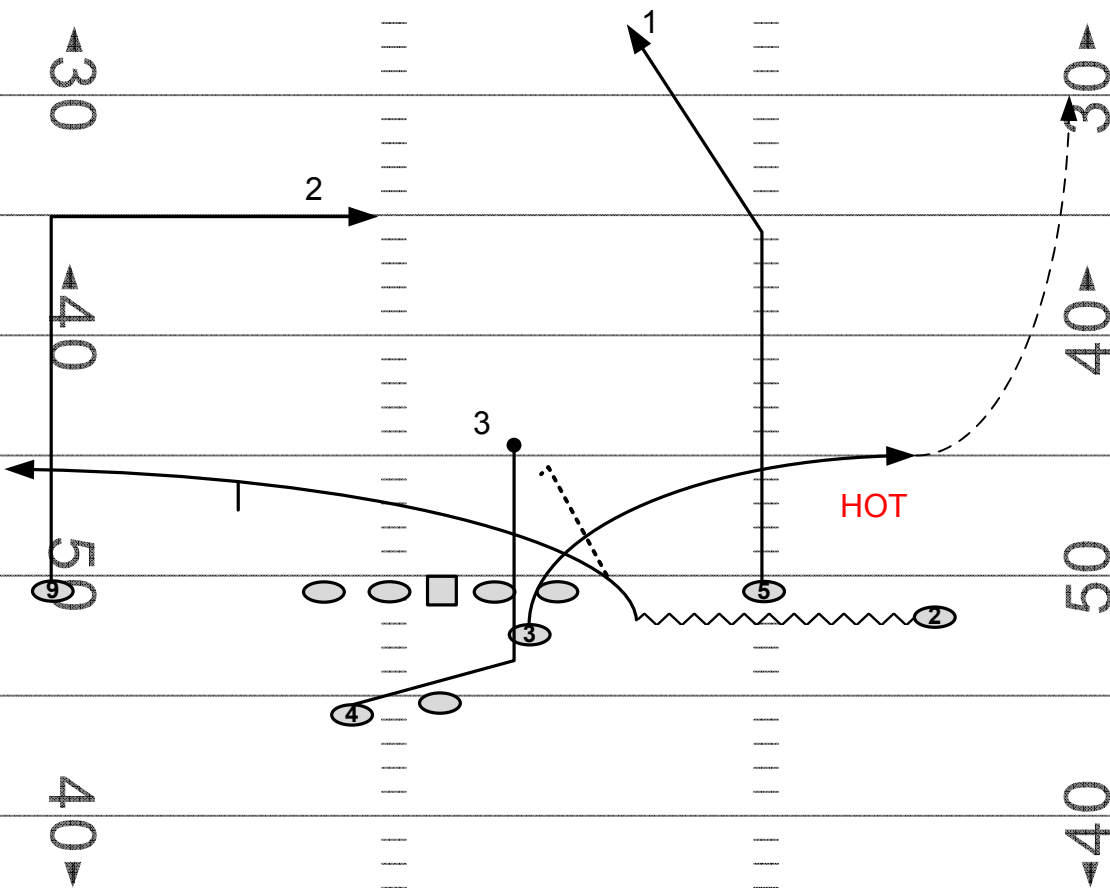
<p>QB: DROP: Big 3, Read Safety. (Quick 3 if straight Cover 3) Cov. 2 – Read playside Safety, Beater to Hole Shot - ✓ Down Cov. 3 – Read FS, Seam Route – Comeback – ✓ Down Cov. 4 / Man – Comeback to ✓ Down</p>	<h2>EAGLE</h2>
<p>9: Field SPLIT: 3 above #'s. Boundary SPLIT: Bottom #'s Run a 15 yd. Comeback (5 Route) vs. cover 2 convert to 9 route (expect ball 17-22 yds) Prefer Outside Release.</p>	<p>PST:</p>
<p>3: Split: -2. Run an inside 9 route, seam route. Vs. cover 3 look for the ball 17-22 yds. Vs. cov. 2/4, if to color side run the beater at 12 yds. If away from the color side, run thru the onside safeties #'s (10 yds vs. cv.4)</p>	<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Philly Protection ✓ Call side first, then SCAN backside. If no blitz, run a Spot in front of the WILL/ QB could give Ricky/Lucy call.</p>	<p>C:</p>
<p>5: Boundary SPLIT: TE Free Release Seam Route (expect ball 17-22 yds) 2 safties, if color side run beater at 12 yards. Away run at safety.</p>	<p>BSG:</p>
<p>2: Boundary Split: On #'s. Boundary SPLIT: #'s Run a 5 Route (15 yds). vs. cover 2 convert to 9 route (expect ball 17-22 yds)</p>	<p>BST:</p>

(TRIPS) FLORIDA



<p>QB: DROP: Big 3, Read Safety. (Quick 3 if straight Cover 3) Cov. 2 – Read playside Safety, Beater to Hole Shot - $\sqrt{\downarrow}$ Down Cov. 3 – Strong (Bdry 9 – 3) Weak 5 - 4 Cov. 4 / Man – Comeback to (bdry)</p>	<h2>EAGLE</h2>
<p>9: Boundary SPLIT: #'s Run a 5 Route (15 yds). vs. cover 2 convert to 9 route (expect ball 17-22 yds)</p>	
<p>3: Align: Split difference Push vertical, over MIKE and get to the opposite hash at 18 yards depth as quick as possible.</p>	
<p>4: Align: 6 yd, B – Gap. Philly Protection. If no blitz, run a Spot to call side replacing will LB. QB could give Ricky/Lucy call.</p>	
<p>5: Align: Hash Run Vertical Seam.</p>	
<p>2: Field SPLIT: On #'s Run a 5 Route (15 yds). vs. cover 2 convert to 9 route (expect ball 17-22 yds)</p>	
	PST:
	PSG:
	C:
	BSG:
	BST:

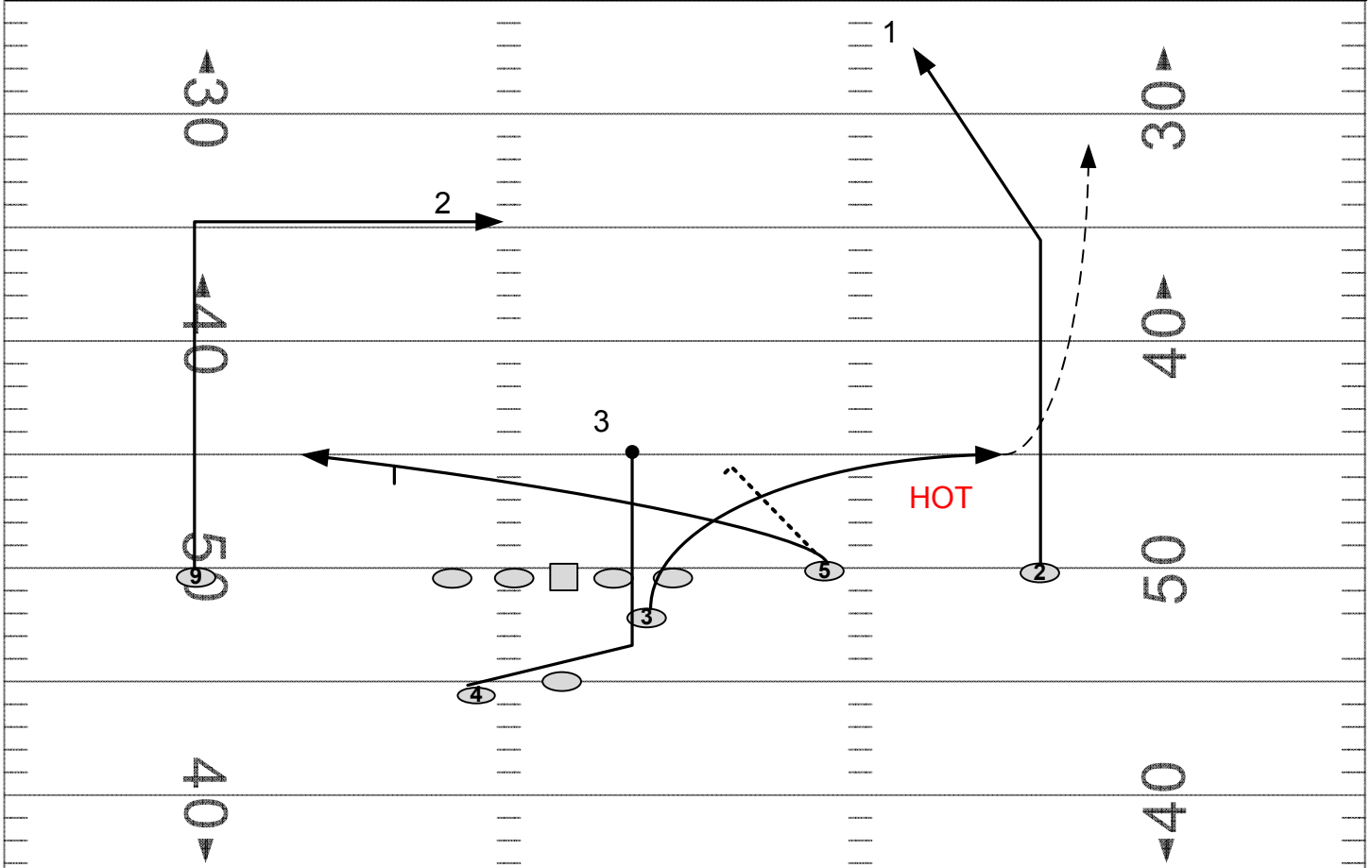
(TWINS) Zin **ARKANSAS**



CP: 9 man always DIG unless tagged otherwise. 1st WR to field runs 8-route, 2nd runs crossing.

<p>QB: DROP: 5 Steps. Token fake to 4 man. Middle Flood. Read: FS vs. single high safety. Field safety vs double high safety Progression: 5 – 9 – 4 (3 Back Hot Call Side). Vs. Man read pick route to 3 back to dig.</p>	<p>EAGLE (or COWBOY)</p> <p>PST:</p> <p>PSG:</p> <p>C:</p> <p>BSG:</p> <p>BST:</p>
<p>9: Split: On #'s Run 15 Dig, stay friendly to QB.</p>	
<p>3: Align: "R"/"L" Release into flat at 4 yds depth, read HOT of 4 Strong. If not, run Rail route.</p>	
<p>4: Align: 6 yd, B – Gap. Philly protection reading inside – out picking up # 3 strong. If no threat, run a Spot 4 yds.</p>	
<p>5: Split: Hash Push vertical, step on CB's toe and run HR post towards outside goal post.</p>	
<p>2: Split: 3 Above #'s Zone: Zin motion 4 yds from tackle, Run crossing route underneath of the LB's no deeper than 5 yards Stay on Move. Man: Set pick for 3 back, snagging his LB.</p>	

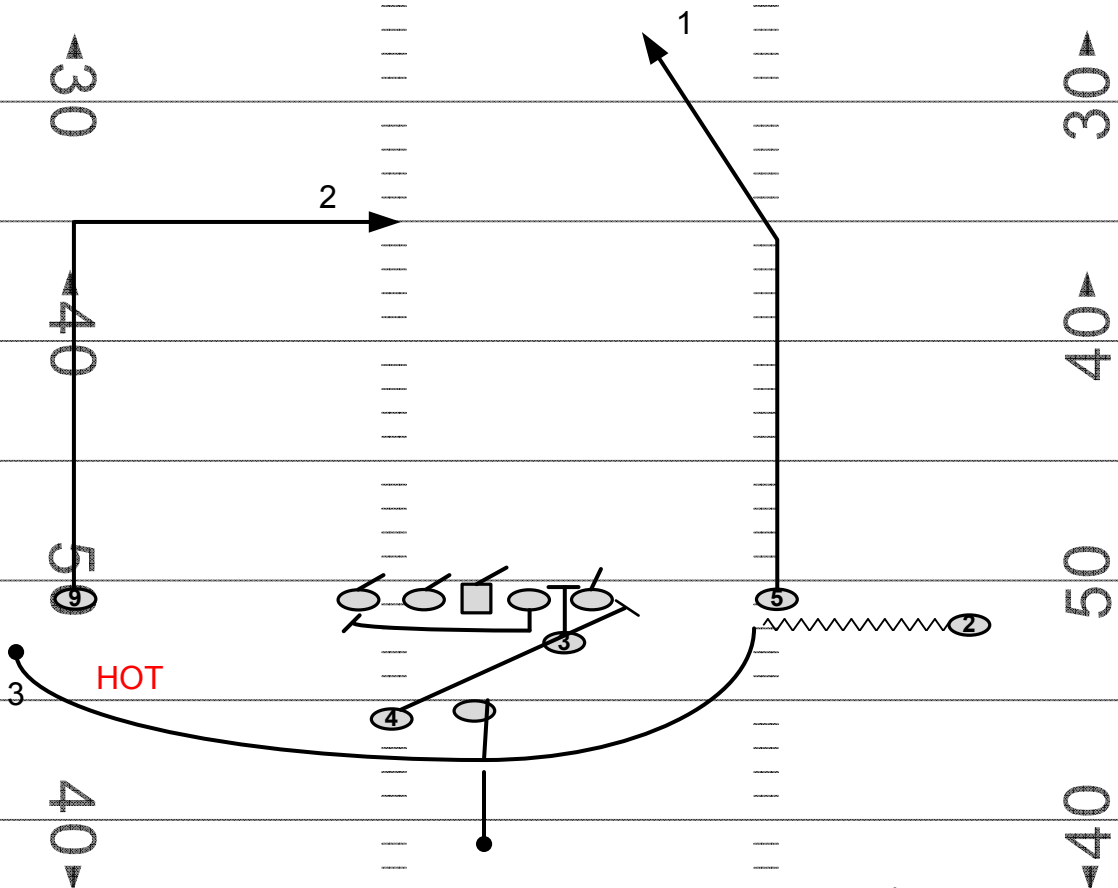
(TWINS) ARKANSAS



CP: 9 man always DIG unless tagged otherwise. 1st WR to field runs 8-route, 2nd runs crossing.

<p>QB: DROP: 5 Steps. Token fake to 4 man. Middle Flood. Read: FS vs. single high safety. Field safety vs double high safety Progression: 2 – 9 – 4. (3 Back hot if 4 to call side). Vs. Man Read Pick to 3 Back Dig.</p>	<p>EAGLE (or COWBOY)</p>	
<p>9: Split: Bottom of #'s Run 15 Dig, stay friendly to QB.</p>		<p>PST:</p>
<p>3: Align: "R"/"L" Release into flat at 4 yds depth, read HOT of 4 Strong. If you don't Get ball turn it up the #'s.</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Philly protection reading inside – out picking up # 3 strong. If no threat, run a Spot 4 yds Replacing MLB.</p>		<p>C:</p>
<p>5: Split: -2 hash Zone: Run '6' route underneath of the LB's no deeper than 5 yards stay on the move. Man: Set pick for 3 back, snagging his LB.</p>		<p>BSG:</p>
<p>2: Split: 3 Above #'s Push vertical, step on CB's toe and run HR post towards outside goal post.(Stay Skinny).</p>		<p>BST:</p>

(TWINS) Utah ARKANSAS



CP: 9 man always DIG unless tagged otherwise. 1st WR to field runs 8 route, 2nd runs crossing (Utah).

QB: DROP: Token fake to 4 back, pivot, fake reverse, 3 step & set up.
Read: FS vs. single high safety. Field safety vs double high safety
Progression: 5 – 9 – 4 (3 Hot to call Side).

9: Split: On #'s
Run 15 Dig, stay friendly to QB.

3: Align: "R"/"L"
Chief Protection.

4: Align: 6 yd, B – Gap.
Chief Protection.

5: Split: Hash
Push vertical, step on CB's toe and run HR post towards outside goal post.

2: Split: 10 yds from tackle.
Utah motion, fake reverse and use check down rules 4 yards from the L.O.S. Between #'s & SL.

K.C.

PST:

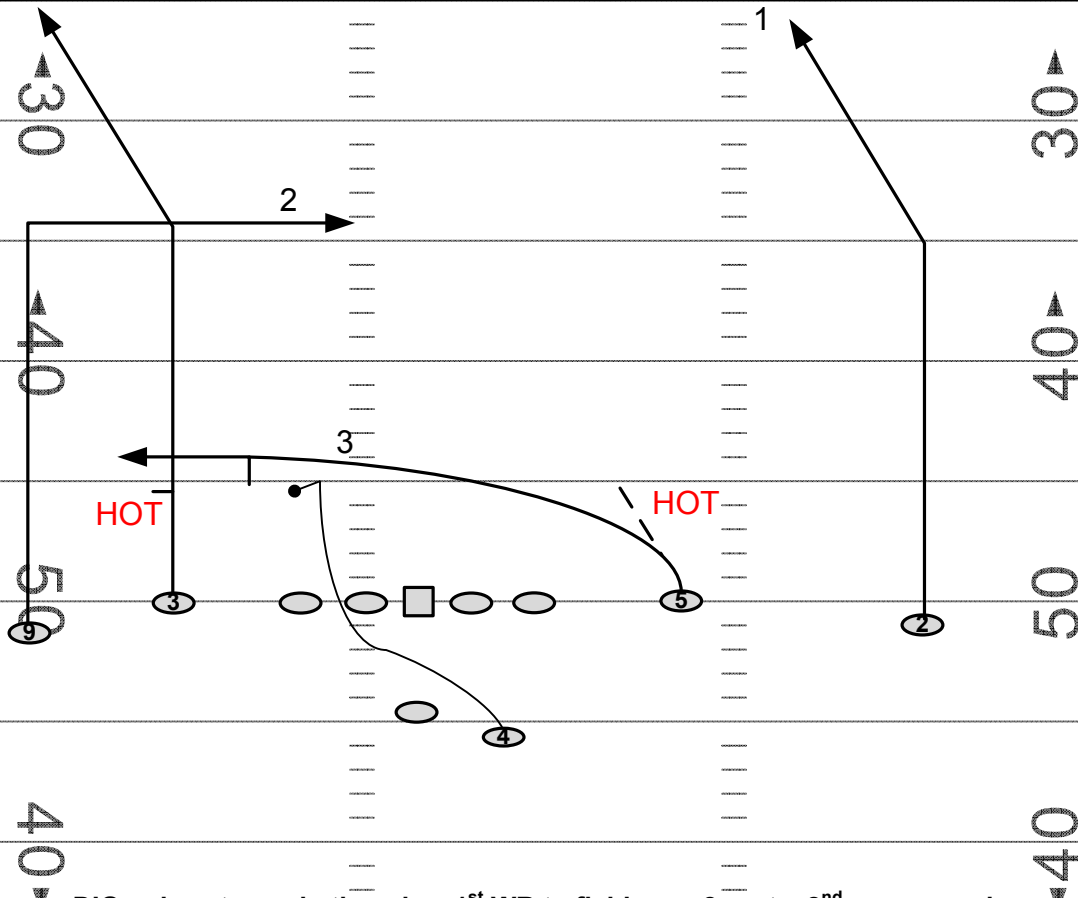
PSG:

C:

BSG:

BST:

(SPREAD) ARKANSAS

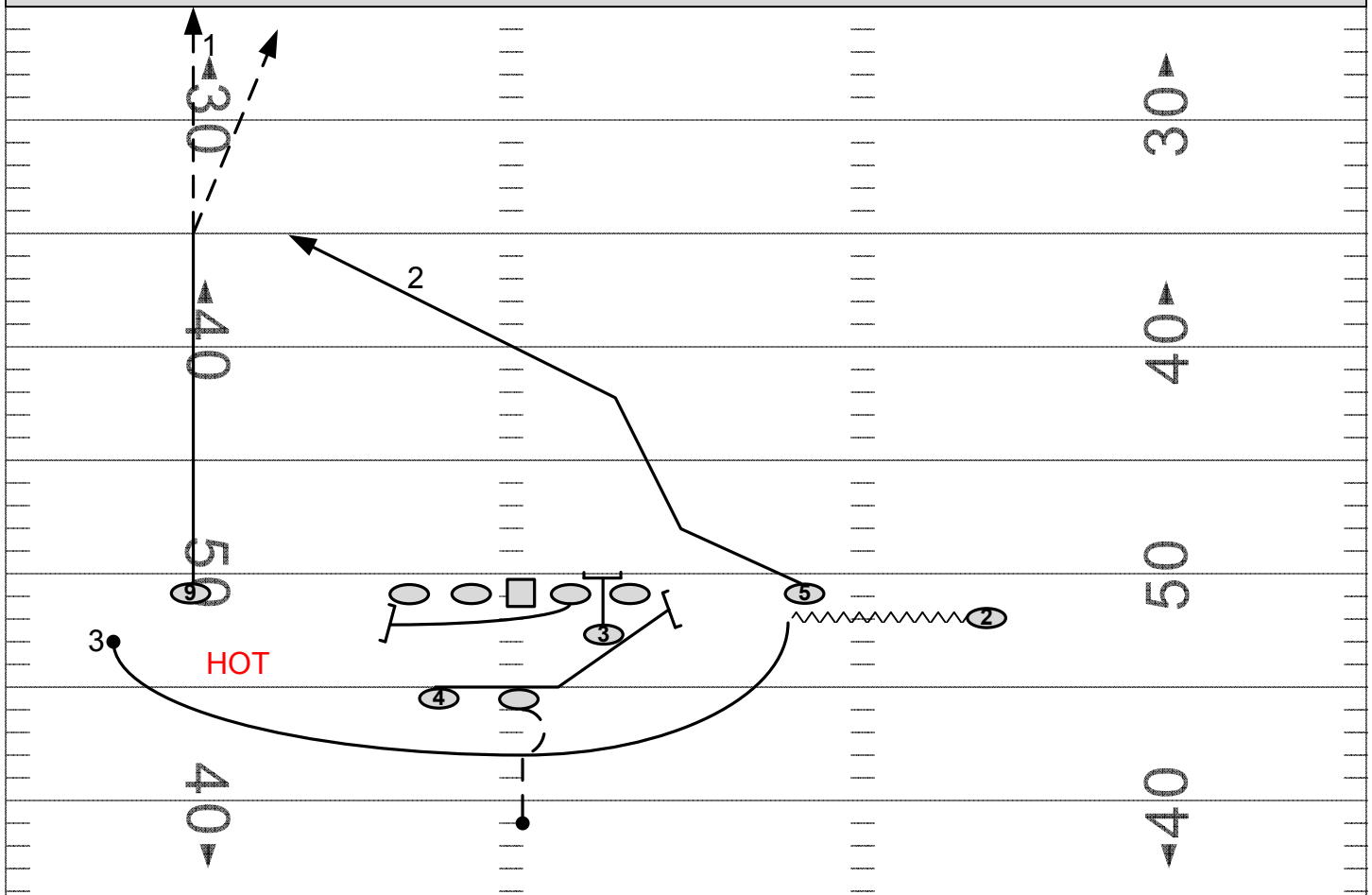


CP: 9 man always DIG unless tagged otherwise. 1st WR to field runs 8 route, 2nd runs crossing.

CALL SIDE IS HOT SIDE.

<p>QB: DROP: 5 Steps. Eyes deep safety. Read: FS vs. single high safety. SS vs double high safety Progression: 2 – 9 – 4. Hot will be to the call side (5 if to the field, 3 if to the bdry)</p>	<h2 style="text-align: center;">EAGLE</h2>	
<p>9: Split: On #'s, Off L.O.S. Run 15 Dig</p>		<p>PST:</p>
<p>3: Align: split difference between tackle and 9-man. On L.O.S. Run to step on safety's toes and break onto a deep-angle 7-route. <u>If call side is to your side, you're hot off 4 weak.</u> Turn out @ 4 yds.</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Dallas Protection. √ Call side first, then SCAN backside. If no blitz, run a Spot in front of the MLB/ QB could give Ricky/Lucy call.</p>		<p>C:</p>
<p>5: Split: -2 hash. Run crossing route underneath LB's. <u>If call side is to your side, hot off 4 strong, run slam route.</u></p>		<p>BSG:</p>
<p>2: Split: 3 Above #'s Push vertical, run HR aiming to onside goal post.</p>		<p>BST:</p>

(TWINS) Utah Arkansas 56



QB: DROP: Token fake to 4 back, pivot, fake reverse, 3 step & set up.
 Read: FS vs. single high safety. Playside safety vs double high
 Progression: 9 - 5 - 2 Deliver the ball between hash & #'s

K.C. (EAGLE)

PST:

9: Split: Bottom #'s
 Push vertical reading the FS. If safety squats or jumps the climb
 break HR. Post over the top towards the onside goalpost. If safety
 stays deep then run 9 route to clear out corner and safety (take 2)

PSG:

3: Align: "R"
 Chief Protection – Fit B Gap aggressively. Stay Square.

C:

4: Align: 6 yd, B – Gap.
 Chief Protection – fake Seahawk & take 1st threat outside tackle
 back's hip. Be aggressive. Vs. Blitz, abort fake.

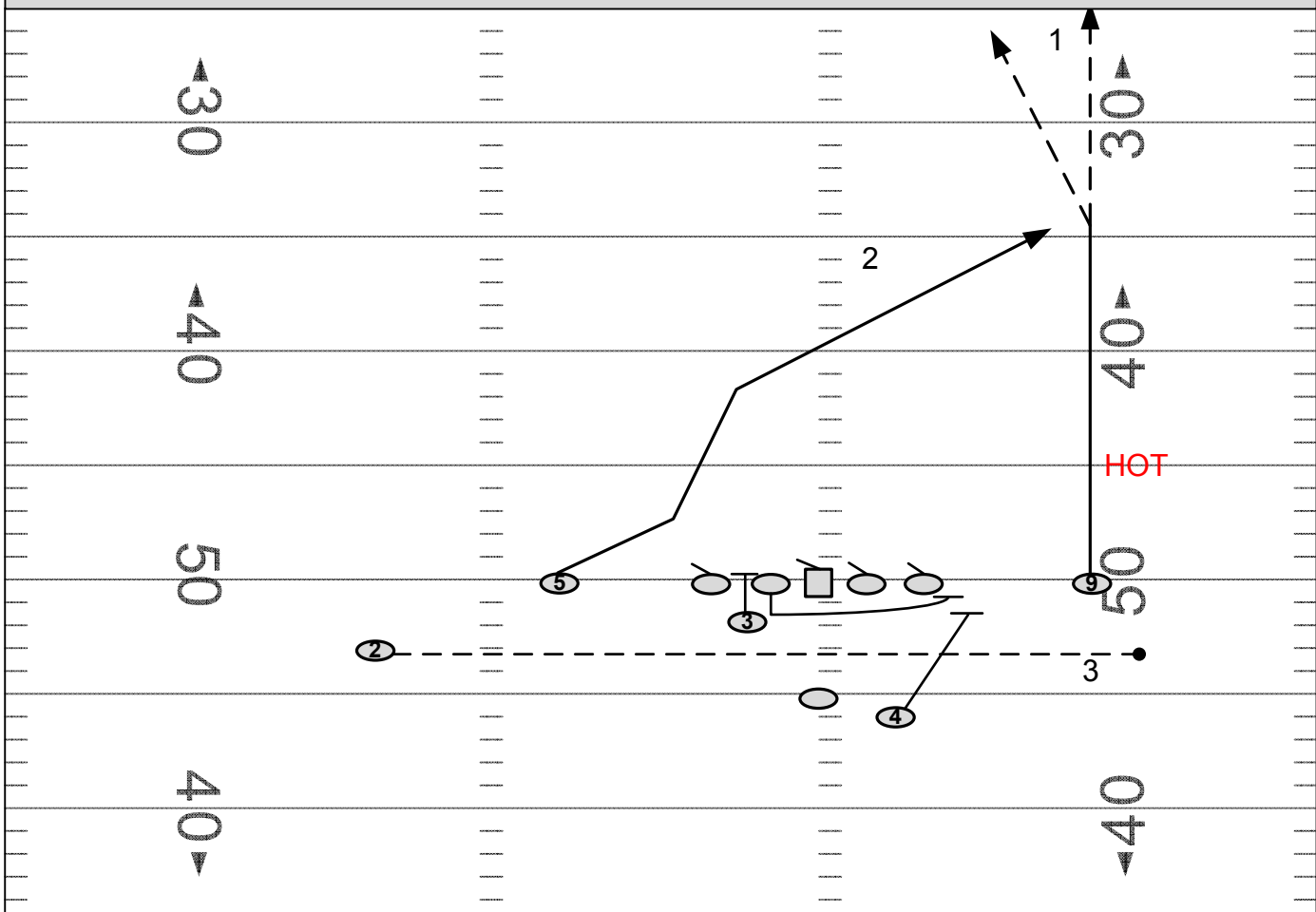
BSG:

5: Split: 6 yards from tackle.
 Run 6 route, deep climb under SAM over MIKE to 15-17 yds deep
 Vs. Cover 2 aim for 20-22 yards replacing safeties feet. Expect
 ball between hash & #'s. "Stair Step" vs. Man.

BST:

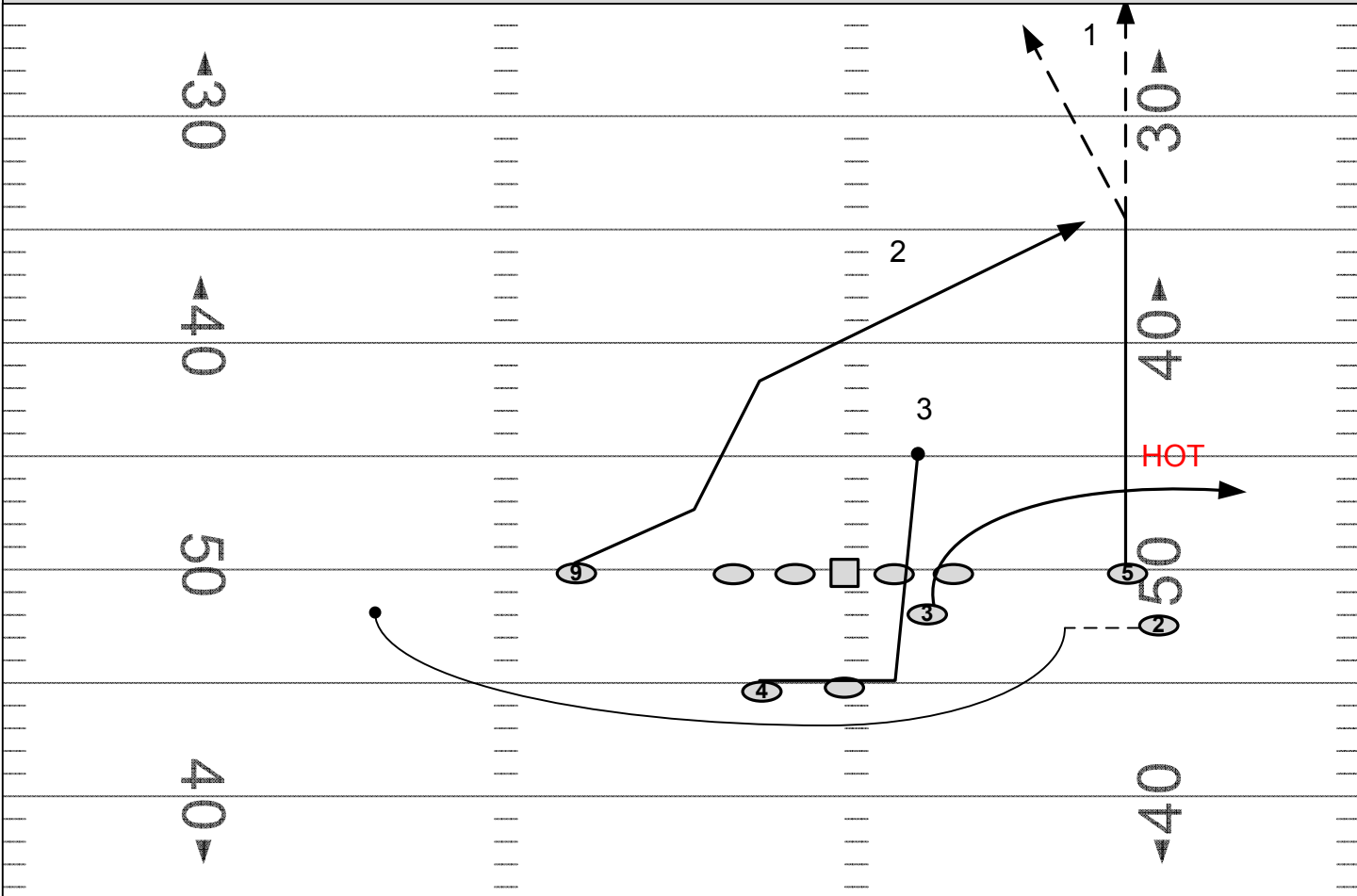
2: Split: 10 yards from tackle
 Utah motion, not squeezing QB. $\sqrt{4}$ yards from LOS between the
 #'s & Sidelines.

(TWINS) Lightning **ARKANSAS 5**



<p>QB: DROP: Token fake to 4 back, pivot, fake reverse, 3 step & set up. Read: FS vs. single high safety. Playside safety vs double high Progression: 9 - 5 - 2 Deliver the ball between hash & #'s</p>	<p style="text-align: center;">K.C.</p>	
<p>5: Split: 6 yards from tackle Run over route under and over to 15-17 yds deep Vs. Cover 2 aim for 20-22 yards. Expect ball between hash & #'s</p>		<p>PST:</p>
<p>3: Align: "R" Block Minnesota Rules.</p>		<p>PSG :</p>
<p>4: Align: 6 yd, B – Gap. Block Minnesota Rules.</p>		<p>C:</p>
<p>9: Split: Top #'s. Push vertical reading the FS. If safety squats or jumps the climb break HR. Post over the top towards the onside goalpost. If safety stays deep then run 9 route to clear out corner and safety (take 2)</p>		<p>BSG :</p>
<p>2: Split: 10 yards from tackle Lightning Motion, Check Down at the Bottom of the numbers.</p>		<p>BST:</p>

(TWINS) Utah Arkansas 9



QB: DROP: Token fake to 4 back, pivot, fake reverse, 3 step & set up.
 Read: FS vs. single high safety. Playside safety vs double high
 Progression: 5 - 9 - 4 Deliver the ball between hash & #'s

9: Split: 6 yards from tackle
 Run over route under and over to 15-17 yds deep
 Vs. Cover 2 aim for 20-22 yards. Expect ball between hash & #'s

3: Align: "R"
 Philly Protection, Hot off 4 strong.

4: Align: 6 yd, B - Gap.
 Philly Protection. No blitz, check down Spot in front of MLB.

5: Split: Top #'s.
 Push vertical reading the FS. If safety squats or jumps the climb
 break HR. Post over the top towards the onside goalpost. If safety
 stays deep then run 9 route to clear out corner and safety (take 2)

2: Split: 10 yards from tackle
 Utah motion, not squeezing QB. $\sqrt{4}$ yards from LOS between the
 hash and the #'s

EAGLE

PST:

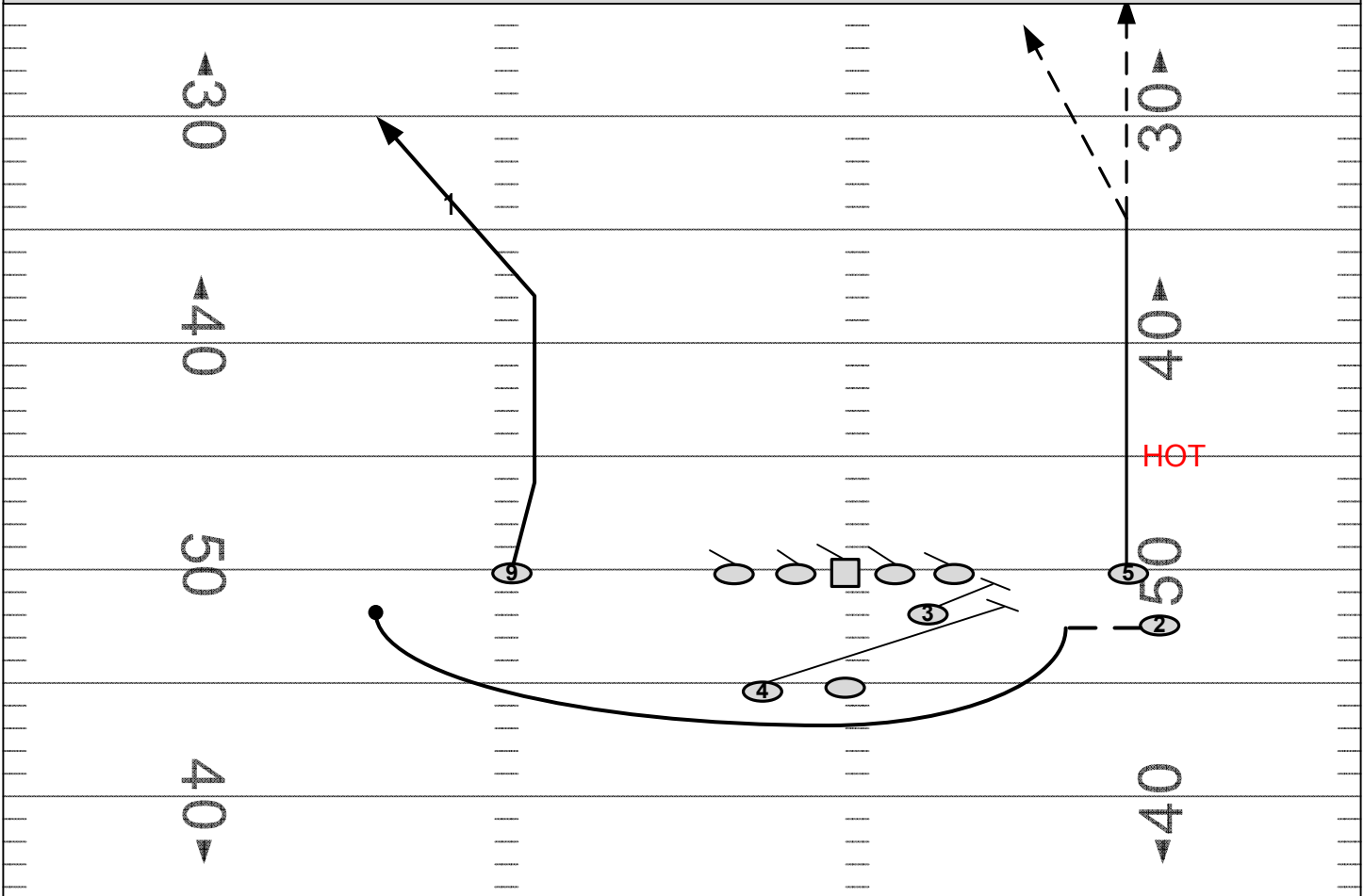
PSG:

C:

BSG:

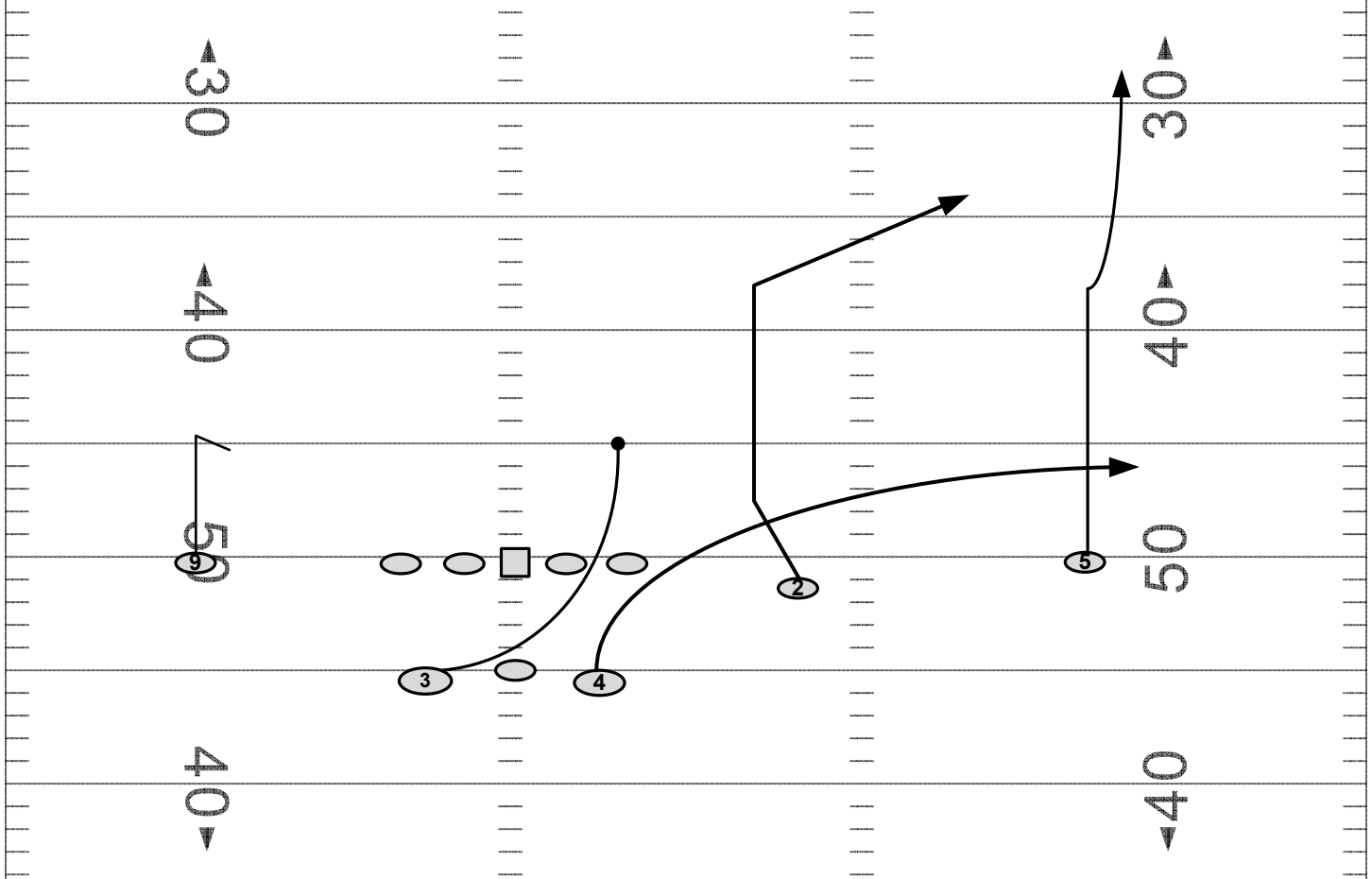
BST:

(TWINS) Utah Arkansas 7



<p>QB: DROP: Token fake to 4 back, pivot, fake reverse, 3 step & set up. Read: 9 Man to checkdown.</p>	<h2>VIKING</h2>	
<p>9: Split: On hash Run 7 Route. Take it high versus cv.2 Safety. Have the ability to flatten it out versus cv.3 Corner.</p>		<p>PST:</p>
<p>3: Align: "R" Viking Protection</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Viking Protection</p>		<p>C:</p>
<p>5: Split: Top #'s. Push vertical reading the FS. If safety squats or jumps the climb break HR. Post over the top towards the outside goalpost. If safety stays deep then run 9 route to clear out corner and safety (take 2)</p>		<p>BSG:</p>
<p>2: Split: 10 yards from tackle Utah motion, not squeezing QB. √ 4 yards from LOS between the hash and the #'s</p>		<p>BST:</p>

(SPLIT) ARKANSAS CLEAR



QB: DROP: Big 3, Read flat defender. S4 Back HOT if 4 strong
Progression 5 – 2 – 4 – 3.
Ck backside Dig versus strong rotation.

9: Split: Top #'s
Run Hitch

4: Align: 5 ½ yd, B – Gap.
Release into flat no deeper than 4 yds, read HOT if 4 strong

3: Align: 5 ½ yd, B – Gap.
Philly protection reading inside – out blocking first threat. No blitz, run a spot over playside backer. (Can go Dallas).

5: Split: 2 above #'s
Run 9 Route, "FOR"

2: Split: -2 from hash
Vertical release, run 12 yard out (read leverage of SAM) whether to sit or run out. vs man coverage, run away.

EAGLE (or COWBOY)

PST:

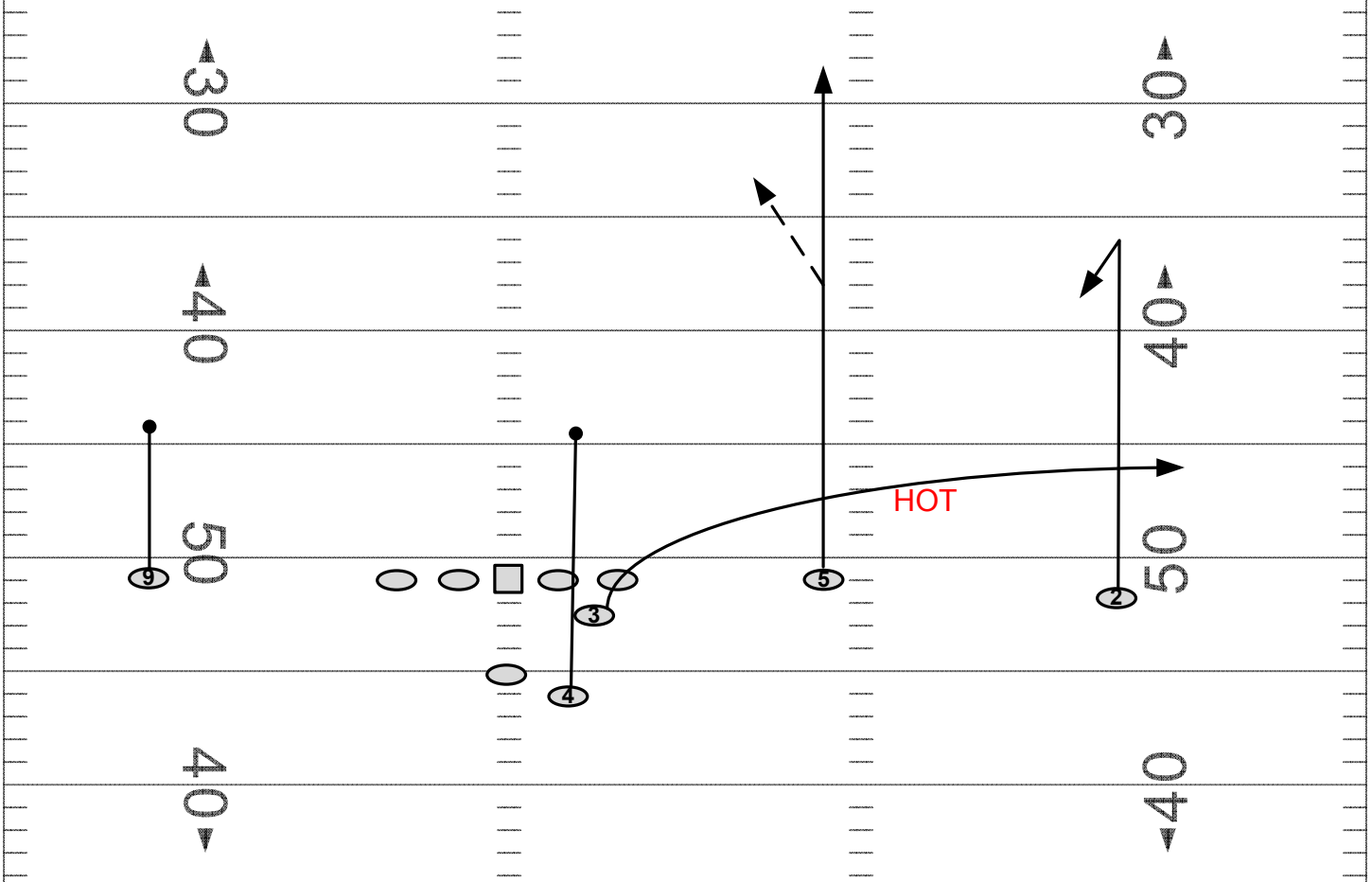
PSG:

C:

BSG:

BST:

(TWINS) OKLAHOMA CLEAR



- QB:** DROP: Big 3, Read flat defender. 3 Back HOT if 4 strong Progression 2 – 3 – 4. If free access, take the hitch with the 9 man. vs Cover 2 = 5 – 2 (if Sam takes away) or 5 – 4 (if Mike takes away) Pre Snap: Take 'Gift' Throw Backside.
- 9:** Split: 1 Below #'s
Run 6 yard hitch. Convert vs Cover 2.
- 3:** Align: "R"/"L"
Release into flat no deeper than 4 yds, read HOT if 4 strong. Settle at #'s, show QB your #'s.
- 4:** Align: 6 ½ yd, B – Gap.
Philly protection. √ Call side first, then SCAN backside. No blitz, run a spot over playside backer
- 5:** Split: -2 from Hash
Run Middle Clear; if "Hot," run through outside shoulder of Roll-down safety. vs MOFC – stay fixed on seam. vs. MOFO – run beater route.
- 2:** Split: 1 Above #'s (widen window)
Vertical stem, 14 yd curl back to 12 yds. Read hook/curl LB out of break for window.

EAGLE

PST:

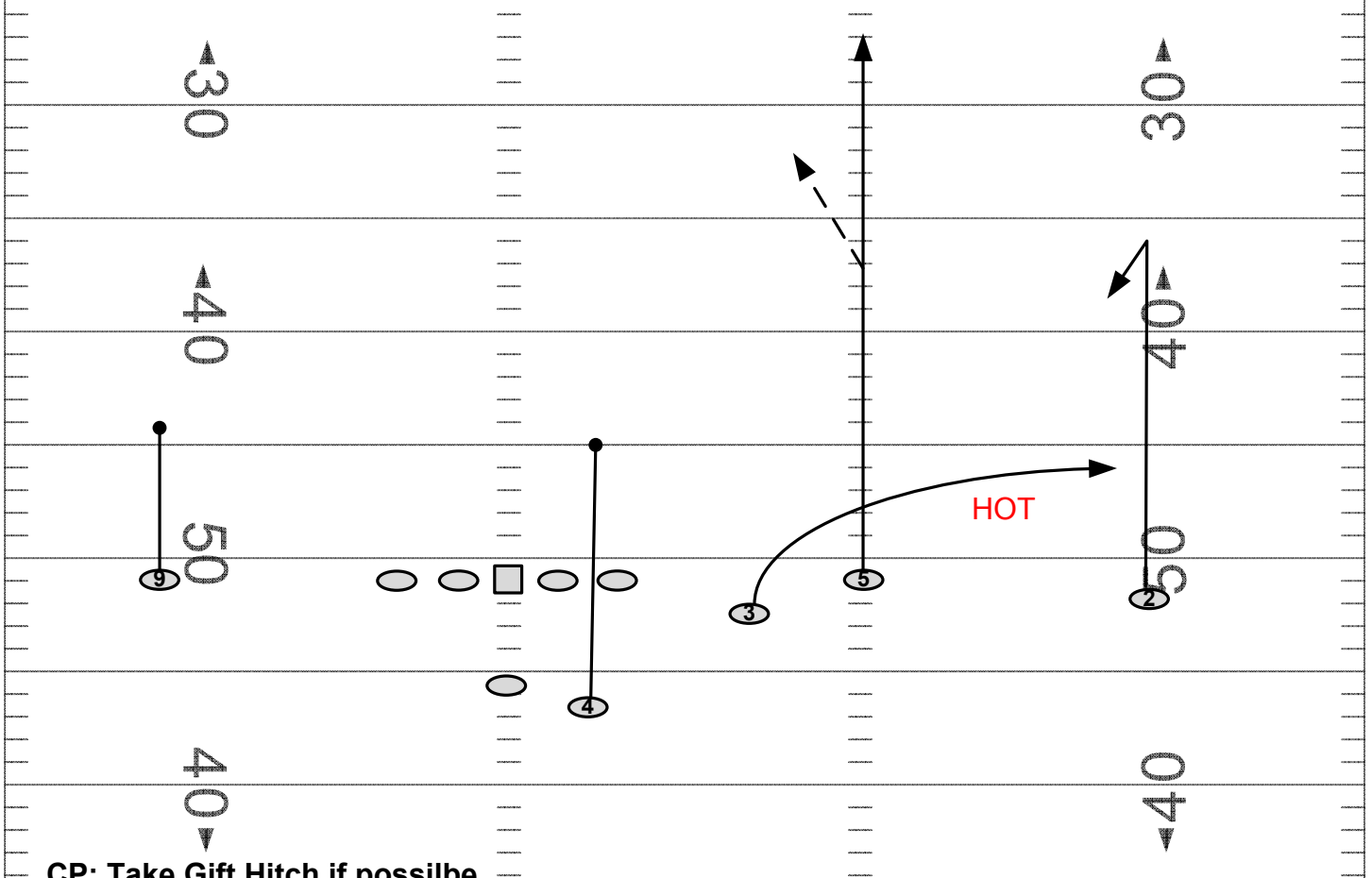
PSG:

C:

BSG:

BST:

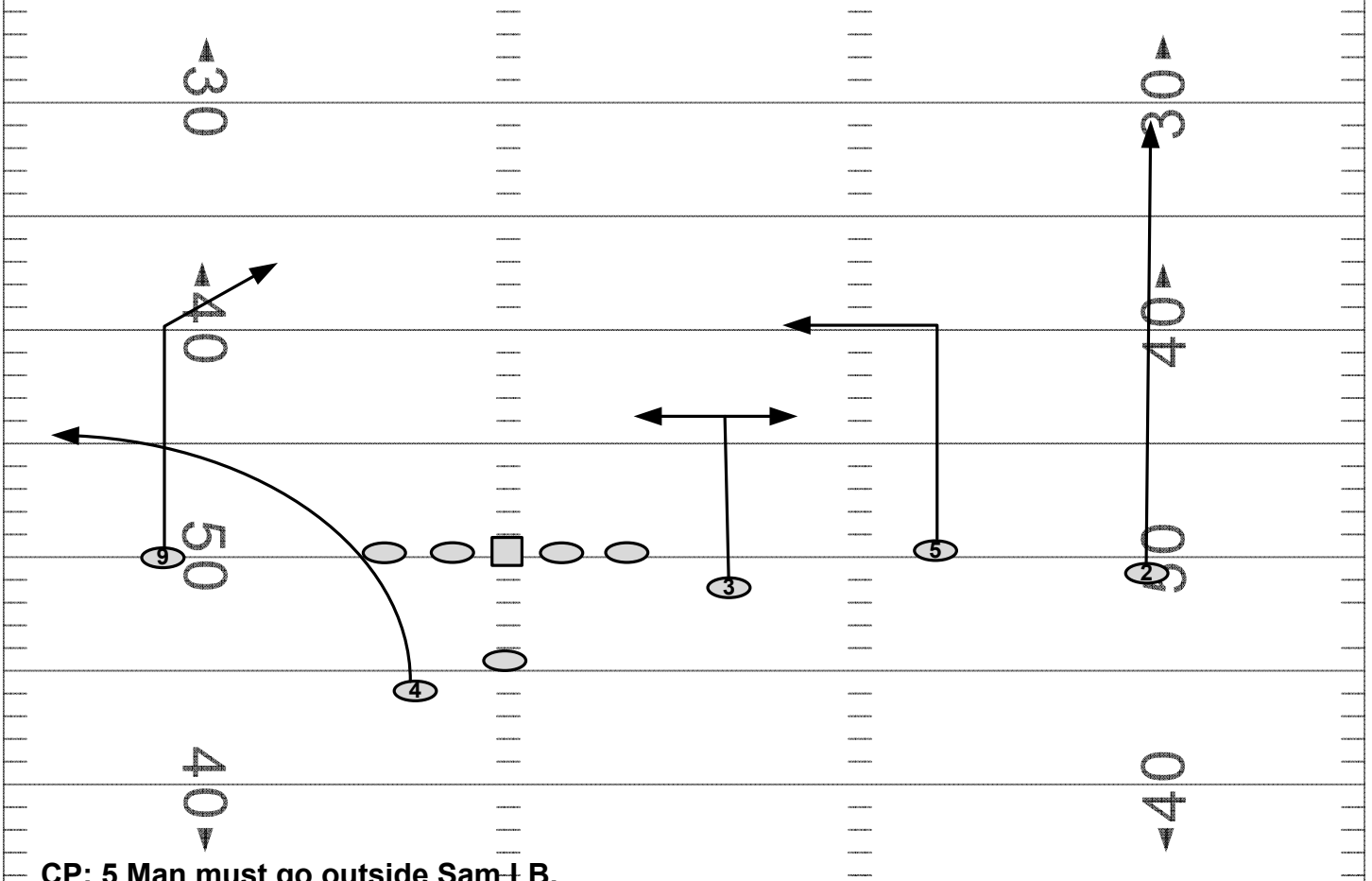
(TRIPS) - OKLAHOMA CLEAR



CP: Take Gift Hitch if possilbe.

<p>QB: DROP: Big 3, Read flat defender. 3 Back HOT if 4 strong Progression 2 – 3 – 4. If free access, take the hitch with the 9 man. vs Cover 2 = 5 – 2 (if Sam takes away) or 5 – 4 (if Mike takes away) Pre Snap – take gift throw backside.</p>	EAGLE	
<p>9: Split: 1 Below #'s Run 6 yard hitch.</p>	PST:	
<p>5: Align: Split On Hash. Run Middle Clear; if "Hot," run through outside shoulder of Roll-down safety. vs MOFC – stay fixed on seam. vs. MOFO – run beater route.</p>	PSG:	
<p>4: Align: 6 yd, B – Gap. Dallas protection. ✓ Call side first, then SCAN backside. No blitz, run a spot over playside backer</p>	C:	
<p>3 Align: Split difference between tackle and 5 man. Run 1 Route.</p>	BSG:	
<p>2: Split: Top #'s (widen window) Vertical stem, 14 yd curl. Read hook/curl LB out of break for window.</p>	BST:	

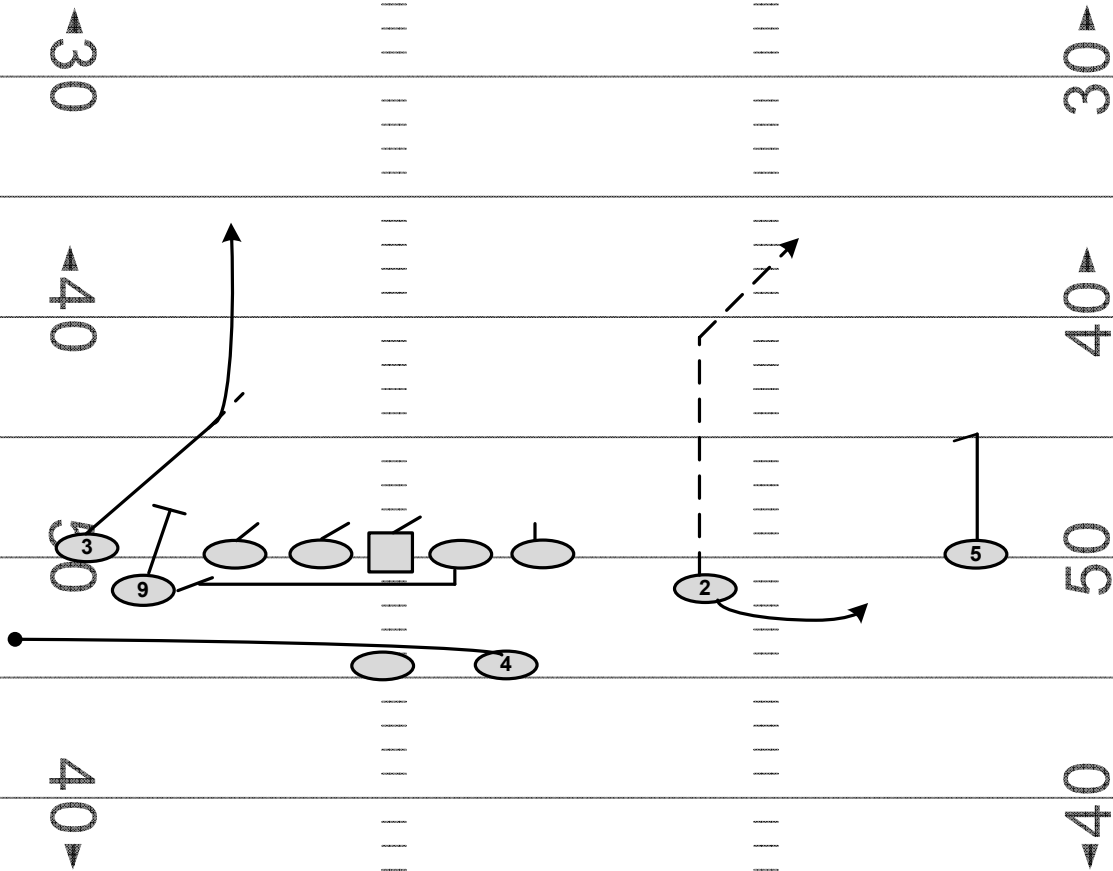
(TRIPS) OPTION



CP: 5 Man must go outside Sam-LB.

<p>QB: DROP: Quick 3 Bdry. (Single High) Work Field vs. 2 High.</p>	<h2>EAGLE</h2>	
<p>9: Split: Bottom of #'s. Run Bang 8.</p>		<p>PST:</p>
<p>3: Align: split difference. Run Option Route vs. backer. Have choice to go either in or out depending on leverage.</p>		<p>PSG:</p>
<p>4: 6 yd B – Gap Philly to Bdry. Run 1 Route at 4 yds Depth if no pressure (Away from 3).</p>		<p>C:</p>
<p>5: Split: +2 hash. Run Basic Route. Outside release flat defender</p>		<p>BSG:</p>
<p>2: Split: On #'s Run Vertical 9. Outside Release.</p>		<p>BST:</p>

(SPREAD) Steeler 'P'



CP: Like to call when safety is getting involved in the run-fit.

QB: DROP: Slide, bop, pop.
Progression: 3 to 4.

9: Split: Split the Difference
Block Flat defender.

3: Align: Top of #'s.
Run Option Route vs. backer. Have choice to go either in or out depending on leverage.

4: Align: Steeler
Fake Steeler, Rock the Baby & Check Down.
4 yds deep Between #'s & Sideline.

5: Split: 3 Above.
Protect Bubble, if 'Run it' Then run hitch.

2: Split: - 2 (Bubble Align)
'Run it' Signal, Run 7 cut.
Alert: Bubble if Blitz.

K.C. Solo

PST:

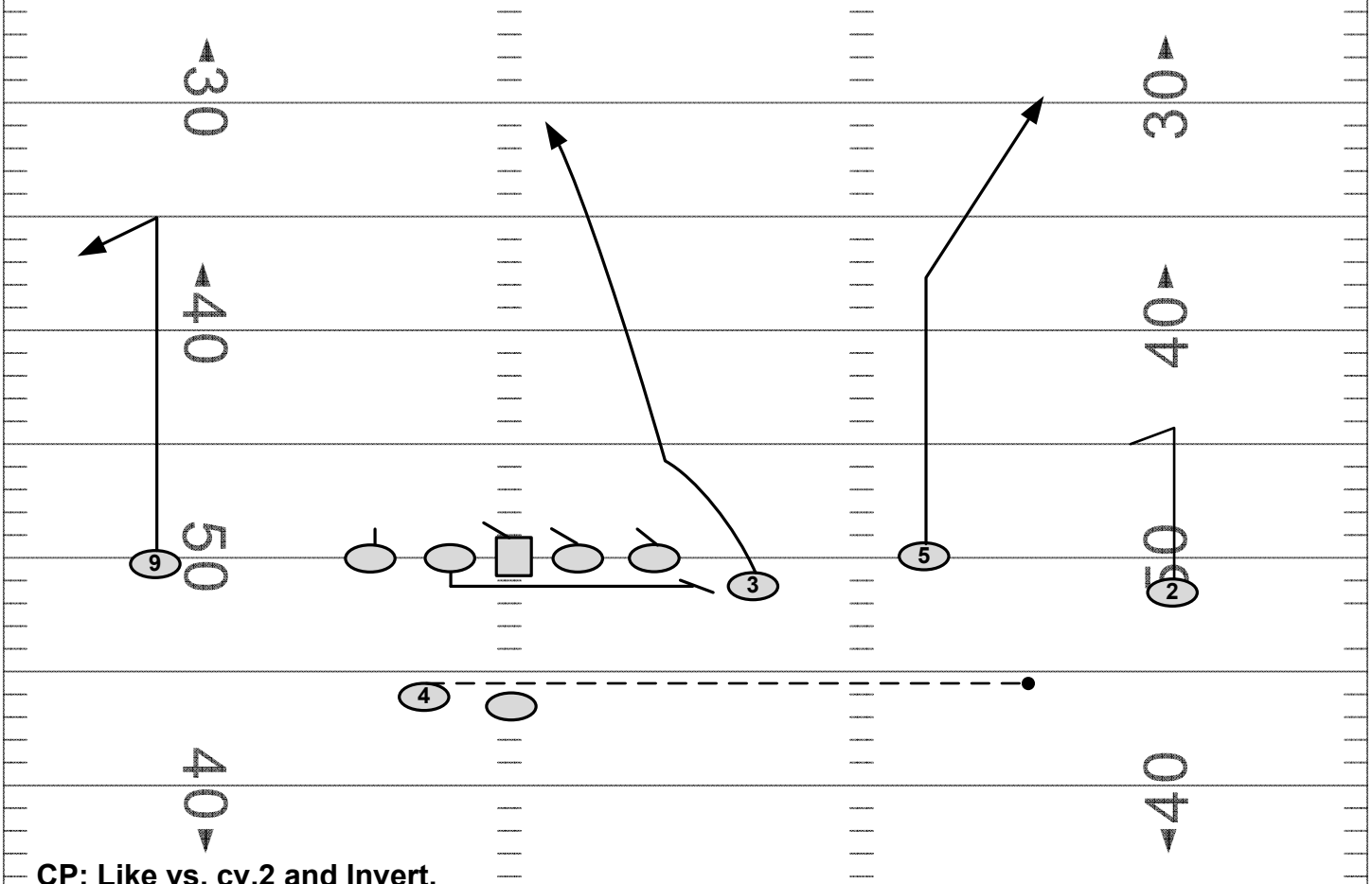
PSG:

C:

BSG:

BST:

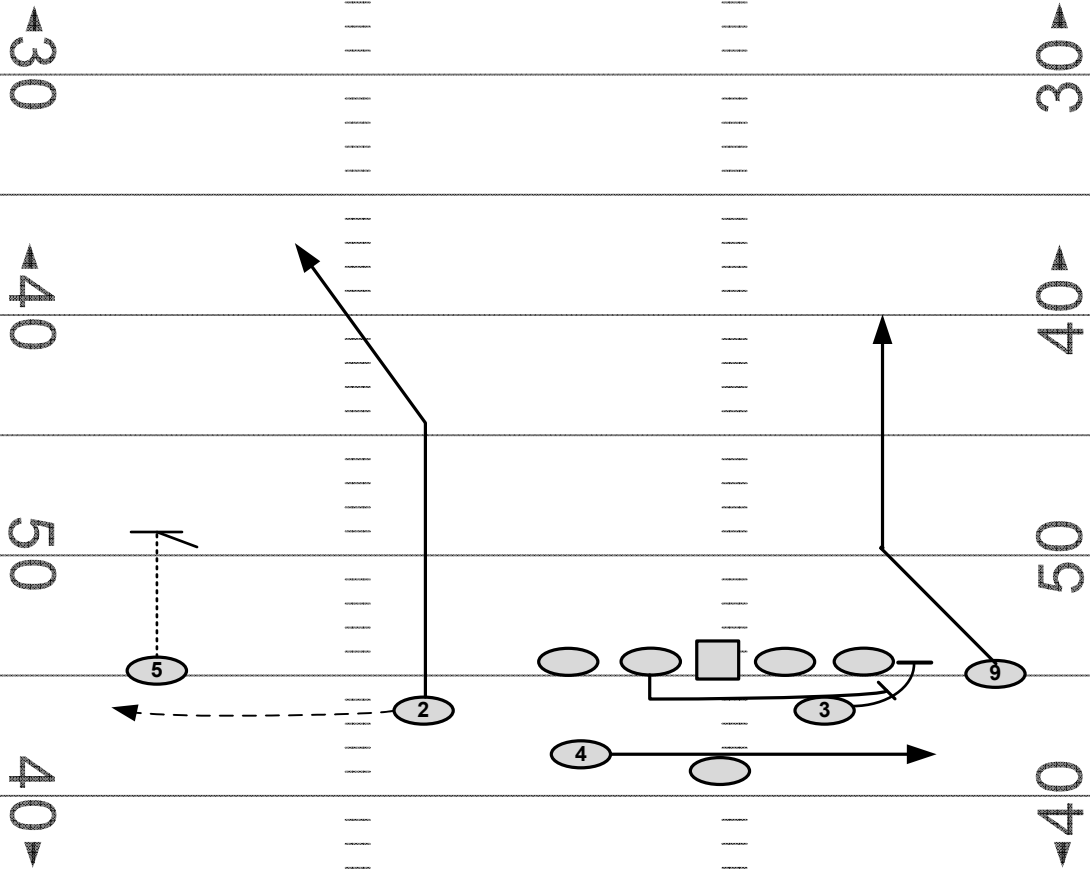
(TRIPS) Steeler 'P'



CP: Like vs. cv.2 and Invert.

<p>QB: Drop: S, B, P. Progression: 3 to 4 / 3 to 9.</p>	<p>K.C. SOLO</p>	
<p>9: Split: On #'s Run Comeback.</p>		<p>PST:</p>
<p>3: Align: 6 yds from tackle. 4 Steps at MLB, Explode Vertical.</p>		<p>PSG:</p>
<p>4: Align: Steeler Fake Steeler, Rock the Baby & Check Down. 4 yds deep Between #'s & Sideline.</p>		<p>C:</p>
<p>5: Split: Hash Run 7 Cut (Effect Safety).</p>		<p>BSG:</p>
<p>2: Split: On #'s Hitch.</p>		<p>BST:</p>

(TWINS) Steeler 'P'



CP: Like to call when safety is getting involved in the run fit.

QB: DROP: S, B, P.
Progression" 9 to 4.
Pre- Snap Alert Bubble.

9: Split: Top of #'s
4 Steps at safety (45 degree Angle).
Explode vertical.

3: Align: "R/L"
Fit tight off tackles hip.

4: Align: Steeler
Fake Steeler, Rock the Baby & Check Down.
4 yds deep Between #'s & Sideline.

5: Split: 3 Above.
Protect Bubble, if 'Run it' Then run hitch.

2: Split: - 2 (Bubble Align)
'Run it' Signal, Run 7 cut.
Alert: Bubble if Blitz.

K.C. Solo

PST:

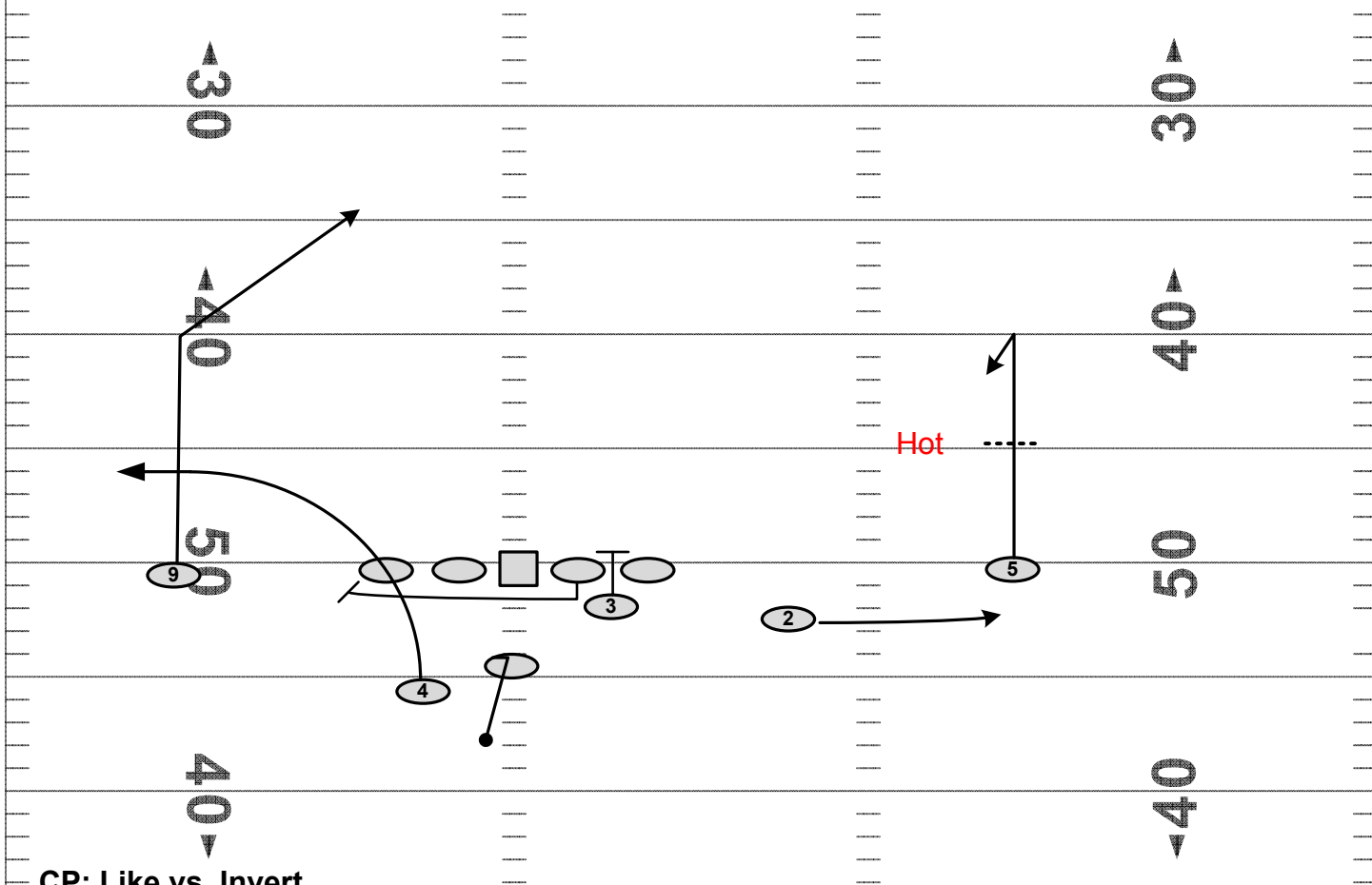
PSG:

C:

BSG:

BST:

(TWINS) JAYHAWK



CP: Like vs. Invert

- QB:** DROP: Big 3. Hit the 9-Man down the near hash on the HR Post.
Vs. Cover 2/3 work smash to field
- 9:** Split: Bottom of #'s
Run Bang 8.
- 3:** Align: "R"
Chief Protection
- 4:** Align: B – Gap
Chief PRO. Slide & Dive. Stay callside. Take 1st Blitz off edge.
If no blitz, run 1 route.
- 5:** Split: 3 Above #'s
Press Vertical at CB, if CB is loose or bailing run 12 yd curl
If hard corner (like Cov. 2) or if CB squats, run 9 route.
Alert: Hot Protect Bubble.
- 2:** Split: -2 from hash
Bubble, HOT off SAM or any 4 strong; track and settle at bottom of numbers

K.C.

PST:

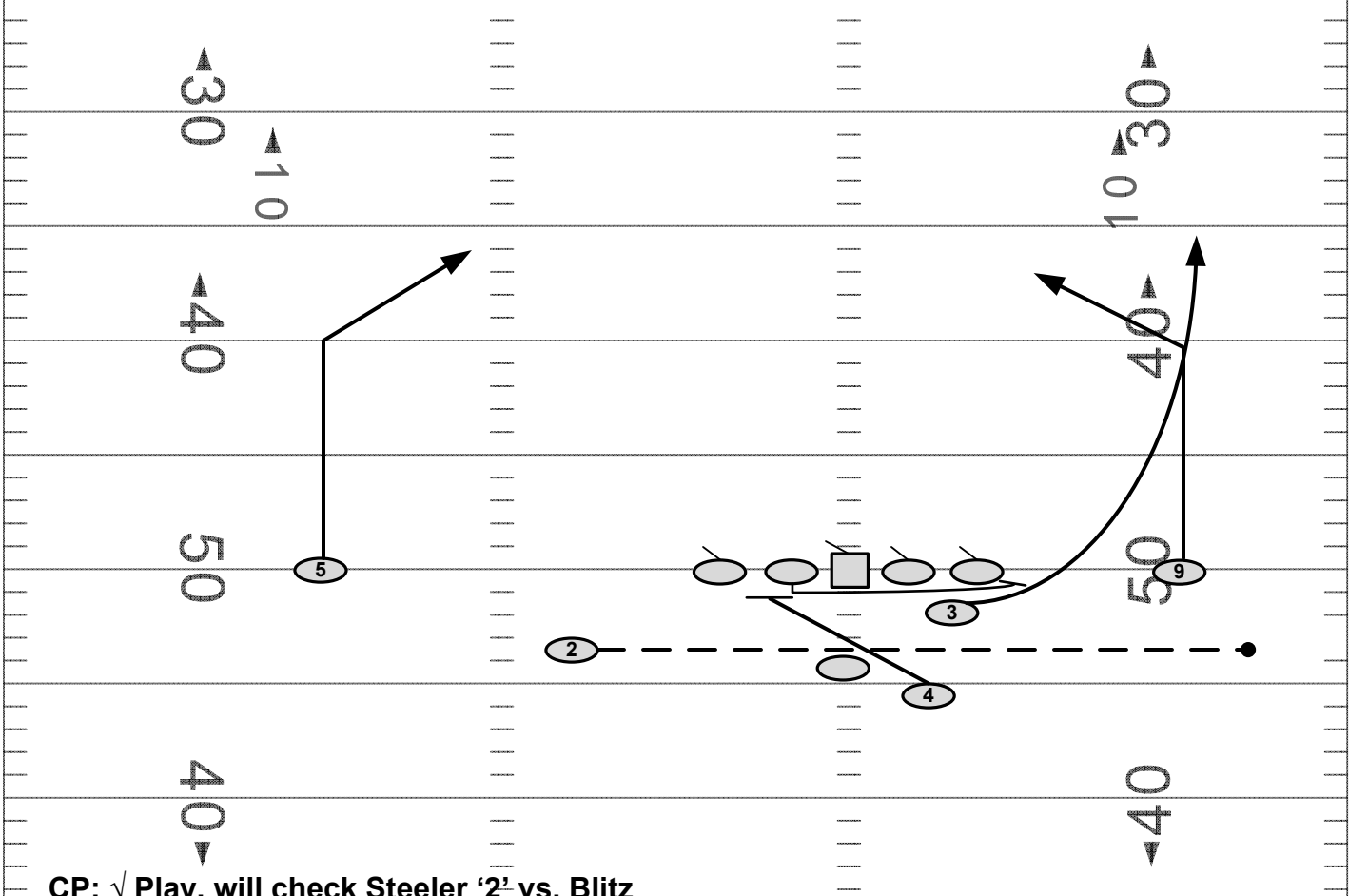
PSG:

C:

BSG:

BST:

(TWINS) Lightning WAR EAGLE ✓



CP: ✓ Play, will check Steeler '2' vs. Blitz

QB: DROP: Big 3. Token Fake to Speed, Quick 3 to big 3.

9: Split: Bottom of #'s.
Run Bang 8.

3: Align: R/L +
Run Wheel – Straight expand to 2 yards below #'s.

4: Align: B – Gap, 6 Yards.
Let lightning Motion clear, Fill B – Gap for Puller. Stay Square.

5: Split: 3 Above.
Run Basic to pull Safety.

2: Split: 10 yds Tackle. Lightning Motion. Fake – check down.
4 yds deep between #'s and Sideline.

K.C.

PST:

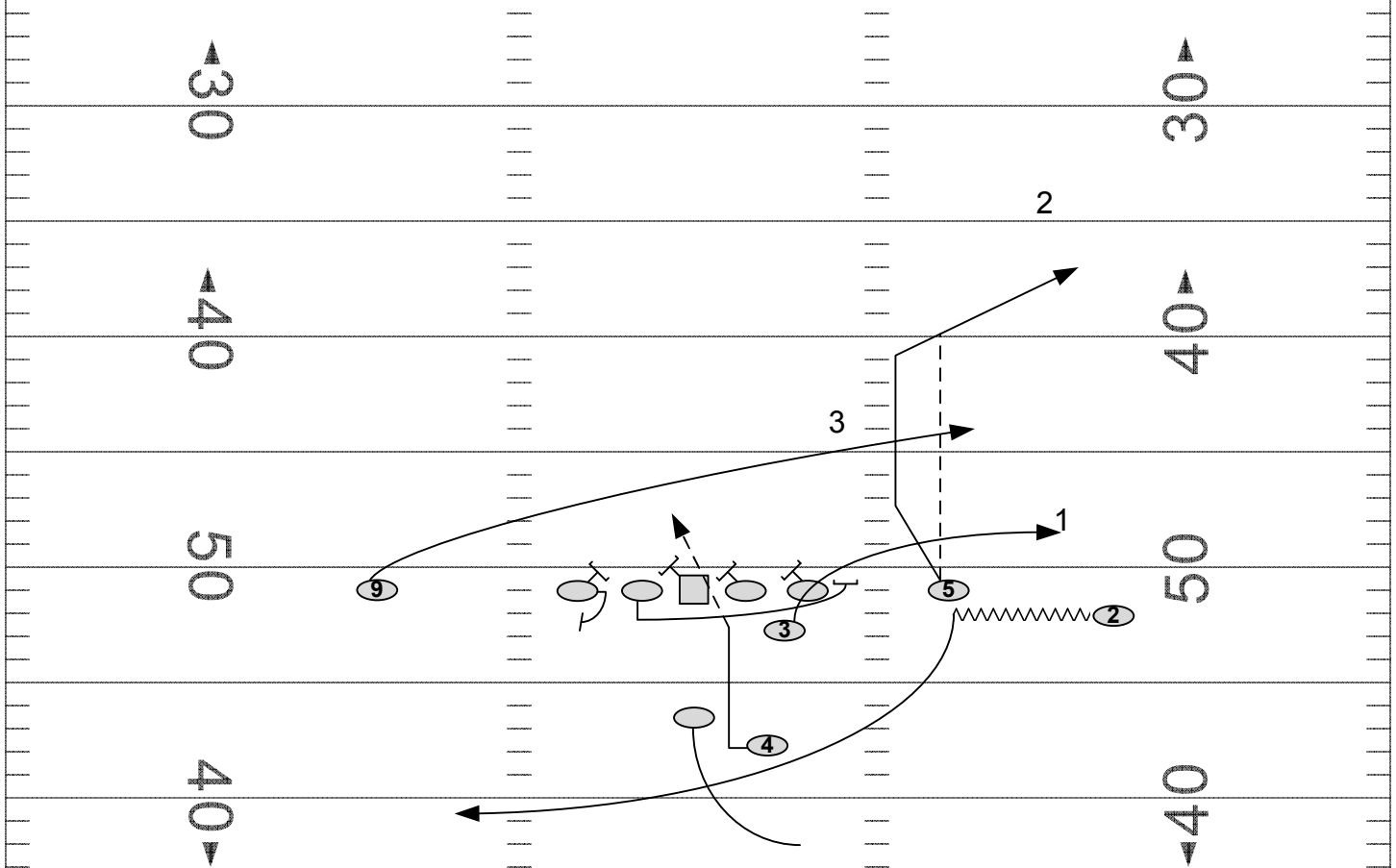
PSG:

C:

BSG
:

BST:

(TWINS) Utah LOMBARDI



CP: QB good fake vs. Zone, vs. Man abort fake, get depth, get ball out.

QB: Send 2 Man in Utah Motion. If Zone, fake the Power to the 4 and semi-roll, if Man, abort the fake and think 3 back in the flats.
Progression: 3 - 5 - 9

9: Split: 6 yards or less from tackle.
Climb 4-6 yards – show fast in QBs vision

3: Align: "R"
Attack the defensive end as if you were going to LOG him, and then slip into the flats, 4 yards deep

4: Align: Packer
Fake Slide & Dive and Rock the Baby, Keep the fake backside, do NOT cut front side

5: Split: 4 yards from tackle.
Run 7 route at 10 yards. If man to man – push inside and "rub" the LB covering the 3 back then carry on up to the corner; If zone, straight stem and run 7 route

2: Split: 10 yards from tackle.
Utah Motion, carry out your reverse fake – but do NOT squeeze the QB, let the motion do the faking

RODGERS

PST: Playside B gap – Sell Run

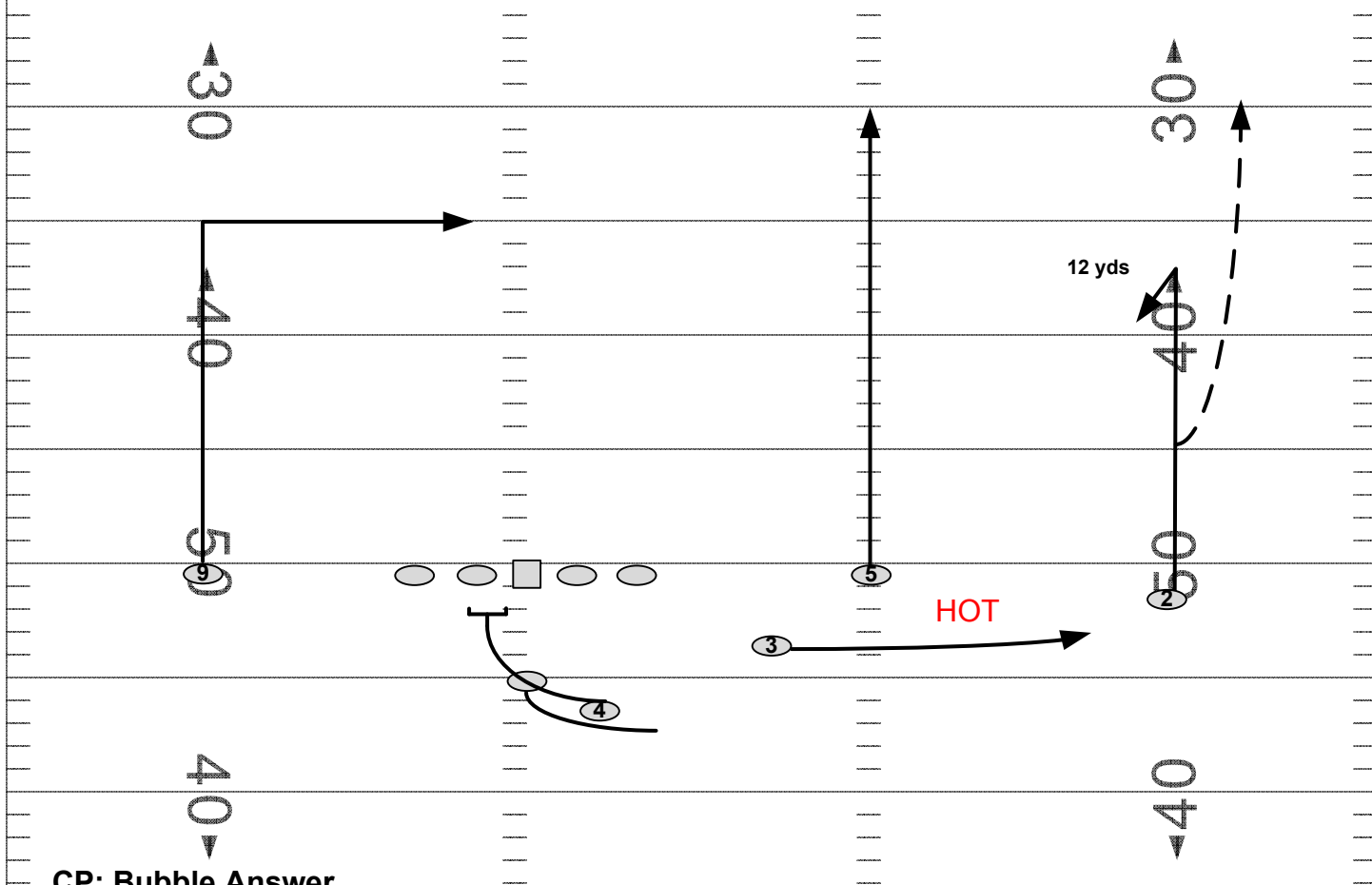
PSG: Playside A gap – Sell Run

C: Playside A gap – Sell Run

BSG: Pull for C gap (DE to LB)

BST: Backside B gap then hinge.

(TRIPS) COPY



CP: Bubble Answer

QB: Token Falcon Fake to 4 man, and try to break contain
HOT off SAM or any 4 strong
Read flat defender. 2 - 3. vs (Cov. 2 Read Safety, look for 2 man)

9: Split: On #'s
Run 15 Dig

3: Align: Split difference between the 5 and the tackle, 4 yds deep
Bubble, HOT off SAM or any 4 strong, track and settle at bottom of numbers

4: Align: Falcon
Token Fake Falcon and replace the pulling guard or center

5: Split: On Hash
Clear thru the playside Safety vs. Cov. 2. Fix Seam vs. Cov. 3
If SAM blitzes, block the roll down safety protecting the bubble

2: Split: On #'s
Press Vertical at CB, if CB is loose or bailing run 12 yd curl. If hard corner (like Cov. 2) or if CB squats, run 9 route
If SAM blitzes, block the corner protecting the bubble

COPY

PST:

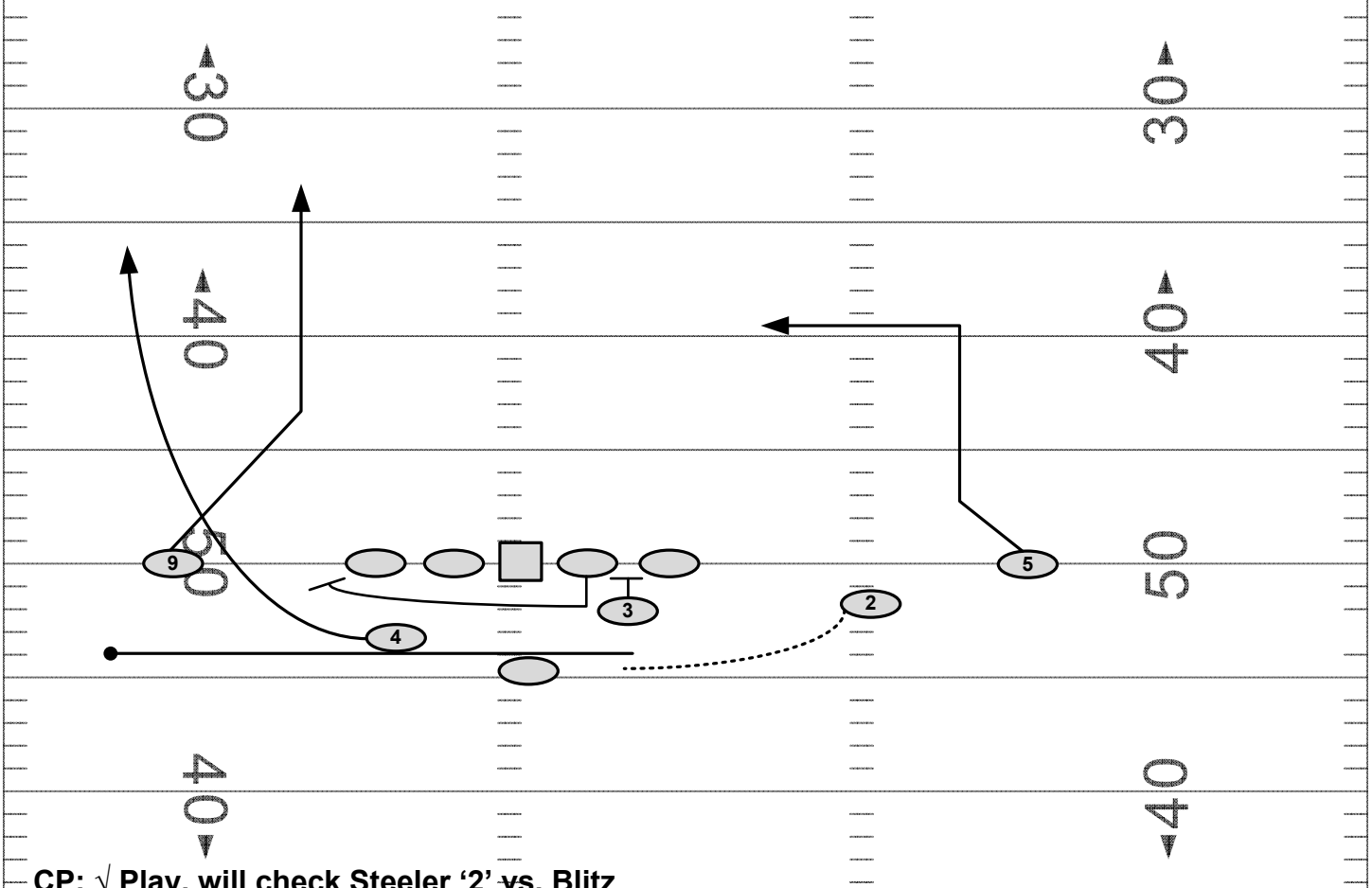
PSG:

C:

BSG:

BST:

(CADY) UTAH Steeler '2' P



CP: ✓ Play, will check Steeler '2' vs. Blitz

QB: Big 3. Token Fake to Speed, Quick 3 to big 3.

K.C.

9: Split: Bottom of #'s.
Run Bang 8.

PST:

3: Align: R/L
Chief PRO

PSG:

4: Align: 3 Yards Behind Tackle.
Run Wheel – Straight expand to 2 yards below #'s.

C:

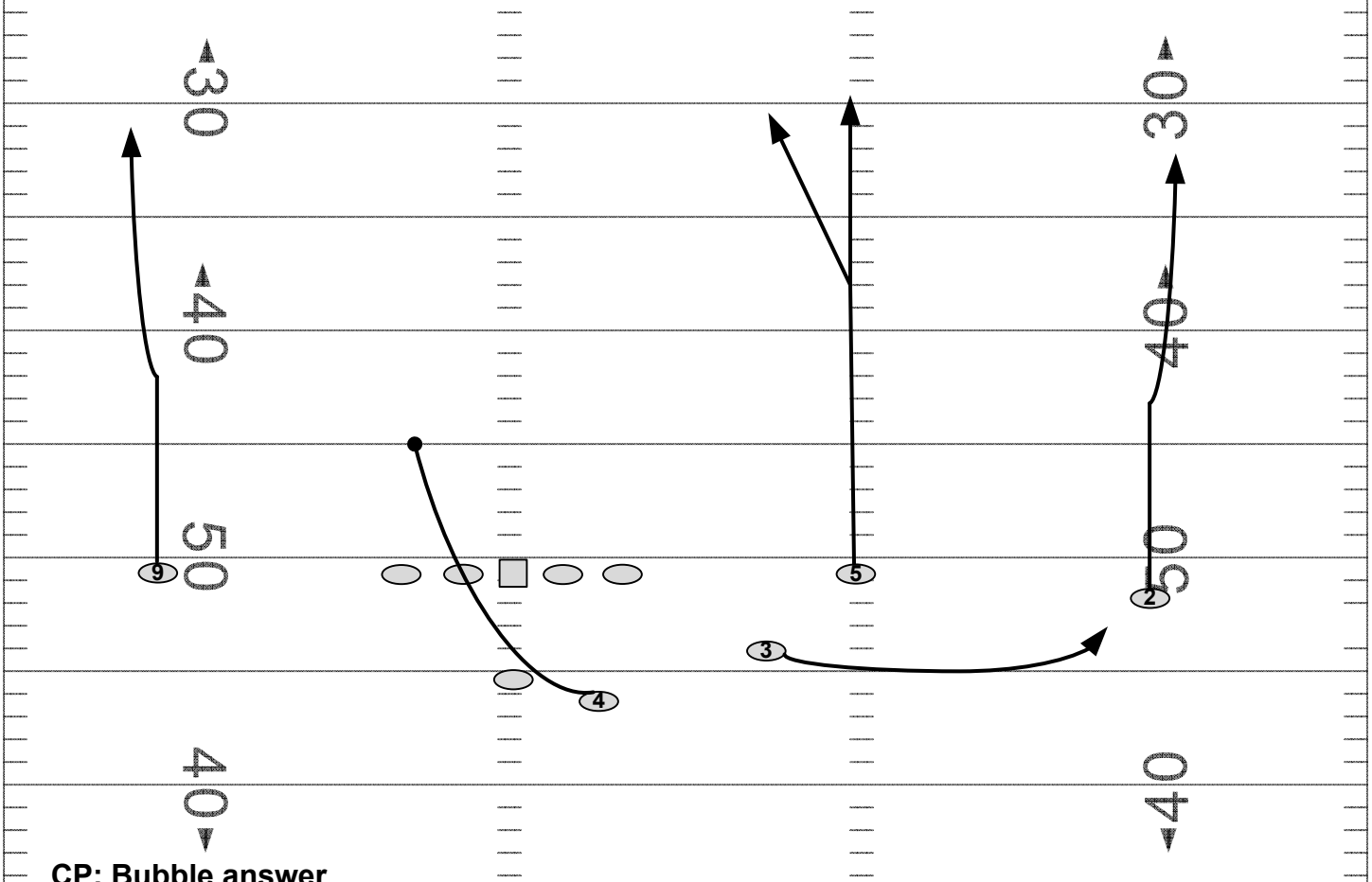
5: Split: 3 Above.
Run Basic to pull Safety.

BSG:

2: Split: 8 yds Tackle. Utah Motion. Fake – check down.
4 yds deep between #'s and Sideline.

BST:

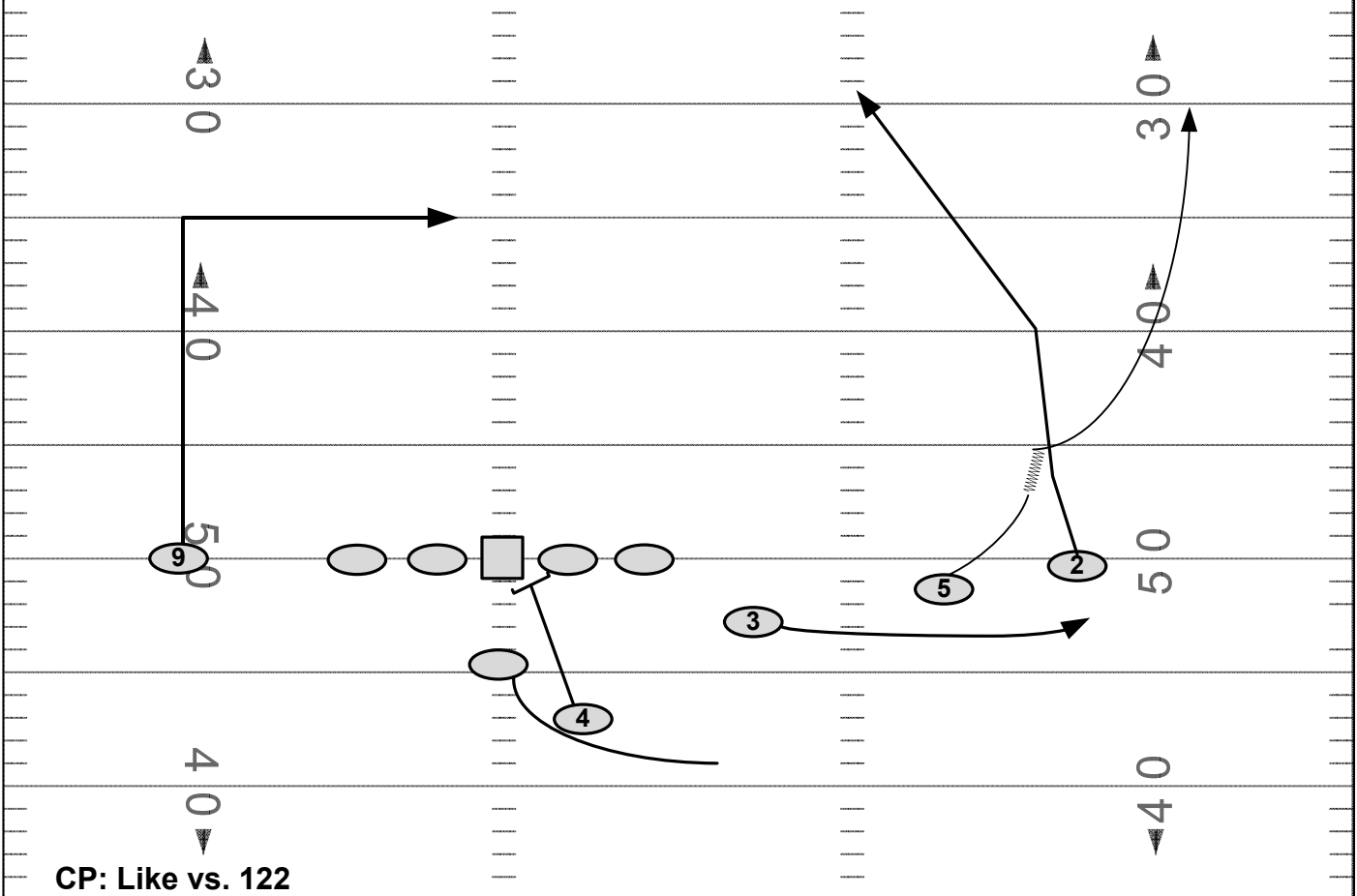
(TRIPS) MATADOR



CP: Bubble answer

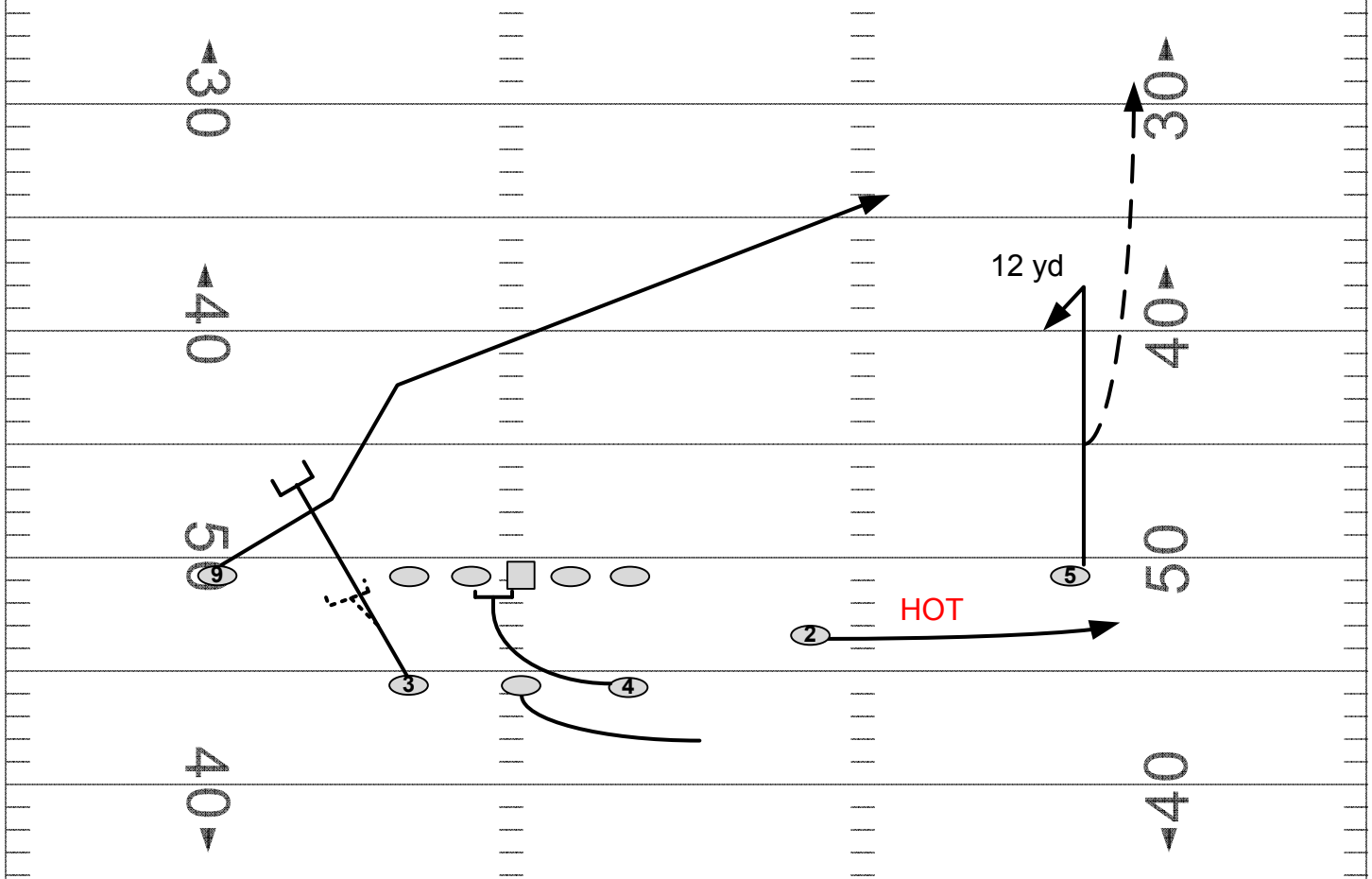
<p>QB: DROP: Big 3 Progression: 5 – 2 – 3</p>	<p>EAGLE</p>	
<p>9: Split: On #'s Run 9 Route</p>		<p>PST:</p>
<p>3: Align: split difference between tackle and 5 Man Run bubble</p>		<p>PSG:</p>
<p>4: Align: Falcon Ram Protection, and then run MID over center</p>		<p>C:</p>
<p>5: Split: On Hash Stutter flat defender and run deep bender splitting the safeties vs. 2 safeties; run bender to the far hash vs. single high safety</p>		<p>BSG:</p>
<p>2: Split: On #'s Run 9 Route</p>		<p>BST:</p>

(TRIPS) Copy Switch



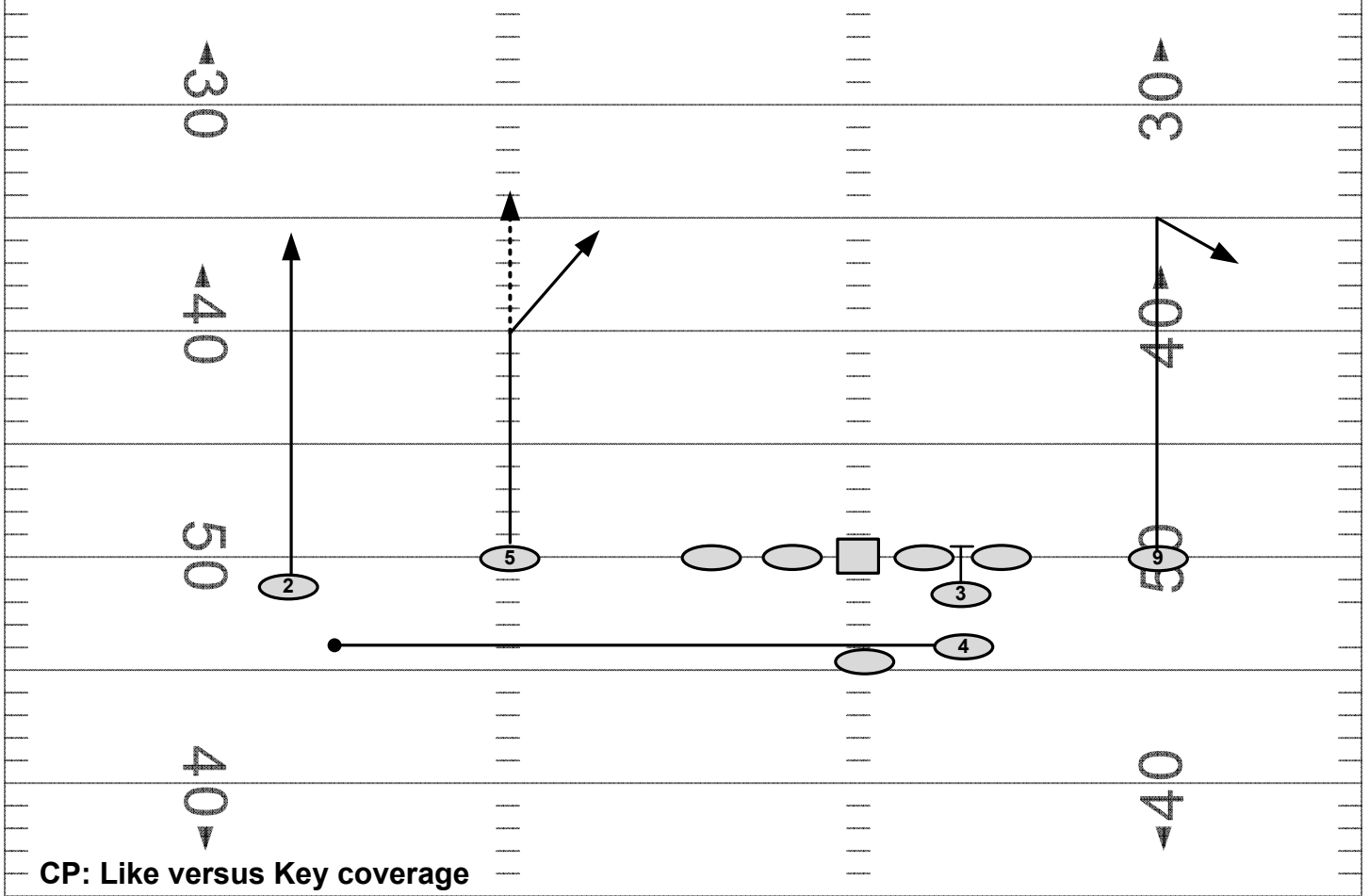
<p>QB: Token Falcon Fake to 4 man, and try to break contain HOT off SAM or any 4 strong Read flat defender. 2 - 3. vs (Cov. 2 Read Safety, look for 2 man)</p>	<p style="text-align: center;">Copy</p> <p>PST:</p> <p>PSG :</p> <p>C:</p> <p>BSG :</p> <p>BST:</p>
<p>9: Split: On #'s Run Vertical 9.</p>	
<p>3: Align: Split difference between the 5 and the tackle, 4 yds deep Bubble, HOT off SAM or any 4 strong, track and settle at bottom of numbers</p>	
<p>4: Align: Falcon Token Fake Falcon and replace the pulling guard or center</p>	
<p>5: Split: +2 From hash. Off LOS Fake Block On the CB. And Trail up the numbers. Alert: Still Hot of Sam Pop!</p>	
<p>Split: 2 above from #'s On LOS 2: Drive all the ball to get CB and the safety. Would like to get them both but must get the CB. Alert: Hot of Sam Pop!</p>	

(SPLIT) COPY



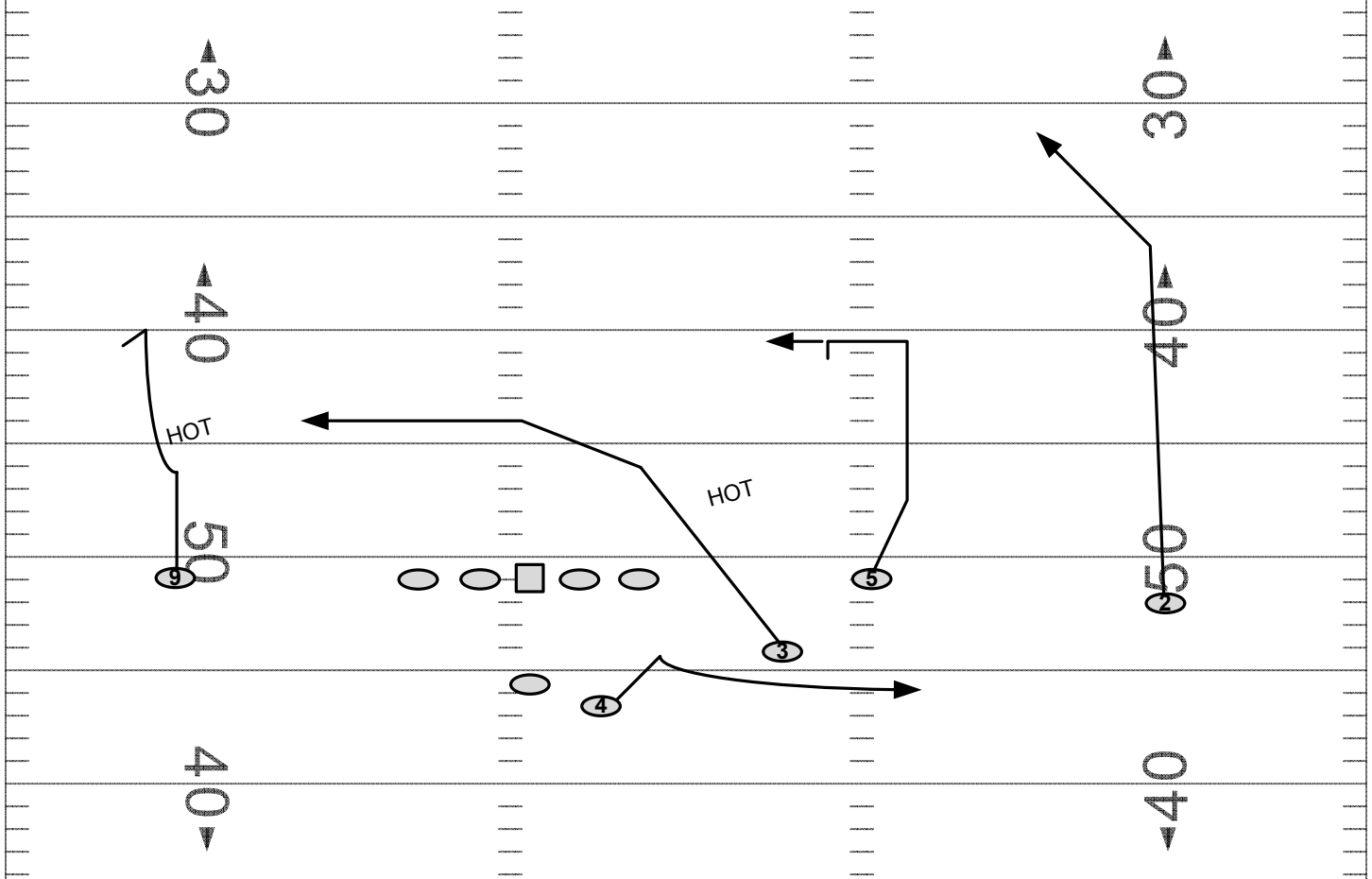
<p>QB: Token Falcon Fake to 4 man, and try to break contain. HOT off SAM or any 4 strong. Read flat defender 5 – 2 vs. cover 2 ; 5 – 9</p>	<h2>COPY</h2>
<p>9: Split: 6 yards from tackle Climb across gaining depth aiming for the backside safety, 14-16 yds.</p>	
<p>3: Align: Oakland Make it look like you're blocking Oakland and look for a threat outside the tackle</p>	
<p>4: Align: Falcon Assign: Token fake Falcon and replace the pulling guard or center</p>	
<p>5: Split: 3 Above #'s Press Vertical at CB, if CB is loose or bailing run 12 yd curl If hard corner (like Cov. 2) or if CB squats, run 9 route</p>	
<p>2: Split: -2 from hash Bubble, HOT off SAM or any 4 strong; track and settle at bottom of numbers</p>	
	PST:
	PSG:
	C:
	BSG:
	BST:

(TWINS) SEMINOLE



<p>QB: Drop: S, B, P. Progression: 2 High: 5 – 2 – 4 Progression: 1 High: Comeback</p>	<p>K.C.</p> <p>PST:</p> <p>PSG:</p> <p>C:</p> <p>BSG:</p> <p>BST:</p>
<p>9: Split: On #'s 15 yd. Comeback</p>	
<p>3: Align: "R" Chief PRO.</p>	
<p>4: Align: Steeler Fake Steeler. Rock The baby.</p>	
<p>5: Split: On Hash 10 Yrd Beater and come as Flat as needed. Protect the QB.</p>	
<p>2: Split: On #'s Run 9 Route</p>	

(TRIPS) – 36 (DAKOTA)



QB: DROP: Quick 3 (Bdry). Big 3 (Field). (Hot = 3 or 9)
 Free access or 1 on 1, take the 9 man.
 Progression: 2 – 5 – 4 Read SAM LB.
 vs. man think 2 – 5 - 3 vs 4. check HR Post

COWBOY

PST:

9: Split: Bottom #'s.
 Run a 3 route.

PSG:

3: Align: Split difference, front foot at 3 yd.
 Run crossing route directly at Mike LB and cross his face, 5 – 6 yards depth. Alert HOT if Field or Gut pressure.

C:

4: Align: 6 yd, B – Gap.
 Dallas Protection. √ Call side first, then SCAN backside. Run Swing to field.

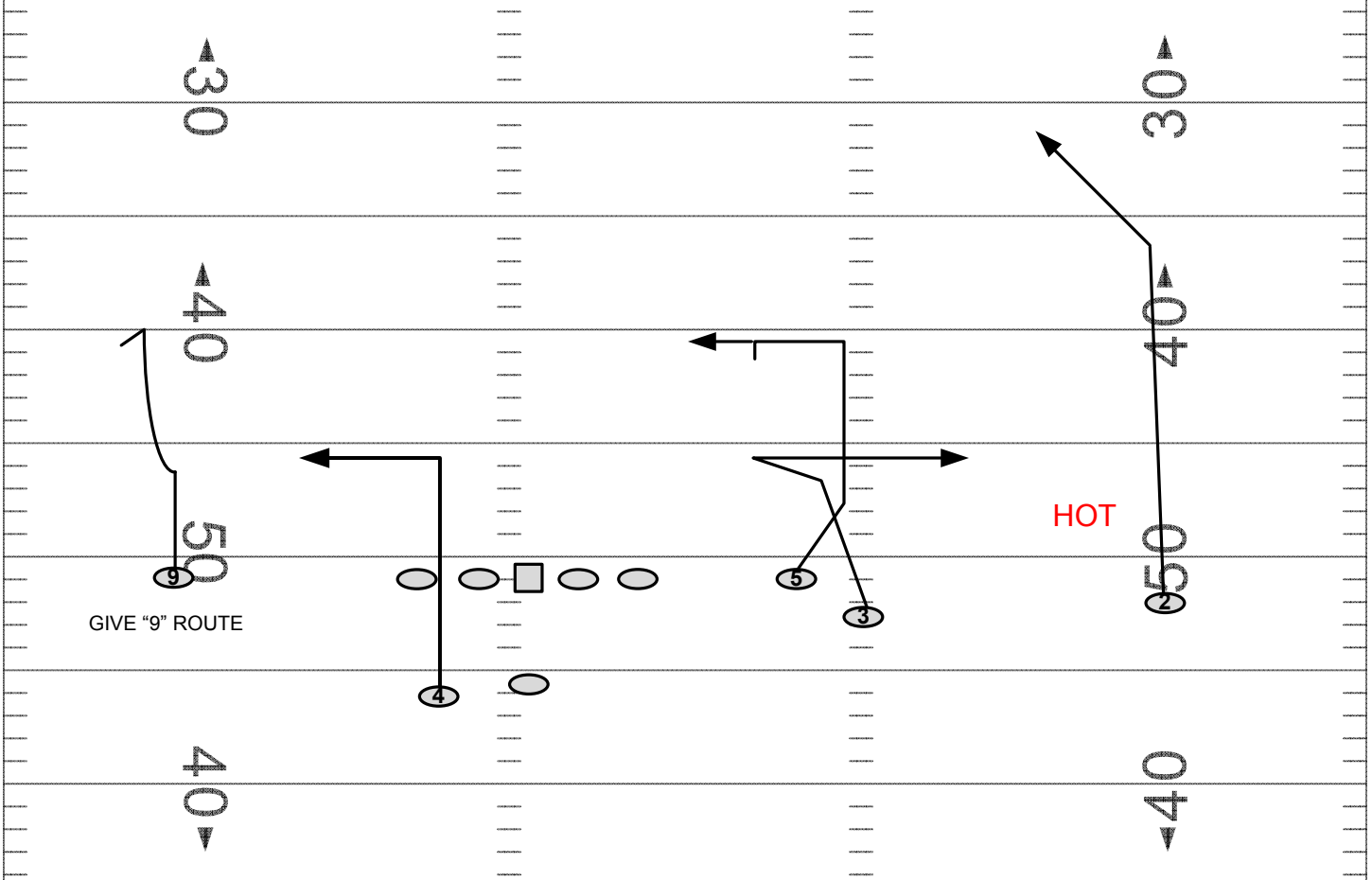
BSG:

5: Split: On Hash.
 Expand the route at the snap and push vertical. Run your 10 yard Basic route reading the SAM LB to determine if you should sit or run out of your break. Runway vs. Man.

BST:

2: Split: On #'s.
 Run HR Post. Alert vs. Tight cv. 4

(TRIPS) 36 Q (DAKOTA Q)



QB: DROP: Quick 3 (Bdry). Big 3 (Field).
 Free access or 1 on 1, take the 9 man.
 Progression: 2 – 5 – 3 Read SAM LB.
 vs. man think 2 – 5 - 3 vs 4. check HR Post

9: Split: Bottom #'s.
 Run a 3 route.

3: Align: On the Hash.
 Run Q Route.
 Alert to sit down vs. cv.2

4: Align: 6 yd, B – Gap.
 Dallas Protection. √ Call side first, then SCAN backside. Run a SWING to field.

5: Align: Get -2 from hash.
 Expand the route at the snap and push vertical. Run your 10 yard Basic route reading the SAM LB to determine if you should sit or run out of your break. Runway vs. Man.

2: Split: On #'s.
 Run 8 route Post. Hot if 2 blitz off the edge. Run slant.

COWBOY

PST:

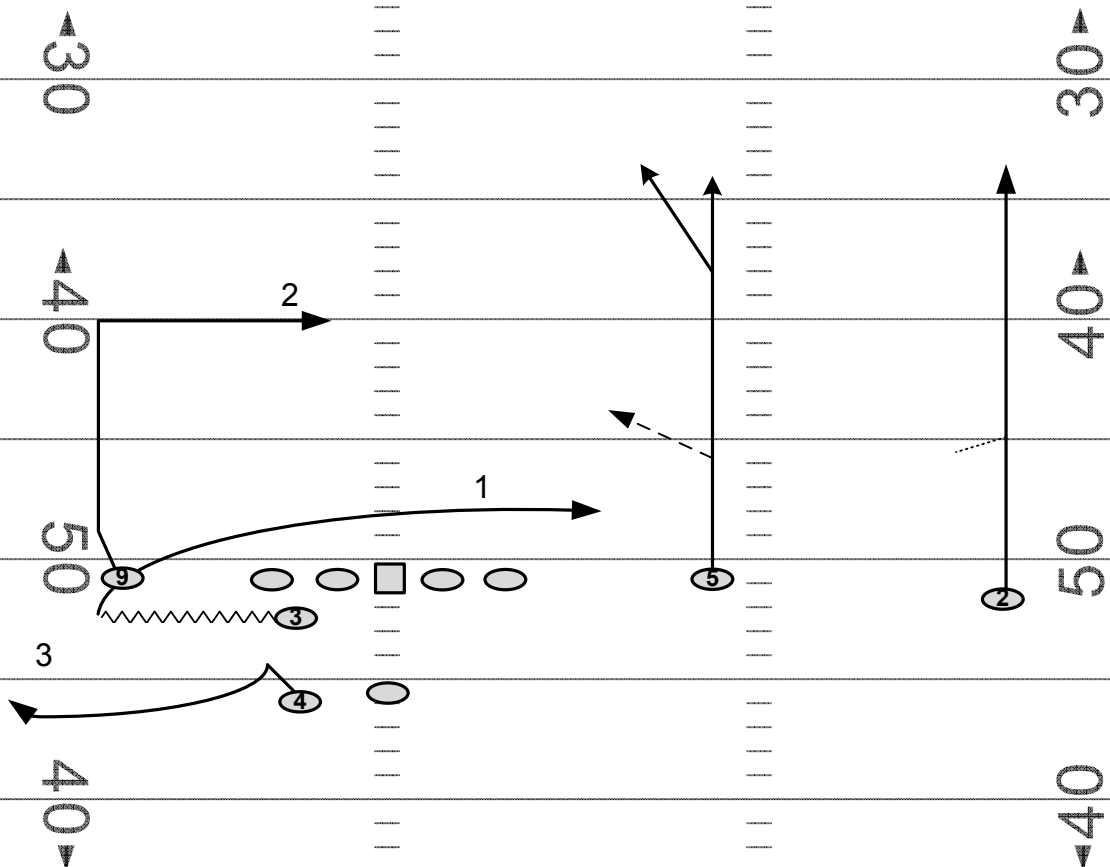
PSG:

C:

BSG:

BST:

(TWINS) Zip 36 (DAKOTA)



CP: 5 & 2 Be alert for possible Slant and hitch to the field.

QB: DROP: Big 3. Eyes on MLB
 Progression: zone = 3 – 9 – 4. vs. man = 3 – 9
 Take hitch vs. loose FD CB. Slant vs. Outside Leverage on 5 man.

9: Split: 6 yds from tackle
 Expand the route at the snap and push vertical. Run your 10 yard Basic route reading the WILL LB to determine if you should sit or run out of your break. (vs. Run Out)

3: Align: "R"/"L"
 zip motion to outside leg of the 9 man, run crossing route under the LB's; tracking no deeper than 4 yards.

4: Align: 6 yd, B – Gap.
 Dallas Protection. √ Call side first, then SCAN backside. Run a SWING to boundary
 Alert: QB Give "Fist" = Run Slant

5: Split: -1 hash (FOR)
 F.O.R. Beater Route (2-High), Seam (Single-High)
 QB Gives Fist = Run Slant

2: Split: 3 Above #'s
 Run Vertical.
 Alert: QB Give "Hitch" = Run Hitch

COWBOY

PST:

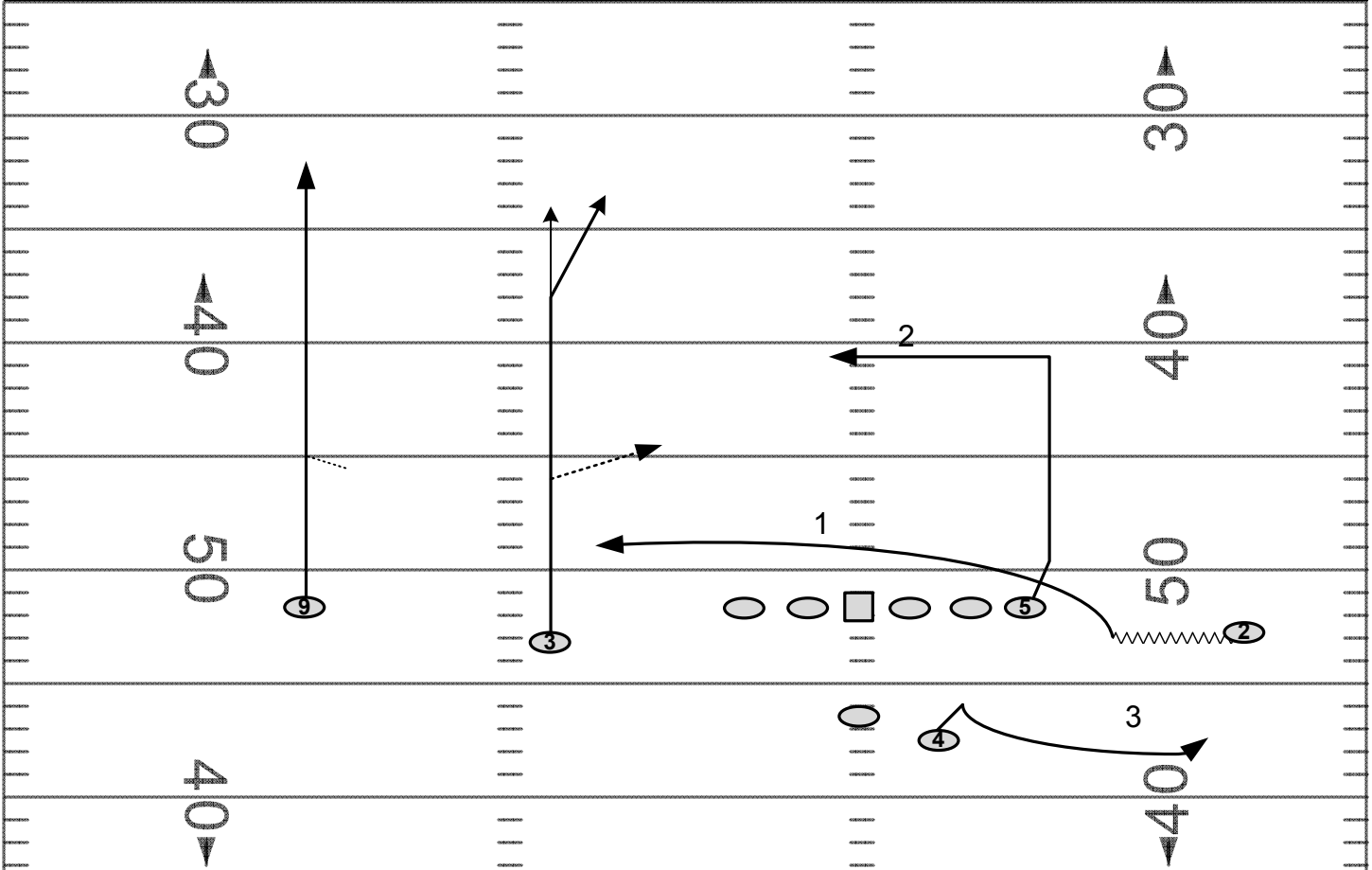
PSG:

C:

BSG:

BST:

(DEUCE) Zin 26 (DAKOTA)



CP: 5 & 2 Be alert for possible Slant and hitch to the field.

QB: DROP: Big 3. Eyes on MLB
 Progression: zone = 2 – 5 – 4. vs. man = 3 – 9
 Take hitch vs. loose FD CB. Slant vs. Outside Leverage on 3 man.

9: Split: 3 Above #'s
 Run Vertical.
 Alert: QB Give "Hitch" = Run Hitch

3: Split: -1 hash (FOR)
 F.O.R. Beater Route (2-High), Seam (Single-High)
 QB Gives Fist = Run Slant

4: Align: 6 yd, B – Gap.
 Dallas Protection. √ Call side first, then SCAN backside. Run
 Swing to bdry.

5: Split: TE
 Expand the route at the snap and push vertical. Run your 10 yard
 Basic route reading the WILL LB to determine if you should sit or
 run out of your break. (vs. Run Out)

2: Align: "R"/"L"
 Zin motion 2 yds from TE, run crossing route under the LB's;
 tracking no deeper than 4 yards.

DALLAS

PST:

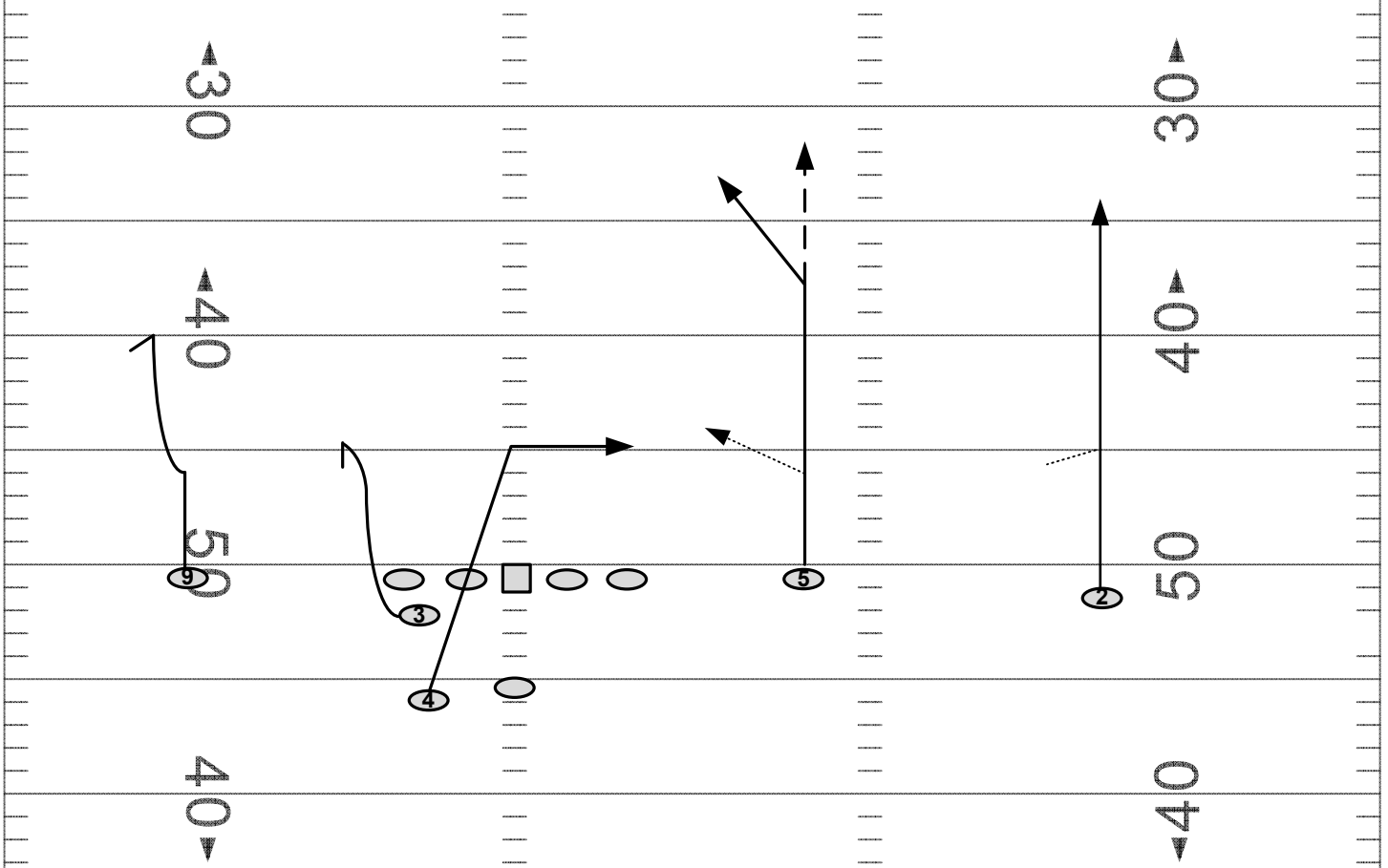
PSG:

C:

BSG:

BST:

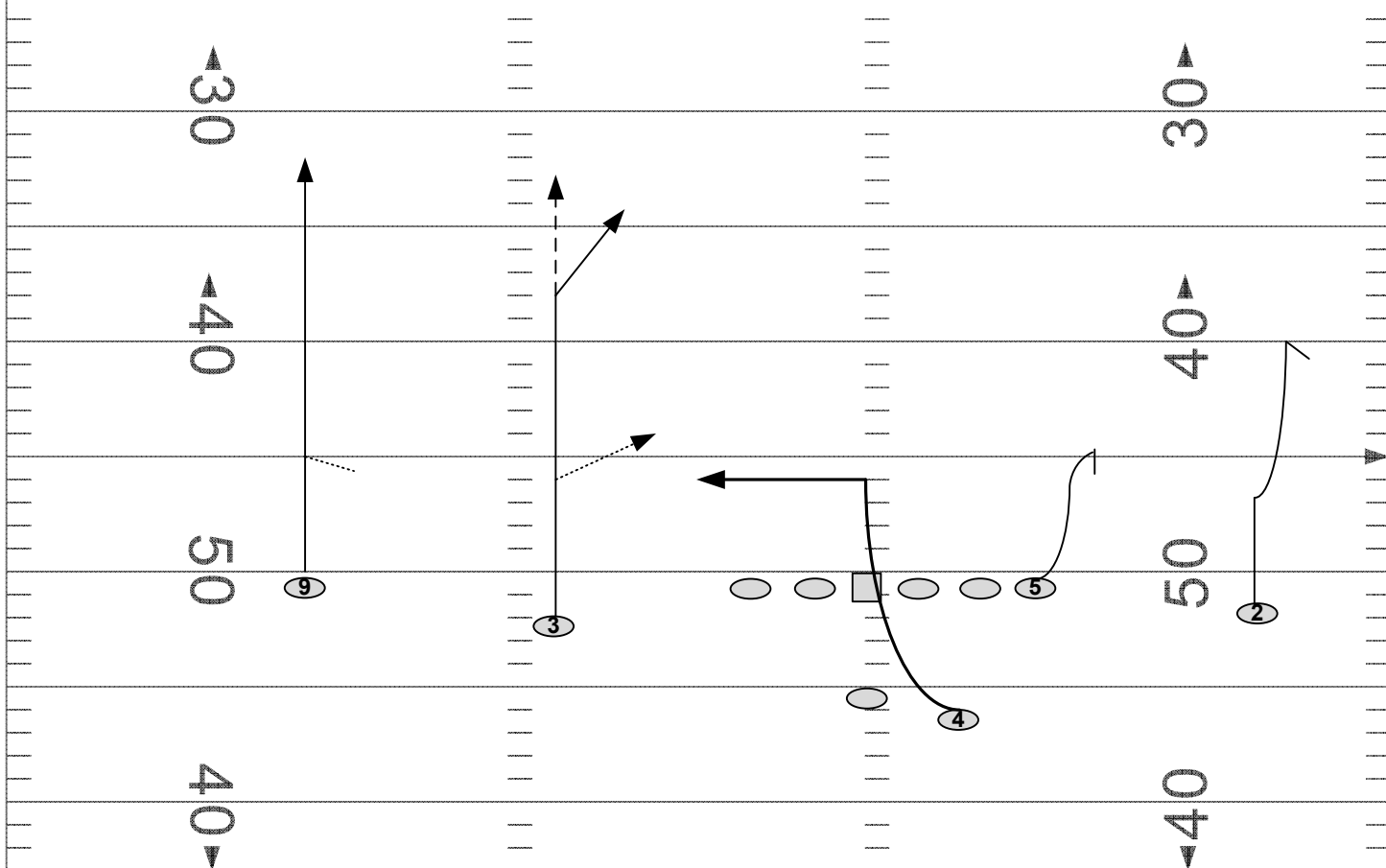
(TWINS) 93 (CALI)



CP: 5 & 2 Be alert for possible Slant and hitch to the field.

<p>QB: DROP: Quick 3. (Bdry) Big 3 (Field) Throw the 3 Route to the boundary unless flat defender flies underneath, then hit the 3 back on the \checkmark down. If Cover 2 work the beater to hole shot to the field. Alert Fist, Hole Shot (Pre-Snap)</p>	<h2>COWBOY</h2>	
<p>9: Split: Bottom #'s Run a 3 route.</p>		<p>PST:</p>
<p>3: Align: "L"/"R" Run 4 yard \checkmark down in front of the WILL. Turn out & sit. (don't run out)</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Dallas Protection. \checkmark Call side first, then SCAN backside. Run Ricky/Lucy Away to Field.</p>		<p>C:</p>
<p>5: Split: -2 Hash Expand release, Run Beater to the field, expect the ball vs. Cover 2 Alert: Fist vs. Outside Coverage.</p>		<p>BSG:</p>
<p>2: Split: 3 Above #'s Run Vertical 9 Ball. Alert Hitch vs. Loose CB.</p>		<p>BST:</p>

(DEUCE) – 23 (CALI)

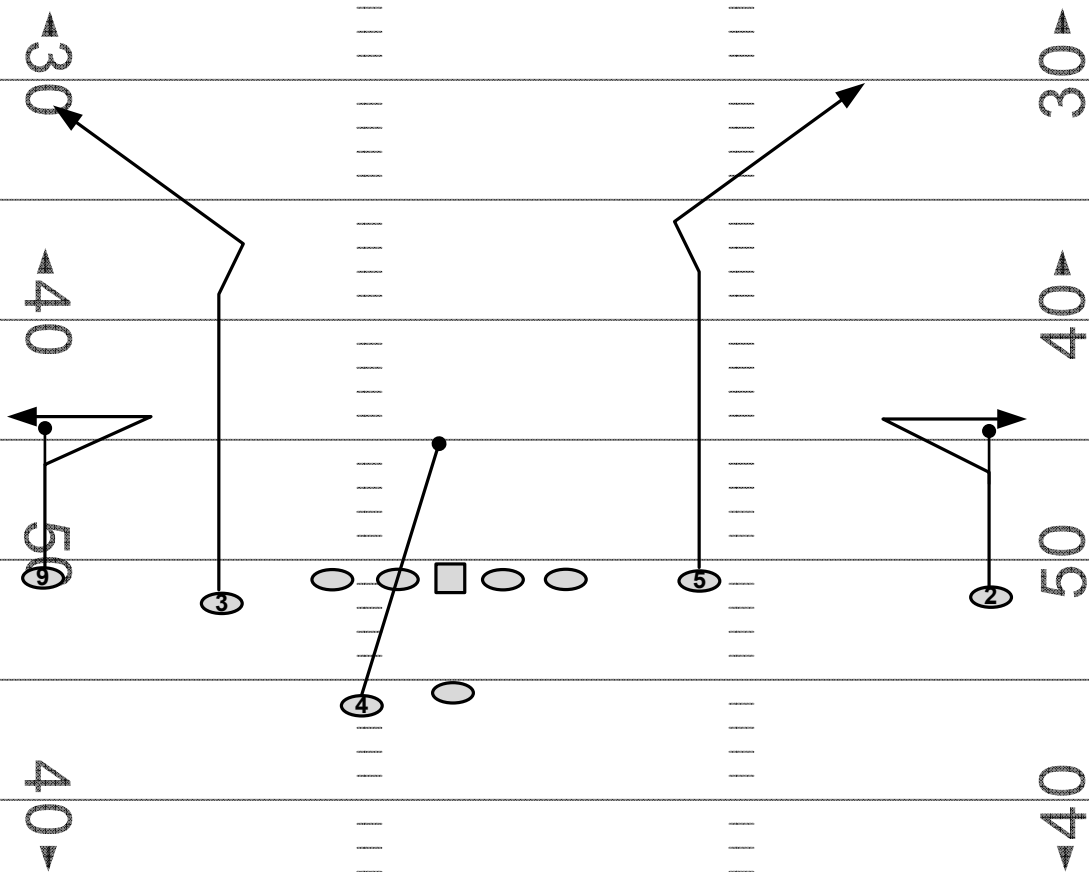


CP: 9 & 3 Be alert for possible Slant and hitch to the field.

QB:	DROP: Quick 3. (Bdry) Big 3 (Field) Throw the 3 Route to the boundary unless flat defender flies underneath, then hit the TE on the √ down. If Cover 2 work the beater to hole shot to the field. Alert Fist, Hitch Pre-Snap.
9:	Split: 3 Above #'s Vertical 9 ball. Alert: Hitch From QB
3:	Split: -2 Hash Run Beater to the field, expect the ball vs. Cover 2 Alert: Fist vs. Outside Leverage
4:	Align: 6 yd, B – Gap. Dallas Protection. √ Call side first, then SCAN backside. Run Ricky Lucy away to Field.
5:	Align: TE Run 5 yard √ down in front of the SAM. Turn out & sit. (don't run out)
2:	Split: Bottom #'s Run a 3 route.

DALLAS	
PST:	
PSG:	
C:	
BSG:	
BST:	

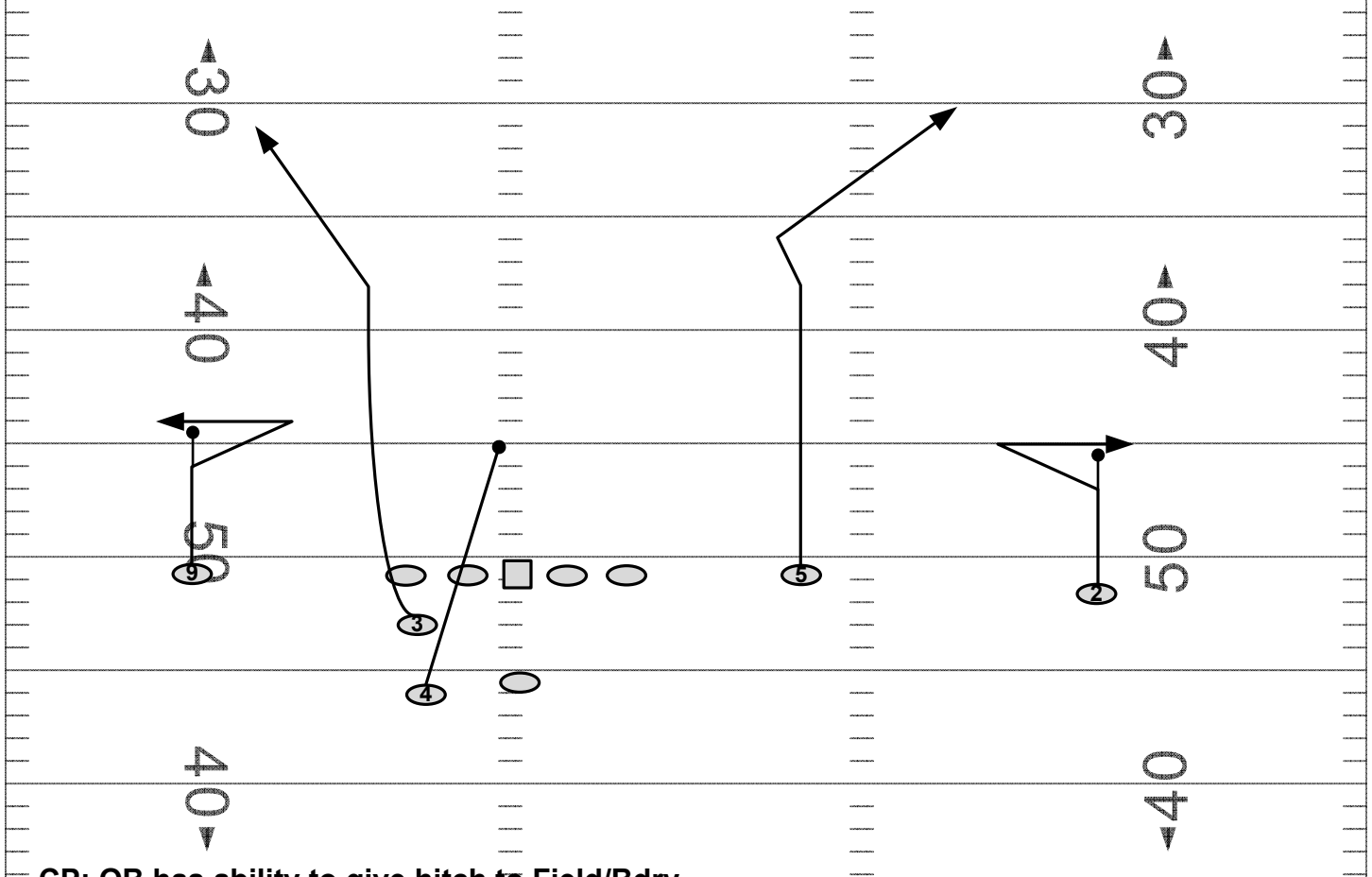
(SPREAD) – 20 (MISSOURI)



CP: QB has ability to give hitch to Field/Bdry

<p>QB: DROP: Big 3. Cv. 2 = Pick a side based on the safeties leverage 7-Q. Cv. 3 or 4 = Hitch – √ down. Man = 7 cut – Q/Hitch. QB- can give hitch to outside.</p>	<h2>COWBOY</h2>
<p>9: Split: On #'s Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline. Alert = QB signal hitch.</p>	<p>PST:</p>
<p>3: Align: "R"/"L" Free release run 7 route.</p>	<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Dallas Protection – no blitz run a MID over the ball.</p>	<p>C:</p>
<p>5: Split: -2 Hash Run 7 route, attack the safeties leverage to set the angle out of your break. vs man – think high if you beat him.</p>	<p>BSG:</p>
<p>2: Split: 3 Above #'s. Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline. Alert = QB signal hitch.</p>	<p>BST:</p>

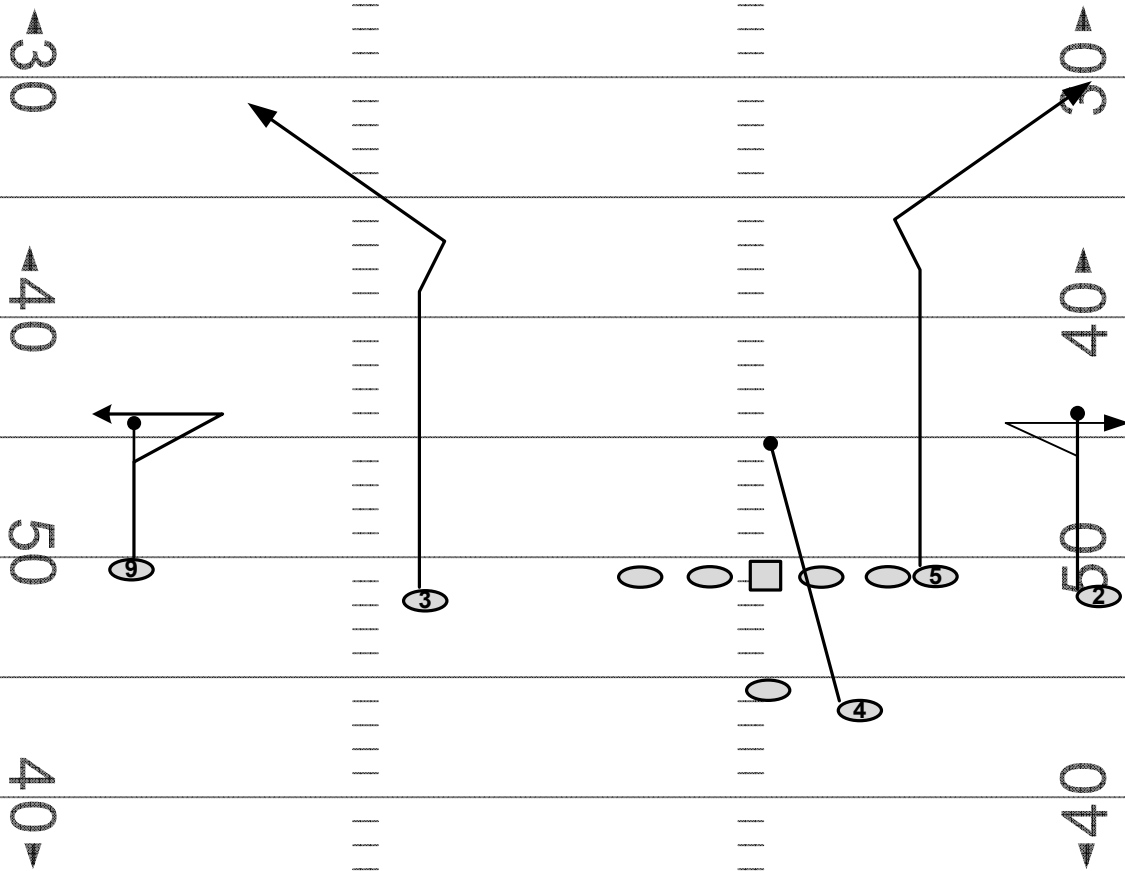
(TWINS) 20 (MISSOURI)



CP: QB has ability to give hitch to Field/Bdry

<p>QB: DROP: Big 3. Cv. 2 = Pick a side based on the safeties leverage 7-Q. Cv. 3 or 4 = Hitch – √ down. Man = 7 cut – Q/Hitch. QB- can give hitch to outside.</p>	<h2>COWBOY</h2>	
<p>9: Split: On #'s Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline. Alert = QB signal hitch.</p>		<p>PST:</p>
<p>3: Align: "R"/"L" Free release run 7 route.</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Dallas Protection – no blitz run a MID over the ball.</p>		<p>C:</p>
<p>5: Split: -2 Hash Run 7 route, attack the safeties leverage to set the angle out of your break. vs man – think high if you beat him.</p>		<p>BSG:</p>
<p>2: Split: On #'s. Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline. Alert = QB signal hitch.</p>		<p>BST:</p>

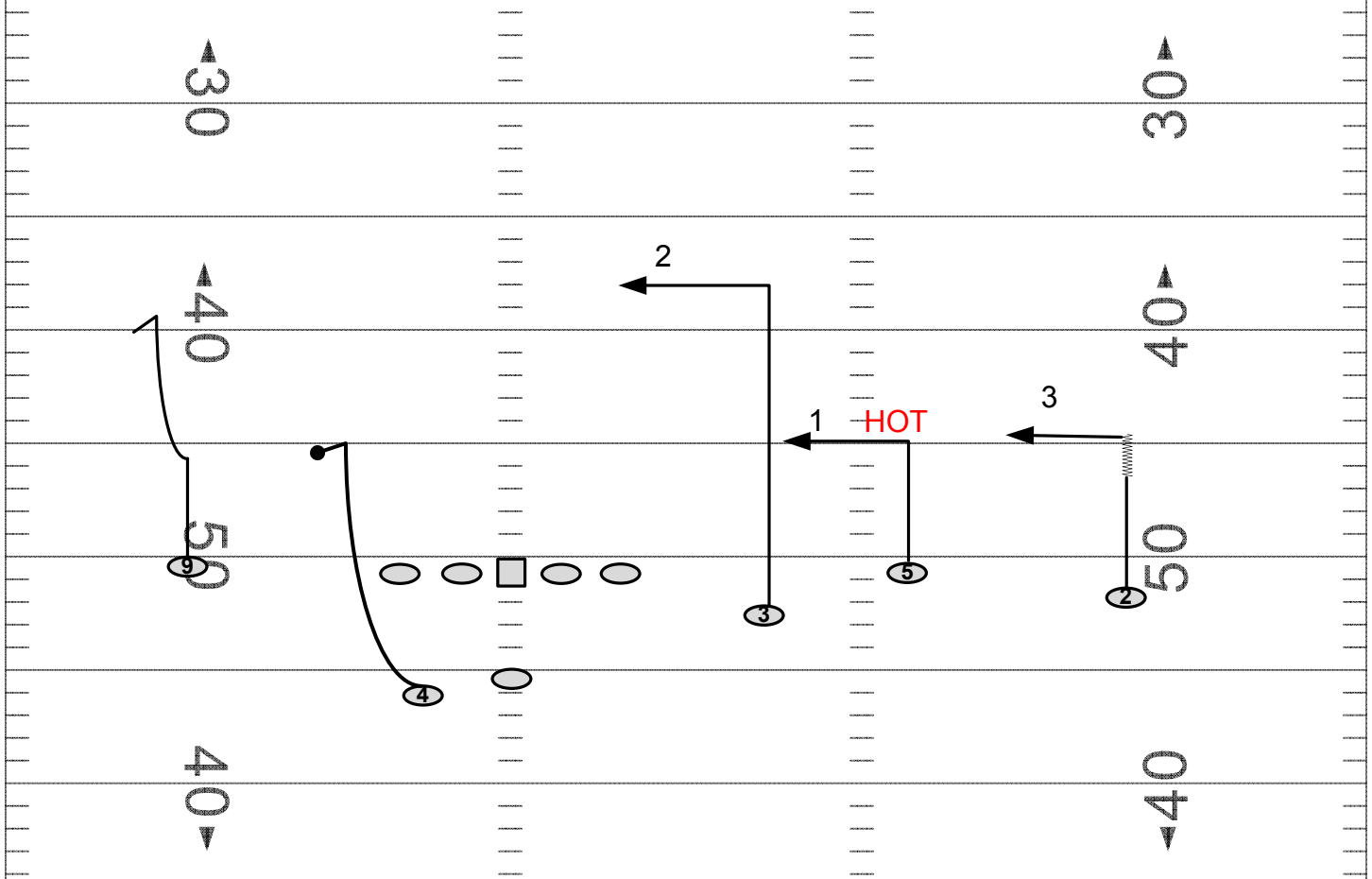
(DEUCE) 20 (MISSOURI)



CP: QB has ability to give hitch to-Field/Bdry

<p>QB: DROP: Big 3. Cv. 2 = Pick a side based on the safeties leverage 7-Q. Cv. 3 or 4 = Hitch – √ down. Man = 7 cut – Q/Hitch. QB- can give hitch to outside.</p>	<h2 style="text-align: center;">COWBOY</h2>	
<p>9: Split: On #'s Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline. Alert = QB signal hitch.</p>		<p>PST:</p>
<p>3: Align: -2 Hash. Run 7 route, attack the safeties leverage to set the angle out of your break. vs man – think high if you beat him.</p>		<p>PSG:</p>
<p>4: Align: 5 ½ yd, B – Gap. Dallas Protection – no blitz run a MID over the ball.</p>		<p>C:</p>
<p>5: Split: TE Run 7 route, attack the safeties leverage to set the angle out of your break. vs man – think high if you beat him.</p>		<p>BSG:</p>
<p>2: Split: On #'s. Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline. Alert = QB signal hitch.</p>		<p>BST:</p>

(TRIPS) UNDER



QB: DROP: Quick 3. Read MLB if to FD.
 Progression: 5 – 3 – 2. Pre-Snap: Read safeties leverage.
 Free Access, take the 9 man.

9: Split: Bottom #'s.
 Run a 3 route.

3: Align: Split difference, front foot at 3 yards.
 Run Basic Route, but at 12 yards deep!

4: Align: 6 yd, B – Gap.
 Dallas Protection. √ Call side first, then SCAN backside. Run Hook to bdry.

5: Split: +1 From Hash.
 Run 5 yard 'under' route. Stay on the move.

2: Split: Top of #'s.
 Run 5 yard Caboose under route. Stay on the move.

COWBOY

PST:

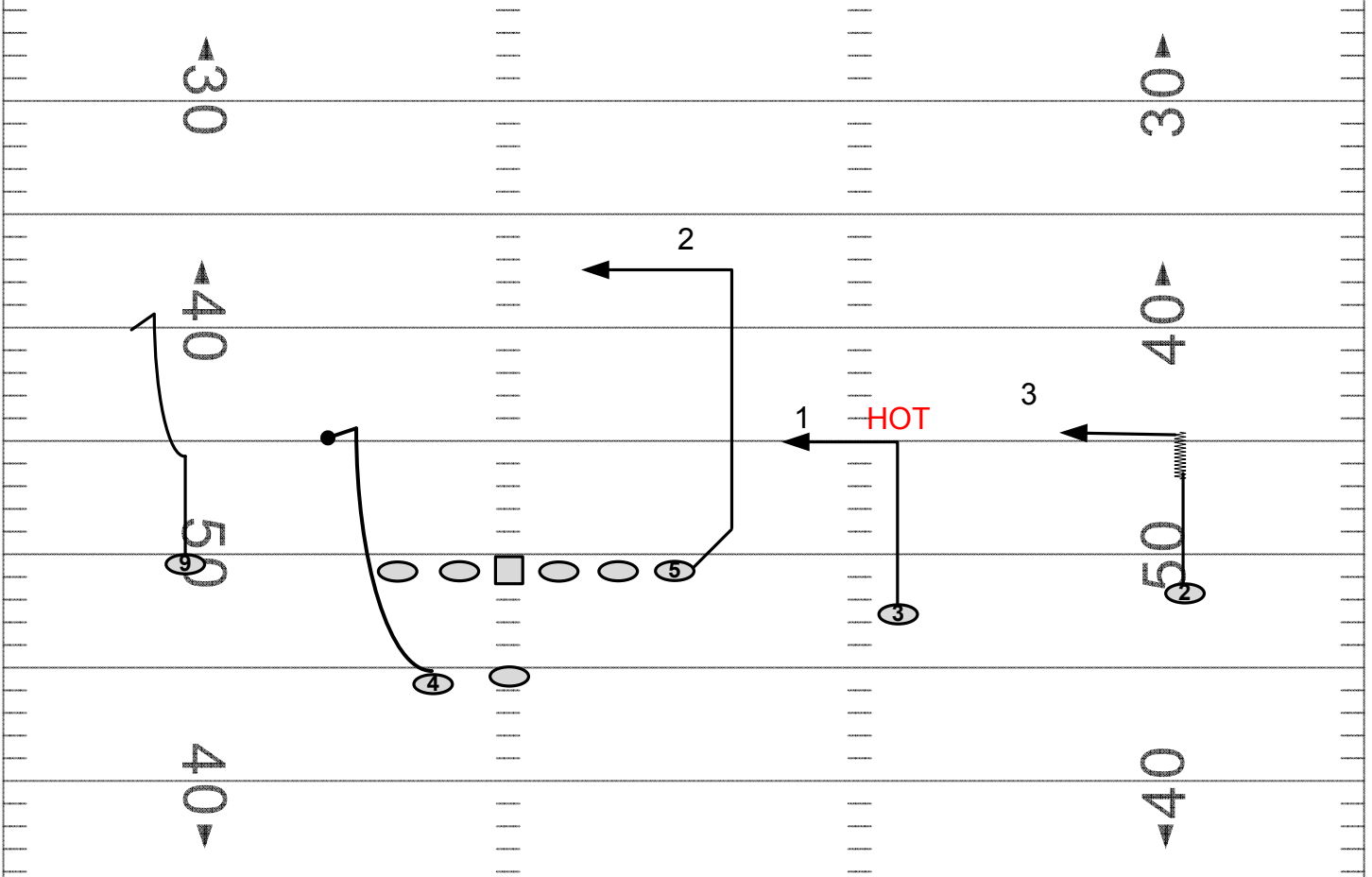
PSG:

C:

BSG:

BST:

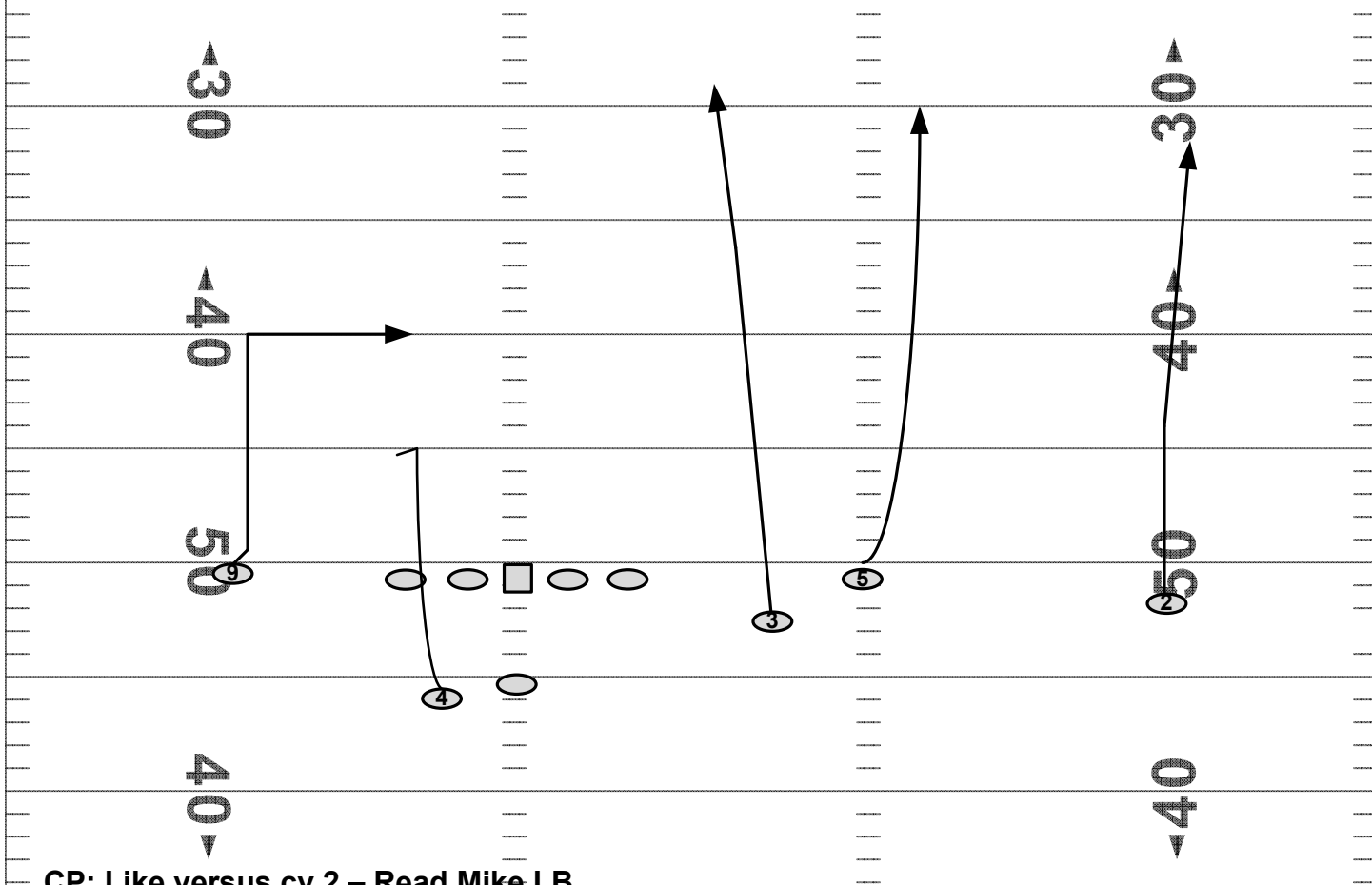
(TREY) UNDER



- QB:** DROP: Quick 3.
Progression: 3 – 6 – 2. Pre-Snap: Read safeties leverage.
Free Access, take the 9 man.
- 9:** Split: Bottom #'s.
Run a 3 route.
- 5:** Align: TE
Expand, Run Basic Route, but at 12 yards deep!
- 4:** Align: 6 yd, B – Gap.
Dallas Protection. ✓ Call side first, then SCAN backside. Run Spot to bdry.
- 3** Split: +1 From Hash.
Run 5 yard 'under' route. Stay on the move.
- 2:** Split: Top of #'s.
Run 5 yard Caboose under route. Stay on the move.

COWBOY	
	PST:
	PSG:
	C:
	BSG:
	BST:

(TRIPS) 39 (WASHINGTON)



CP: Like versus cv.2 – Read Mike LB

COWBOY (BDRY)

QB: DROP: Quick 3 to Big 3.
Progression: 3 – 9 – 4 vs. cv. 2 / Single high 9 - 4

PST:

9: Split: On #'s
Run Basic. You have to Win vs. Man!

PSG:

3: Align: split difference between tackle and 5 Man
Run Vertical splitting the safeties & trying to clear the MLB in the middle seam. Look for ball after clearing MLB.

C:

4: Align: 6 yd, B – Gap.
Dallas Protection. √ Call side first, then SCAN backside. Run Spot to bdry, try to pull WLB out of box.

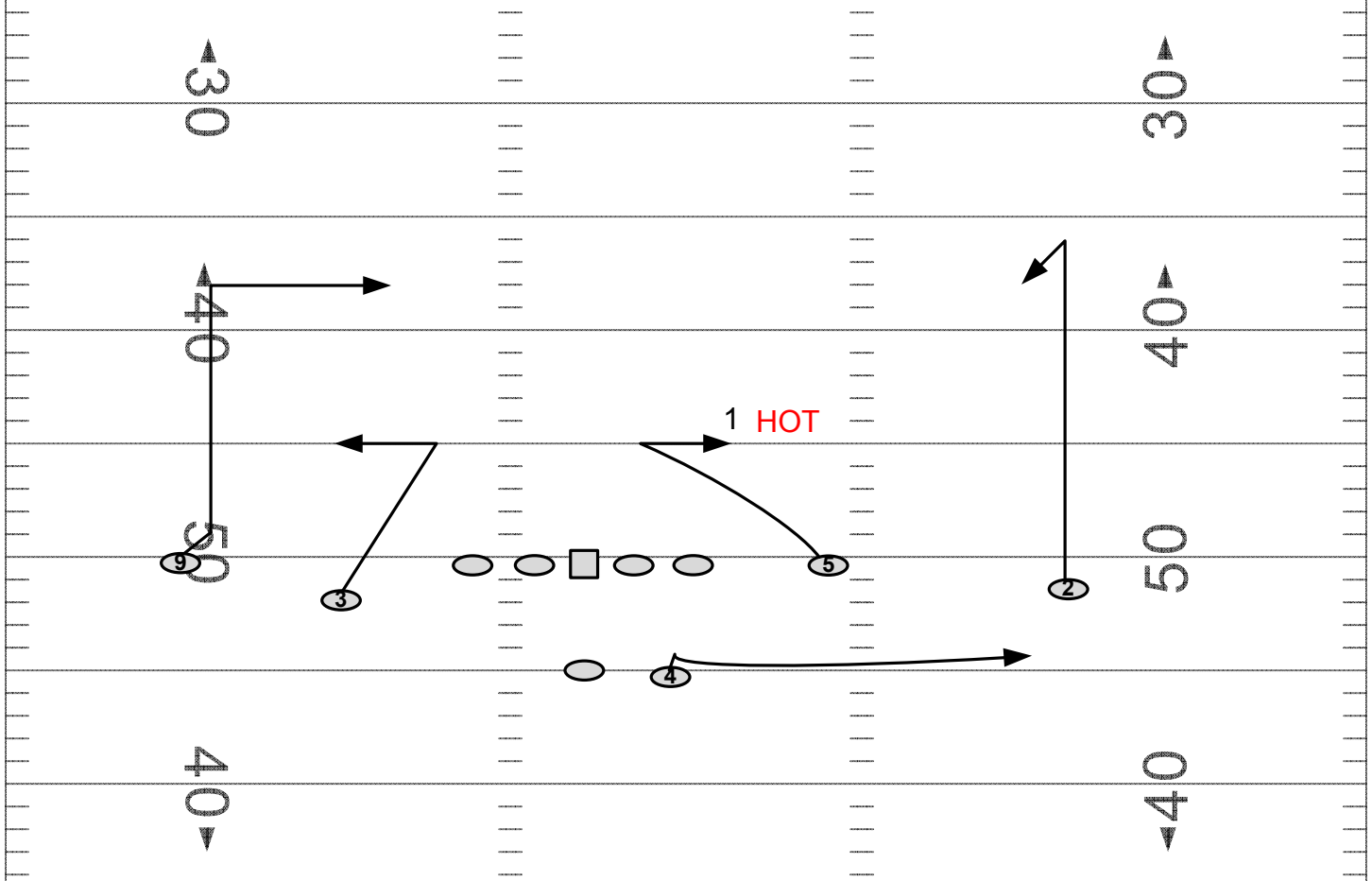
BSG:

5: Split: On Hash
Run Seam down the hash at the onside safety

BST:

2: Split: On #'s
9 ball vertical.

(SPREAD) MICHIGAN



QB: DROP: Big 3.
Read: MLB, If he drops back, hit the 5 man. IF he takes the 5, then safety = 9 – 3 // one – safety = Away from Rotation.

COWBOY

PST:

9: SPLIT: On #'s
12 Yd BASIC

PSG:

3: Align: split the difference between the 9 and the tackle.
Run 5 yard Option route turning outside, stick your break and run out flat.

C:

4: Align: 6 yd, B – Gap.
Dallas Protection. √ Call side first, then SCAN backside. Run Swing to field.

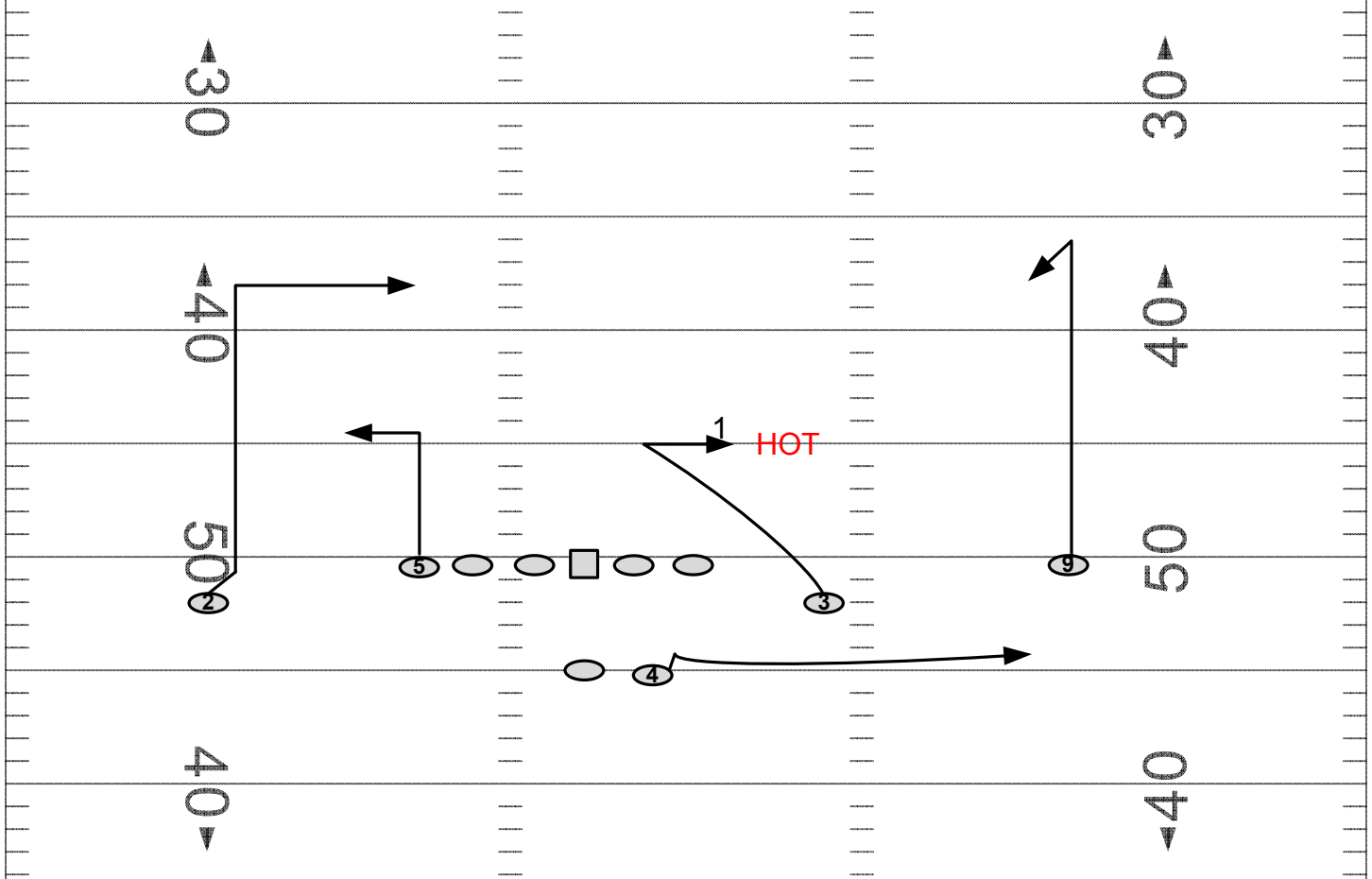
BSG:

5: SPLIT: -2 from hash.
Run Slam route off the MLB. Try to get his attention, then find the soft spot in between the MLB and the SLB working out.

BST:

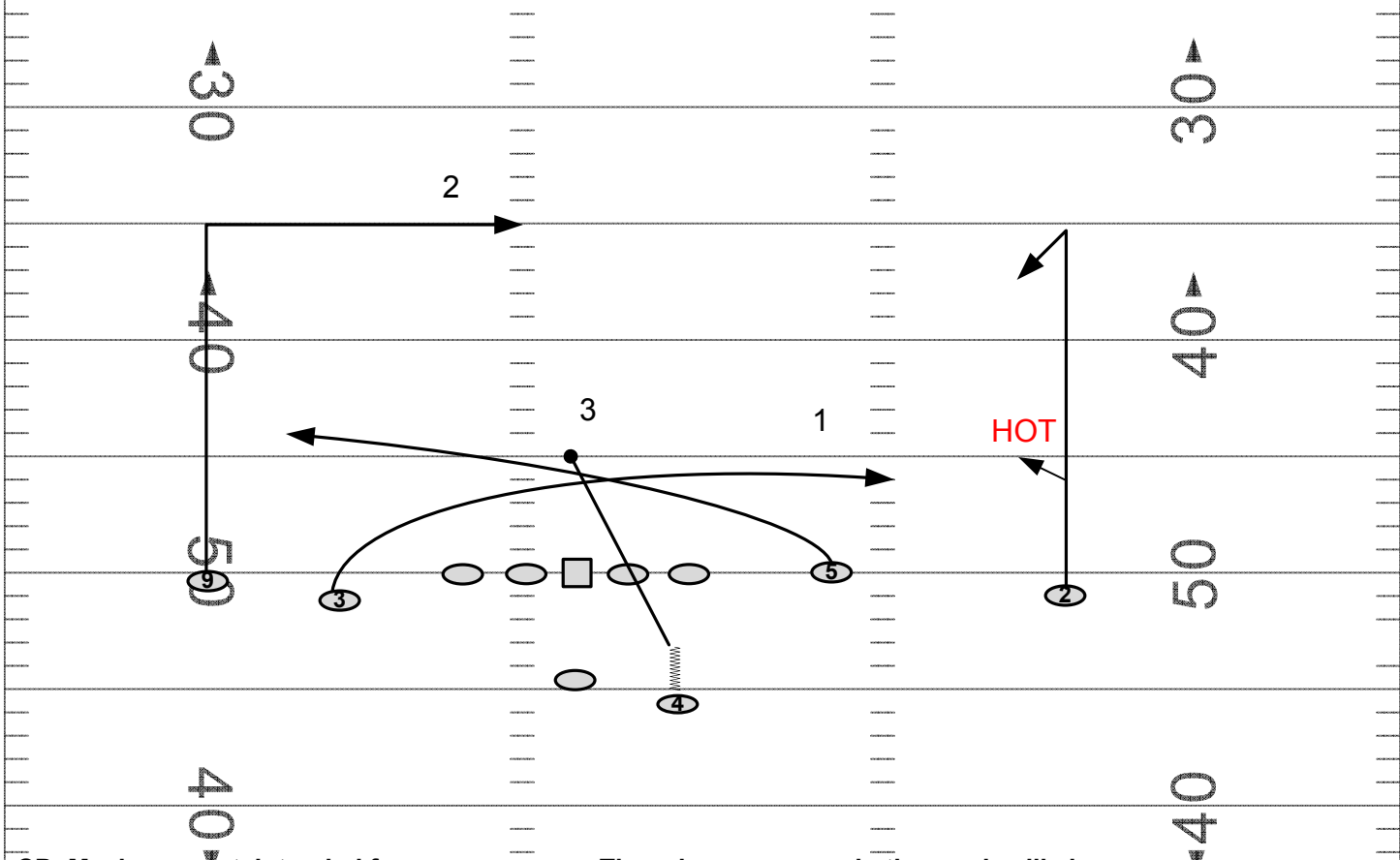
2: SPLIT: 3 Above #'s
Curl Route.

(DEUCE) MICHIGAN



<p>QB: DROP: Big 3. Read: MLB, If he drops back, hit the 5 man. IF he takes the 5, then work backside to the 9 & 3 on the high low. Reading the WLB.</p>	<h2>COWBOY</h2>	
<p>9: SPLIT: 3 Above #'s 8 Route</p>		<p>PST:</p>
<p>3: Align: split the difference between the 9 and the tackle. Run Slam route off the MLB. Try to get his attention, then find the soft spot in between the MLB and the SLB working out.</p>		<p>PSG:</p>
<p>4: Align: 5 ½ yd, B – Gap. Dallas Protection. √ Call side first, then SCAN backside. Run Swing to field.</p>		<p>C:</p>
<p>5: SPLIT: TE Run 5 yard Option route turning outside, run out of it.</p>		<p>BSG:</p>
<p>2: SPLIT: On #'s 12 Yd Basic</p>		<p>BST:</p>

(SPREAD) DELAWARE



CP: Mesh concept, intended for man coverage. The primary crosser in the mesh will always come "under" the mesh and work towards the field (unless tagged). Dig comes from bdry.

<p>QB: DROP: Big 3. Man: 3 – 9 – 4. Zone: Two Safety: 9 – 5 – 4. Single Safety: away from Rotation. Hot will be to the call side (Slant)</p>	<p style="text-align: center;">COWBOY</p>	
<p>9: Split: On #'s. Run 15 Dig</p>		<p>PST:</p>
<p>3: Align: split difference. Step up field 2 steps and explode on 6 route, rubbing "underneath" the mesh of the other crosser.</p>		<p>PSG:</p>
<p>4: Align: 5 ½ yd, B – Gap. Dallas Protection. √ Call side first, then SCAN backside. If no blitz, run a MID in front of the MLB/ QB could give Ricky/Lucy call.</p>		<p>C:</p>
<p>5: Split: -2 hash. Step up field 2 steps, and explode on 6 route, set the "mesh point" at 6 yards and hold the line. It is your job to set and hold the point.</p>		<p>BSG:</p>
<p>2: Split: 3 Above #'s PRIMARY HOT! It takes 2 blitzers to your side, run a hitch. If not, progress up to run your curl route.</p>		<p>BST:</p>

AUBURN OFFENSE

FALL 2013



NAKEDS

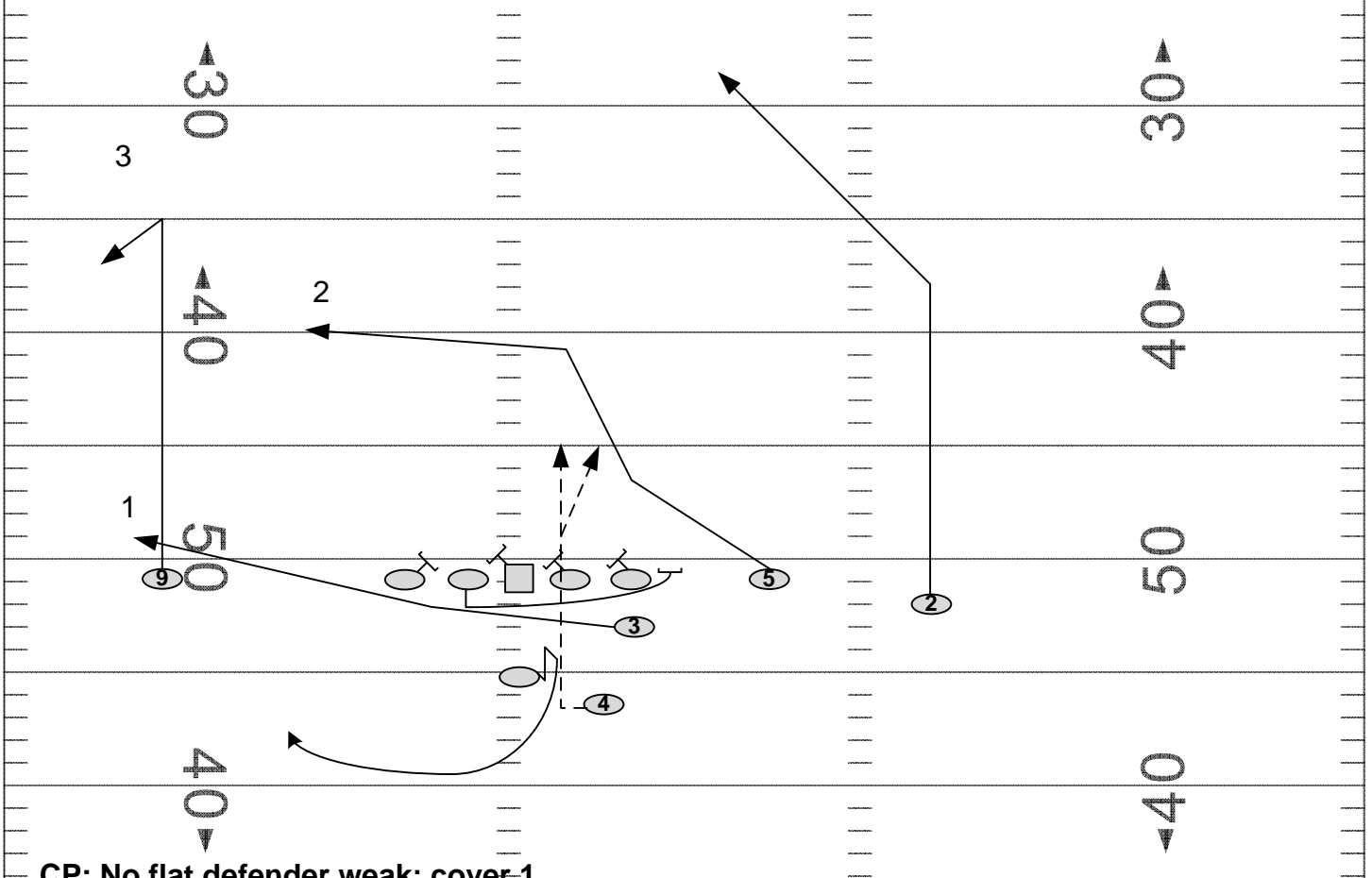
- G Rodgers*
- G Atlanta Back*
- G Atlanta Max*
- G Luck*
- G Seattle Max*
- G Steeler*
- G Slip*



RELENTLESS

AUBURN FOOTBALL

(TWINS) GREEN RODGERS



CP: No flat defender weak; cover-1.

QB: Open step, fake Packer and reverse out gaining depth to 8 yards. Attack the L.O.S. and read 3 – 5 – 9. Run Option is there if nobody is open. Get eyes around quickly after the mesh.

9: Split: On #'s
15 yard bdy comeback. Cover 2... Settle @18 SL Hash.

3: Align: "R"/"L"
At snap take the path as if you were going to block back on the backside defensive end and the slip into the flats. Avoid collision gaining depth to 4 yds.

4: Align: B – Gap.
Slide & Dive A Gap and Rock the baby, Keep the fake front side, do NOT cut back side

5: Split: 6 yards from tackle
Run Climb route 10-12 yards – get into the QB's vision

2: Split: 3 Above #'s
Run HR 8 route Post

RODGERS

PST: Block Packer Rules

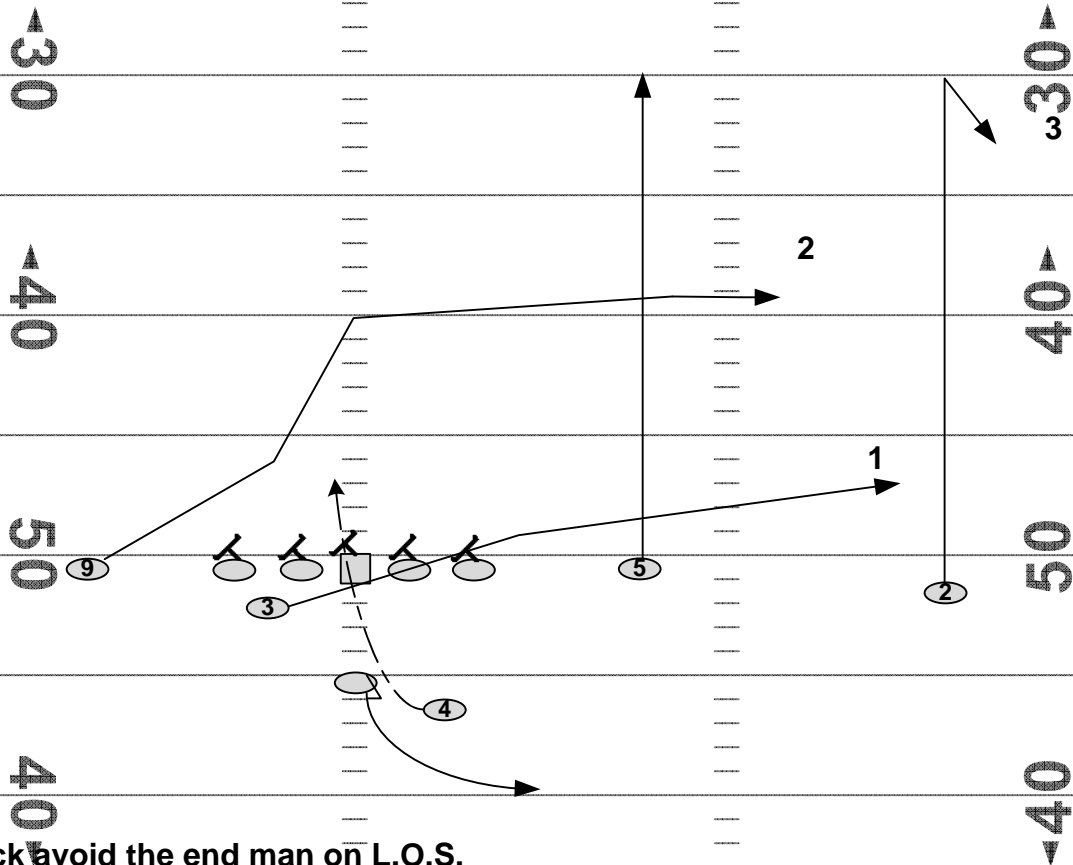
PSG: Block Packer Rules

C: Block Packer Rules

BSG: Pull and Block 1st that shows of tackle

BST: B gap (No Hinge)

(TWINS) GREEN ATLANTA BACK



CP: 3 Back avoid the end man on L.O.S.
Note: Comeback is always open

QB: Angle step, fake Falcon and roll out weak gaining depth to 8 yards
 Progression: 3 – 9 – 2

9: Split: 6 yards from tackle
 Climb 10-12 yards – show fast in QB's vision

3: Align: "R" / "L"
 Attack the backside defensive end up field shoulder, and then slip into the flats, 4 yards deep. Eyes around quick vs blitz. Avoid DE.

4: Align B – Gap.
 Fake Falcon – carry out fake mechanics frontside.

2 Split: 3 above #'s
 Run 20 yard comeback

5 Split: -2 from the Hash (cheat SAM in if you can)
 Run a clear through safeties outside shoulder.

ATLANTA

PST: Elephants to the call

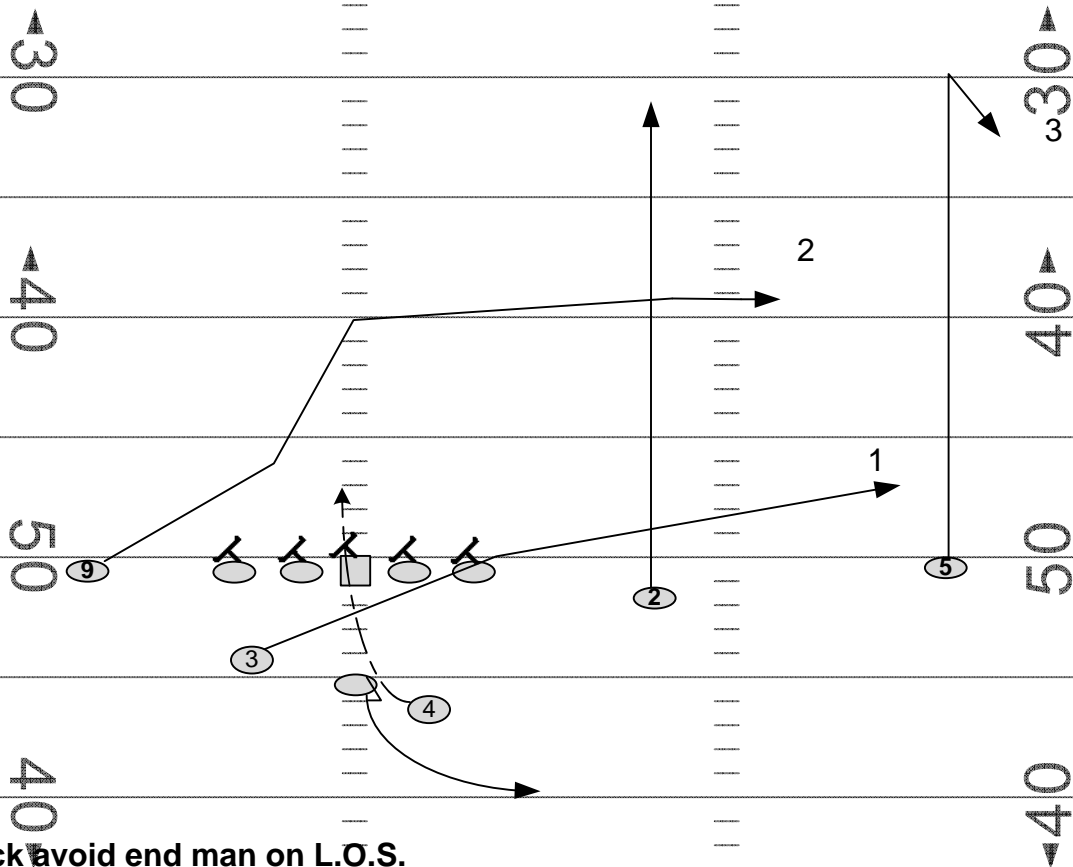
PSG: Elephants to the call

C: Elephants to the call

BSG: Elephants to the call

BST: Elephants to the call

(SPLIT) GREEN ATLANTA BACK



CP: 3 Back avoid end man on L.O.S.

Note: 2 man run through outside shoulder of flat defender

QB: Angle step, fake Falcon and roll out weak gaining depth to 8 yards
Progression: 3 – 9 – 5

9: Split: 6 yards from tackle
Climb 10-12 yards – show fast in QB's vision

3: Align: 4 ½ yd, B – Gap. Cheat up
Attack the backside defensive end as if you were going to Kick him out, and then slip into the flats, 4 yards deep. Eyes around quick vs blitz.

4: Align: 6 yd, B – Gap.
Fake Falcon – carry out fake mechanics frontside.

5: Split: 3 above #'s
Run 20 yard comeback

2: Split: -2 from the Hash (cheat SAM in if you can)
Run a clear through safeties outside shoulder.

ATLANTA

PST: Elephants to the call

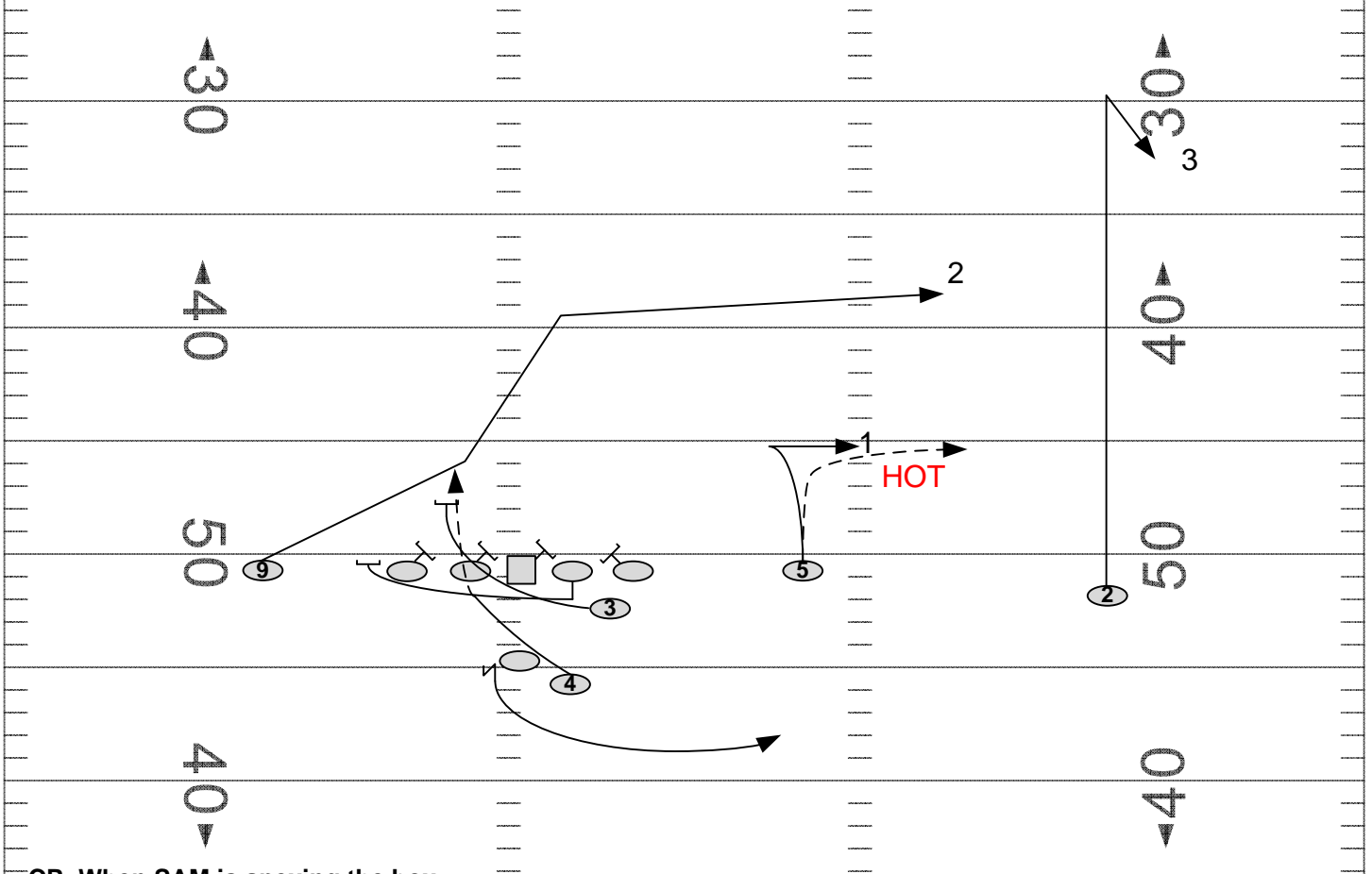
PSG: Elephants to the call

C: Elephants to the call

BSG: Elephants to the call

BST: Elephants to the call

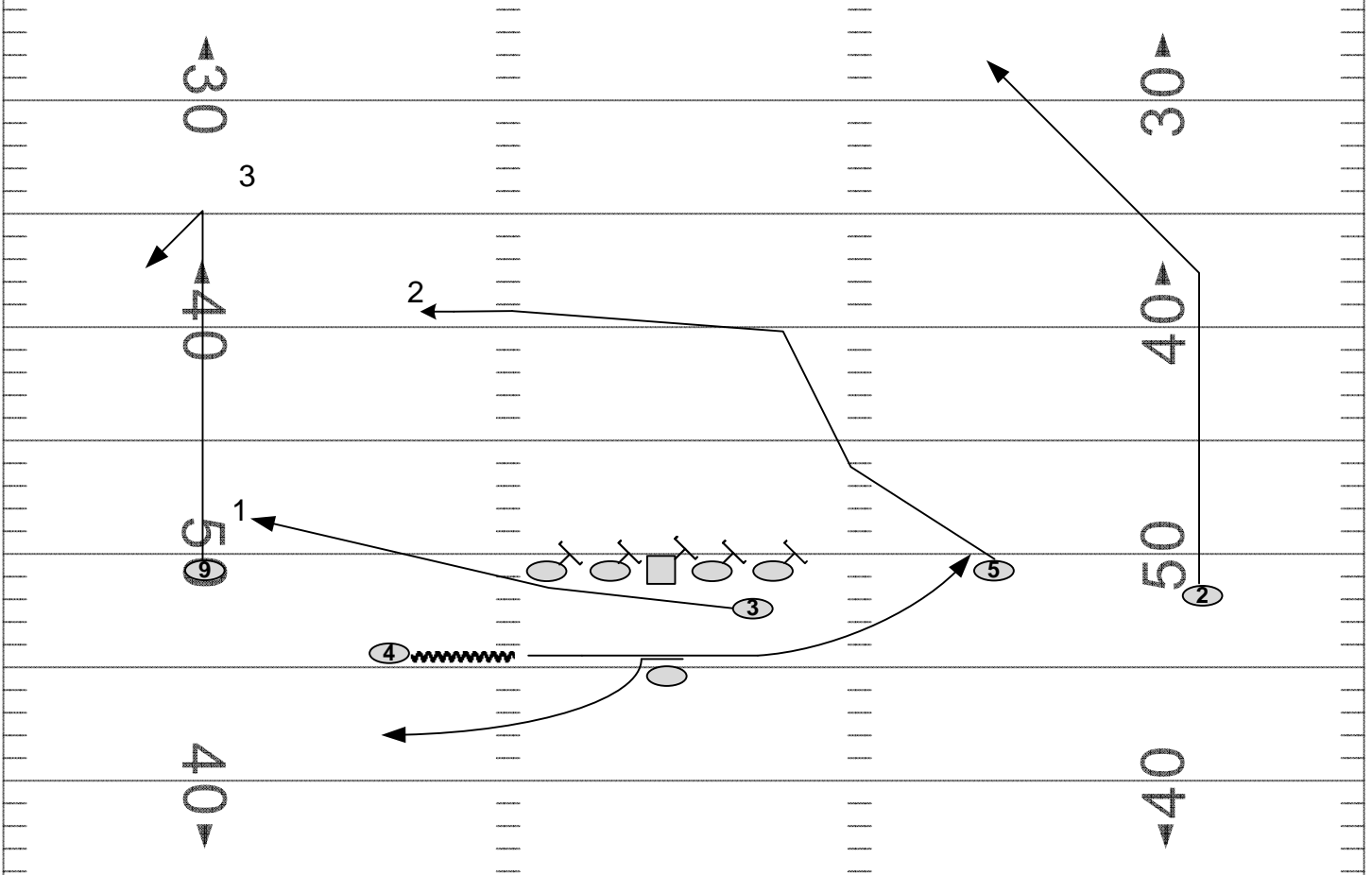
(TWINS) GREEN COLT



CP: When SAM is apexing the box.

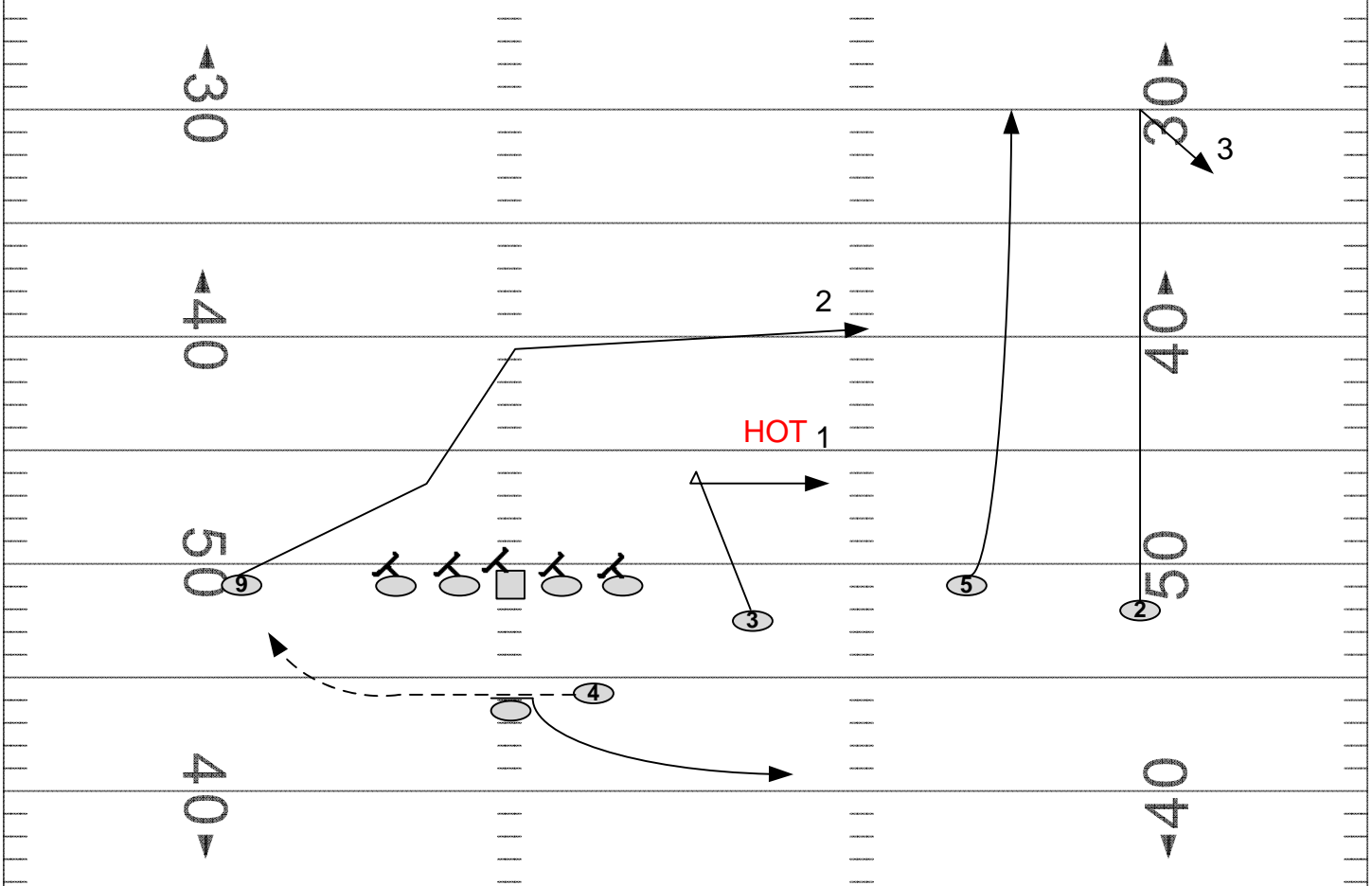
<p>QB: Open step, fake Colt and naked out strong gaining depth to 8 yards. Attack the LOS and read 5 - 9 - 2. Run Option is there if nobody is open. Get eyes around quickly after mesh. 5 man is HOT.</p>	<h2>COLT</h2>
<p>9: Split: 6 yards from tackle. Run 10-12 yard Crossing route</p>	
<p>3: Align: "R" Pull through the hole just like you would block the LB on Colt.</p>	
<p>4: Align: B – Gap. Fake Colt and carry out fake mechanics; Keep the fake play side, do NOT cut back side</p>	
<p>5: Split: -2 from the hash. Attack the flat defender as if you are trying to block him, and then pivot out and run away. If the flat defender blitzes, you are "Hot." Run the 1 route immediately and expect the ball</p>	
<p>2: Split: 3 Above #'s. 20 yard Deep comeback</p>	
	<p>PST: Block Colt Rules</p>
	<p>PSG: Block Colt Rules</p>
	<p>C: Block Colt Rules</p>
	<p>BSG: Pull and block 1st off tackle.</p>
	<p>BST: B gap (No Hinge)</p>

(SWITCH) GREEN STEELER



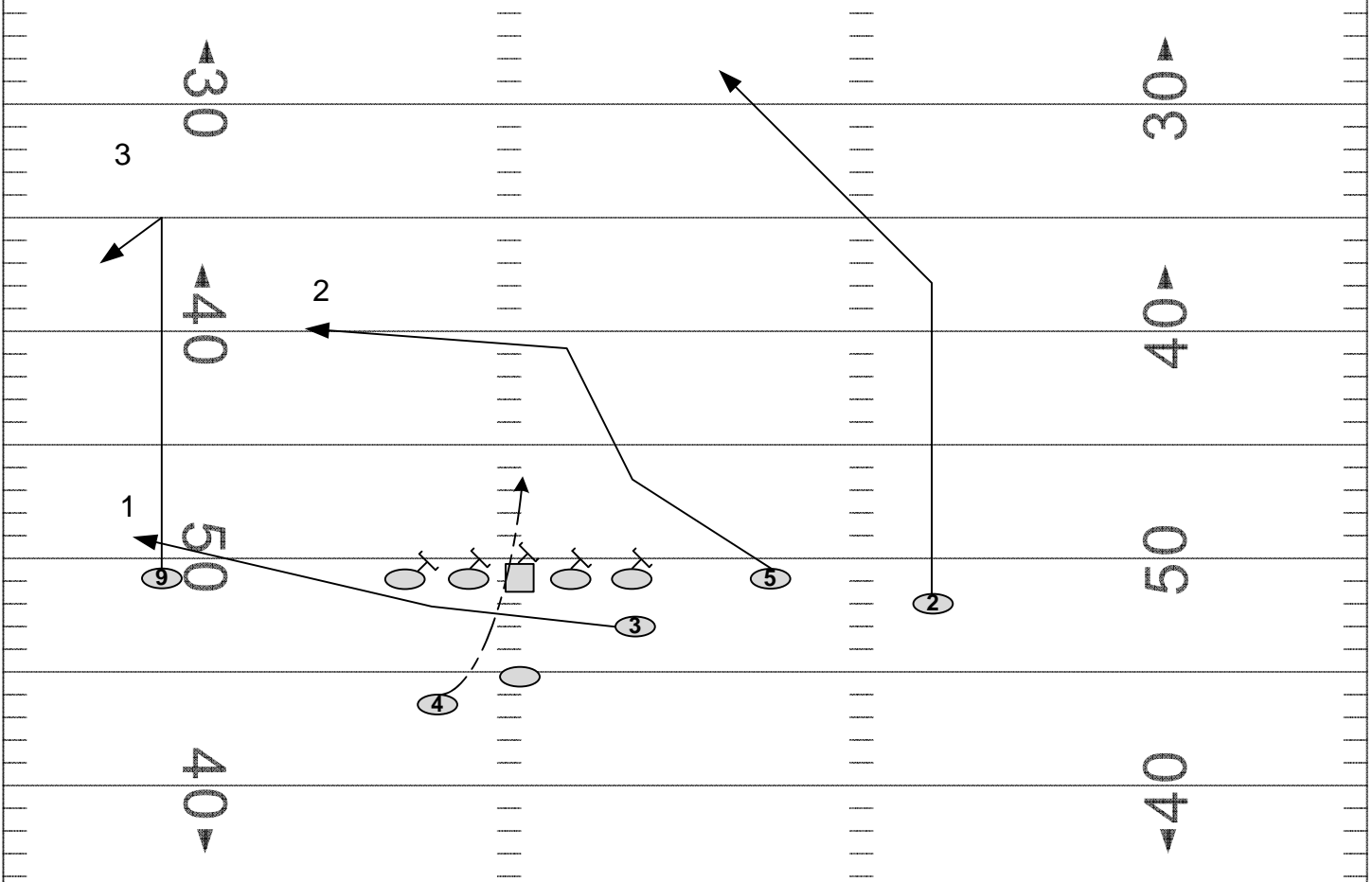
<p>QB: Fake Steeler and roll out opposite gaining depth to 8 yards. Progression: 3 – 5 – 9</p>	<h2>STEELER</h2>
<p>9: Split: Bottom of #'s Run 20 yard comeback</p>	
<p>3: Align: "R" Attack the backside defensive end as if you were going to Kick him out, and then slip into the flats, 4 yards deep</p>	
<p>4: Align: Steeler (6 & 4) Fake Steeler – carry out fake mechanics with speed.</p>	
<p>5: Split: 6 yards from tackle Climb 10-12 yards – show fast in QBs vision</p>	
<p>2: Split: 3 above #'s Run HR 8 Post</p>	
<p>PST: Elephants to the Call</p>	
<p>PSG: Elephants to the Call</p>	
<p>C: Elephants to the Call</p>	
<p>BSG: Elephants to the Call</p>	
<p>BST: Elephants to the Call</p>	

(TRIPS) GREEN STEELER



<p>QB: Fake Steeler and roll out strong gaining depth to 8 yards Progression: 5 – 9 – 2 5-man is “Hot”</p>	<h2>ELEPHANTS</h2>	
<p>9: Split: 6 yards from tackle Climb 10-12 yards – show fast in QBs vision</p>		<p>PST: Elephants to the Call</p>
<p>3: Align: Split difference between the 5 and the tackle Attack the flat defender as if you are trying to block him, and then pivot out and run away. If the flat defender blitzes, you are “Hot.” Run the 1 route immediately and expect the ball</p>		<p>PSG: Elephants to the Call</p>
<p>4: Align: Saint Fake Steeler – carry out fake mechanics. If blitz, alert for EMOL on the backside.</p>		<p>C: Elephants to the Call</p>
<p>5: Split: +3 from the hash. Clear through the playside Safety vs. Cov. 2. Fix Seam vs. Cov. 3</p>		<p>BSG: Elephants to the Call</p>
<p>2: Split: Top of #'s Run 20 yard comeback</p>		<p>BST: Elephants to the Call</p>

(TWINS) GREEN SLIP



QB: Open step, fake Packer and reverse out gaining depth to 8 yards. Attack the L.O.S. and read 3 – 5 – 9. Run Option is there if nobody is open. Get eyes around quickly after the mesh.

ATLANTA

9: Split: On #'s
20 yard Deep comeback. Cover 2... Settle @18 SL Hash.

PST: Elephants to the call

3: Align: "R"/"L"
At snap take the path as if you were going to block back on the backside defensive end and the slip into the flats. Avoid collision gaining depth to 4 yds.

PSG: Elephants to the call

4: Align: B – Gap.
Fake Packer A Gap and carry out fake mechanics, Keep the fake front side, do NOT cut back side

C: Elephants to the call

5: Split: 6 yards from tackle
Run Climb route 10-12 yards – get into the QB's vision

BSG: Elephants to the call

2: Split: 3 Above #'s
Run 8 route Post

BST: Elephants to the call

AUBURN OFFENSE

FALL 2013



REVERSES

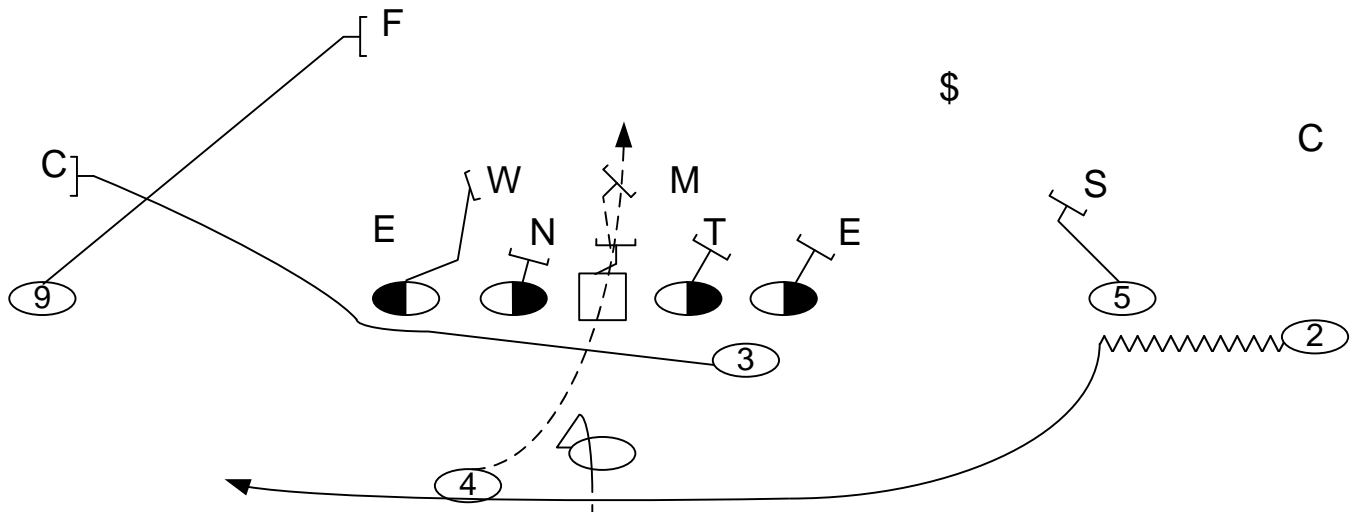
- Orange Atlanta Back*
- Orange Seattle*
- Orange Cardinal*
- Orange Oakland*



RELENTLESS

AUBURN FOOTBALL

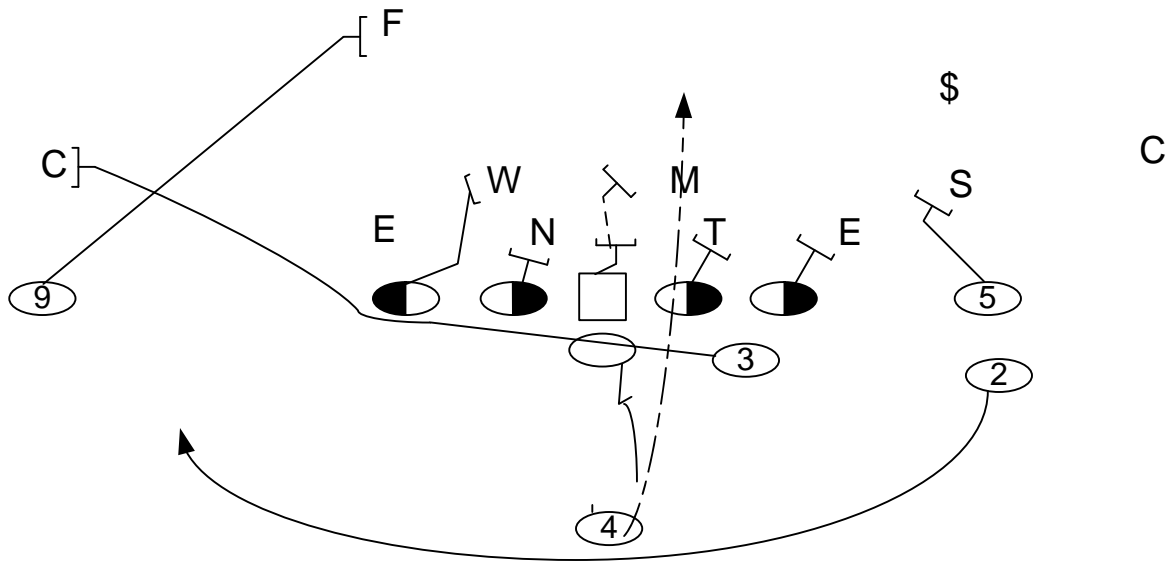
(TWINS) Utah **ORANGE ATLANTA BACK**



CP: 3 Back must get play started.

<p>QB: Square step, fake ball to 4, hand reverse to 2, and 3-step & set up.</p>	<p>PST: Block Falcon Back</p>
<p>9: Split: 6 yd from tackle. Block the flat defender.</p>	<p>PSG: Block Falcon Back (Be prepared to pin Mike)</p>
<p>3: Align: "R" / "L" Falcon Back fake; Secure the DE to CB.</p>	<p>C: Block Falcon Back (Be prepared to pin Mike)</p>
<p>4: Align: 6 yd, B-Gap. Track middle of center, roll over fake. Keep play side to block MLB.</p>	<p>BSG: Block Falcon Back (Be prepared to Big Arm 3 Tech.)</p>
<p>5: Split: 6 yd from tackle Dig out flat defender</p>	<p>BST: Block B Gap- Then pin Backside LB'er.</p>
<p>2: Split: 10 yds from tackle. Utah motion, aiming 8 yards deep behind the QB and take reverse hand-off.</p>	

(TWINS) F.A. ORANGE ATLANTA BACK



QB: Open 6 o'clock, fake ball to 4, hand reverse to 2, and 3-step & set up.

9: Split: 6 yd from tackle. Block the flat defender.

3: Align: "R" / "L"
Falcon Back fake; invite the DE to come underneath, secure DE up to CB.

4: Align: 7 yd, pistol.
Aim playside leg of Center, with shoulders square at mesh point; read 1st DL past center.

5: Split: 4 yd from tackle
Dig out flat defender

2: Split: 2 yds from tackle.
Utah motion, aiming 8 yards deep behind the QB and take reverse hand-off.

PST: Block Falcon Back

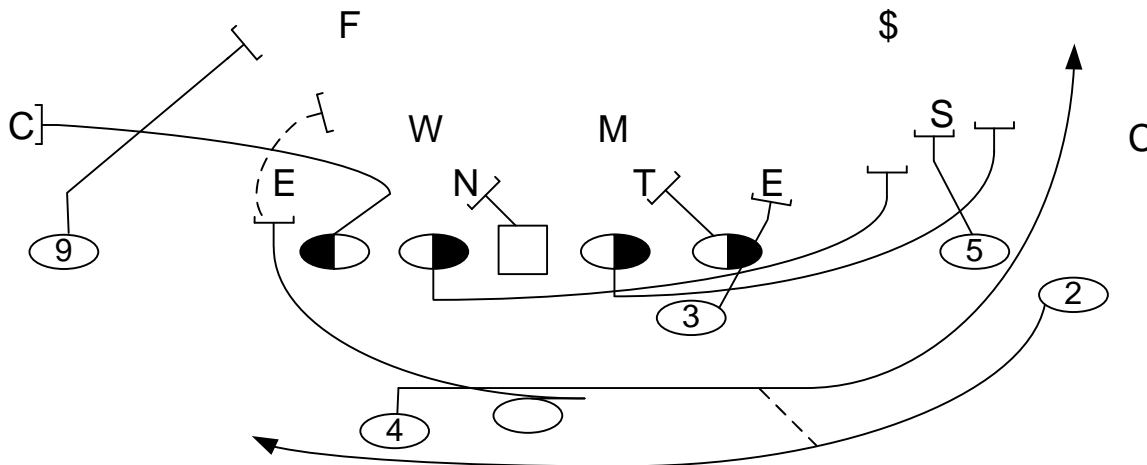
PSG: Block Falcon Back
(Be prepared to pin Mike)

C: Block Falcon Back
(Be prepared to pin Mike)

BSG: Block Falcon Back
(Be prepared to Big Arm 3 Tech.)

BST: Block B Gap- Then pin Backside LB'er.

(TWINS) ORANGE SEATTLE



QB: Square step, hand ball to 4, read DE for squeeze. Secure DE up to WLB.

9: Split: Normal Split (pitch)
Push Vertical & crack the Safety.

3: Align: "R" / "L"
Attack first defender head up to outside the tackle, & then fit to turn/log him. Keep on L.O.S.

4: Align: 6 yd, B-Gap.
Secure hand off, take 3 steps and make soft pitch.

5: Split: 4 yards from tackle;
Block Flat defender (Protect the Mesh up to cut off safety).

2: Split: 8 yds from tackle; jab step, aim 3 yards behind QB, secure pitch, run reverse.

PST: Block Seahawk

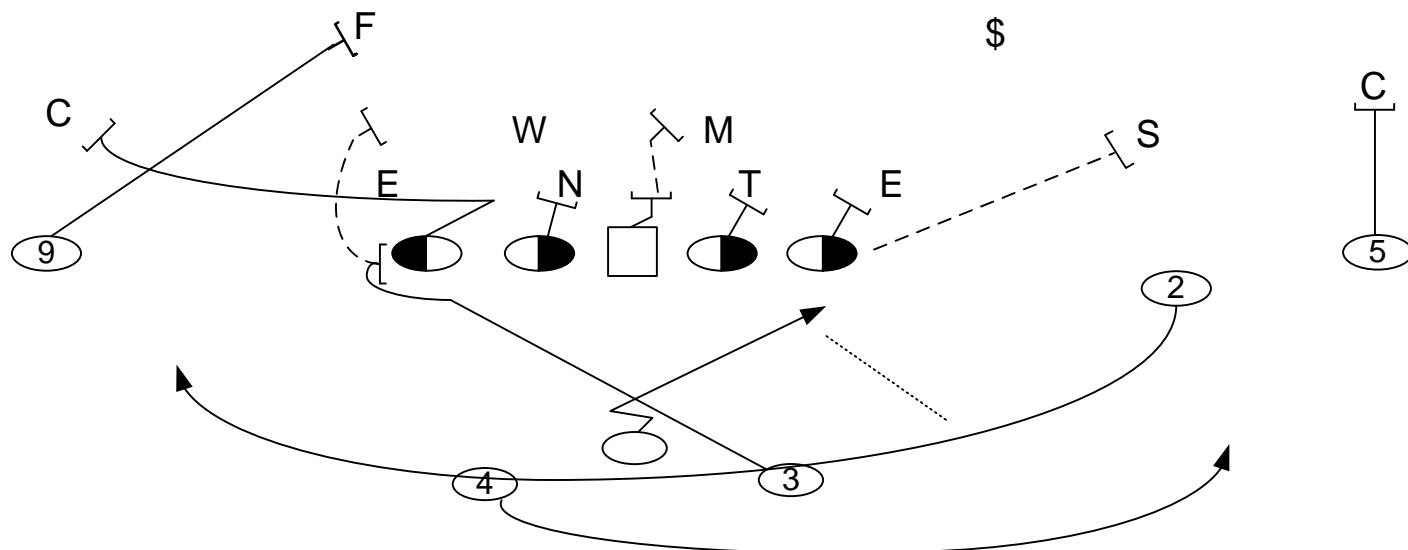
PSG: Block Seahawk

C: Block Seahawks-Reverse and Build wall

BSG: Block seahawk

BST: Protect B Gap 3 steps then release to kick out corner

(SPLIT) ORANGE CARDINAL



QB: Angle step, ride mesh, pull & attack flat defender. Take 3 steps & soft toss reverse to 2 man. Vs. edge pressure, eat it.

9: Split: Normal Split (pitch)
Push vertical & crack safety.

4: Align: 5 ½ yd, B-Gap.
Sprint behind QB to gain pitch relationship with QB.

3: Align: 5 ½ yd, B-Gap.
Carry out Falcon fake; read DE for squeeze (secure DE to WLB) or upfield (block DE)

5: Split: 3 Above #'s.
Cut off the CB.

2: Split: - 2 yards inside hash, jab step and aim 3 yards behind QB and take reverse pitch

PST: Block Oakland

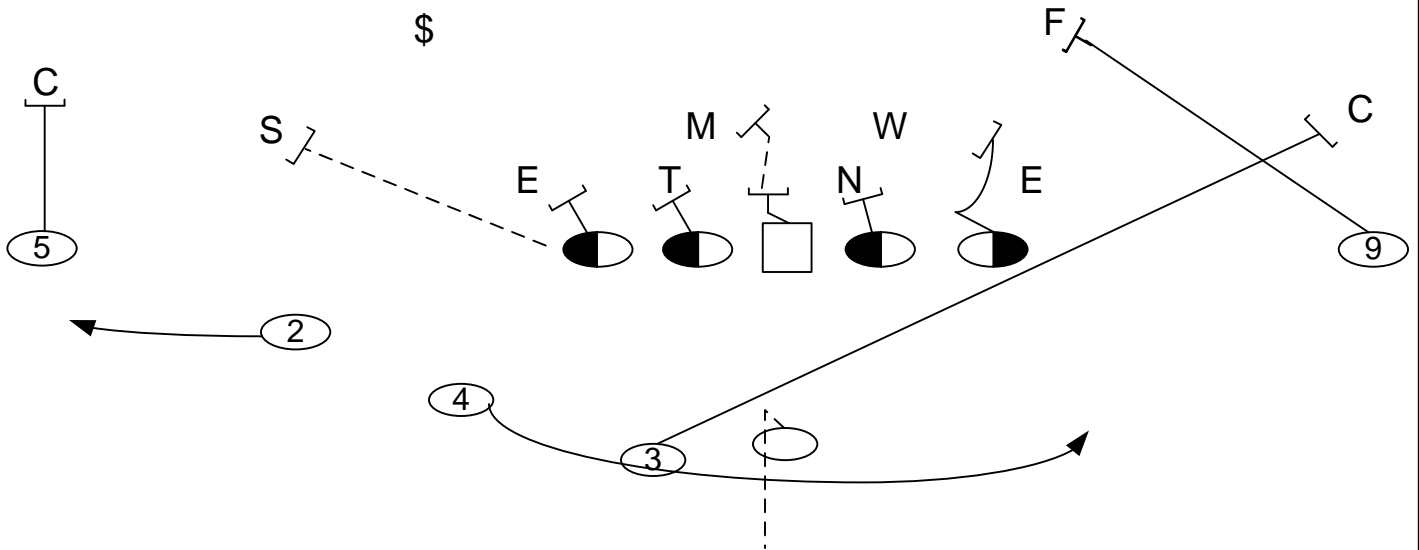
PSG: Block Oakland
(Be prepared to Pin Mike)

C: Block Oakland
(Be prepared to Pin Mike)

BSG: Block Oakland
(Be prepared to Big Arm 3 Tech)

BST: Block B Gap 3 steps then release to kick out corner

(Duck) ORANGE CARDINAL



QB: Statue of Liberty.
Hand ball off and set up.

9: Split: Normal Split (pitch)
Push vertical & crack safety.

4: Align: 4 yds Deep 3 yds from tackle.
Receive handoff behind QB.

3: Align: 5 ½ yd, B-Gap.
Carry out Falcon fake; read DE for squeeze (secure DE to CB) or upfield (block DE)

5: Split: 3 Above #'s.
Cut off the CB.

2: Split: - 2 yards inside hash
Run Bubble and throw hands up like you are getting the ball.

PST: Block Oakland

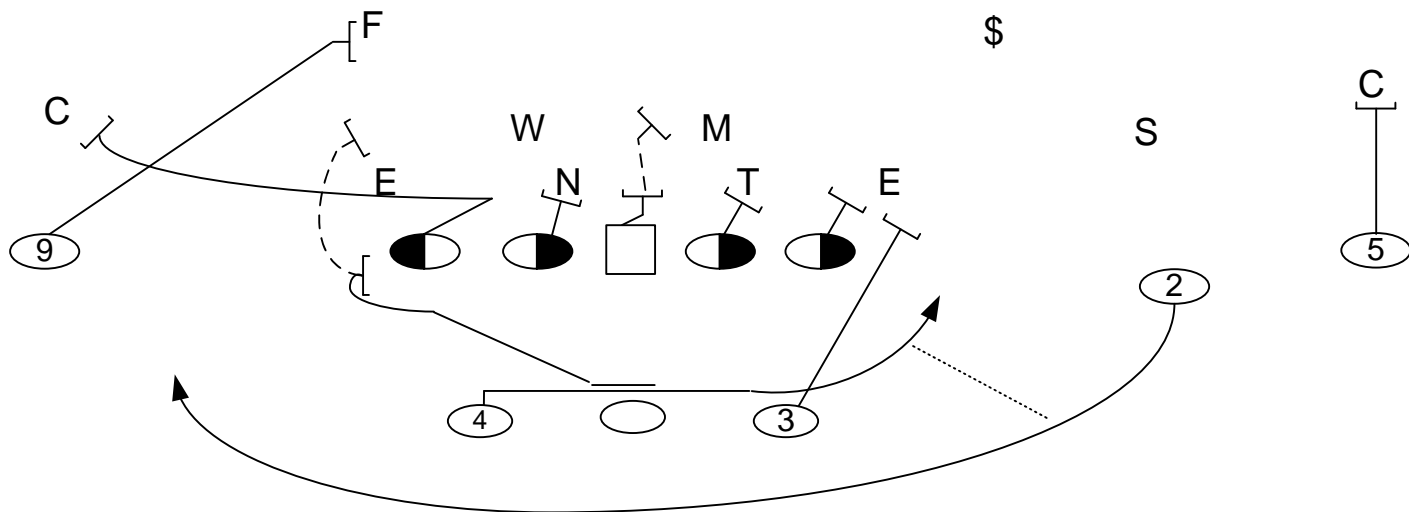
PSG: Block Oakland
(Be prepared to Pin Mike)

C: Block Oakland
(Be prepared to Pin Mike)

BSG: Block Oakland
(Be prepared to Big Arm 3 Tech)

BST: Block B Gap 3 steps then pin Will Backer.

(SPLIT) ORANGE OAKLAND



QB: Square step, hand off to 3 back, secure DE up to the WILL

9: Split: Normal Split (pitch)
Push vertical & crack safety.

3: Align: 5 ½ yd, B-Gap.
Block widest rusher off the edge protecting the mesh point. Alert edge for blitz.

4: Align: 5 ½ yd, B-Gap.
3 steps and soft toss reverse to 2

5: Split: 3 above #'s.
Cut off CB

2: Split: -2, jab step and run reverse 3 yards deep behind QB.

PST: Block Oakland

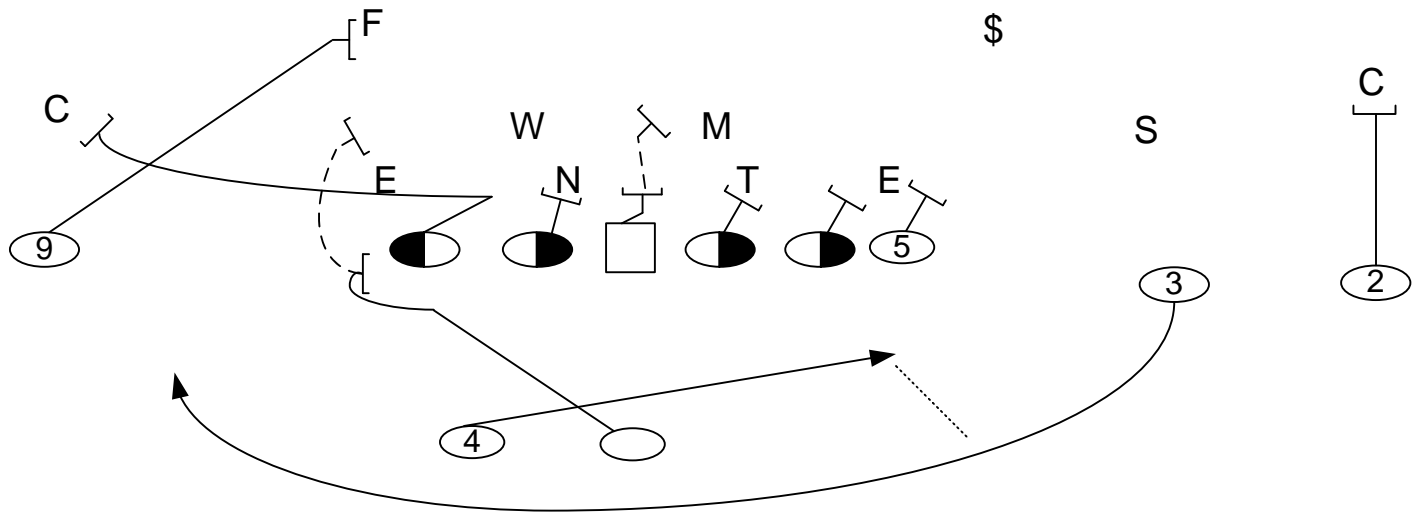
PSG: Block Oakland
(Be prepared to Pin Mike)

C: Block Oakland
(Be prepared to Pin Mike)

BSG: Block Oakland
(Be prepared to Big Arm 3 Tech)

BST: Block B Gap 3 steps then release to kick out corner

(TREY) ORANGE OAKLAND



QB: Square step, hand off to 4 back, secure DE up to the WILL

9: Split: Normal Split (pitch)
Push vertical & crack safety.

3: Split: -2, jab step and run reverse 3 yards deep behind QB.

4: Align: 6 yd, B-Gap.
Secure hand off, take 3 steps and soft toss reverse to 2

5: Block widest rusher off the edge protecting the mesh point. Alert edge for blitz.

2: Split: 3 above #'s.
Cut off CB

PST: Block Oakland

PSG: Block Oakland
(Be prepared to Pin Mike)

C: Block Oakland
(Be prepared to Pin Mike)

BSG: Block Oakland
(Be prepared to Big Arm 3 Tech)

BST: Block B Gap 3 steps then release to kick out corner

AUBURN OFFENSE

FALL 2013



SCREENS

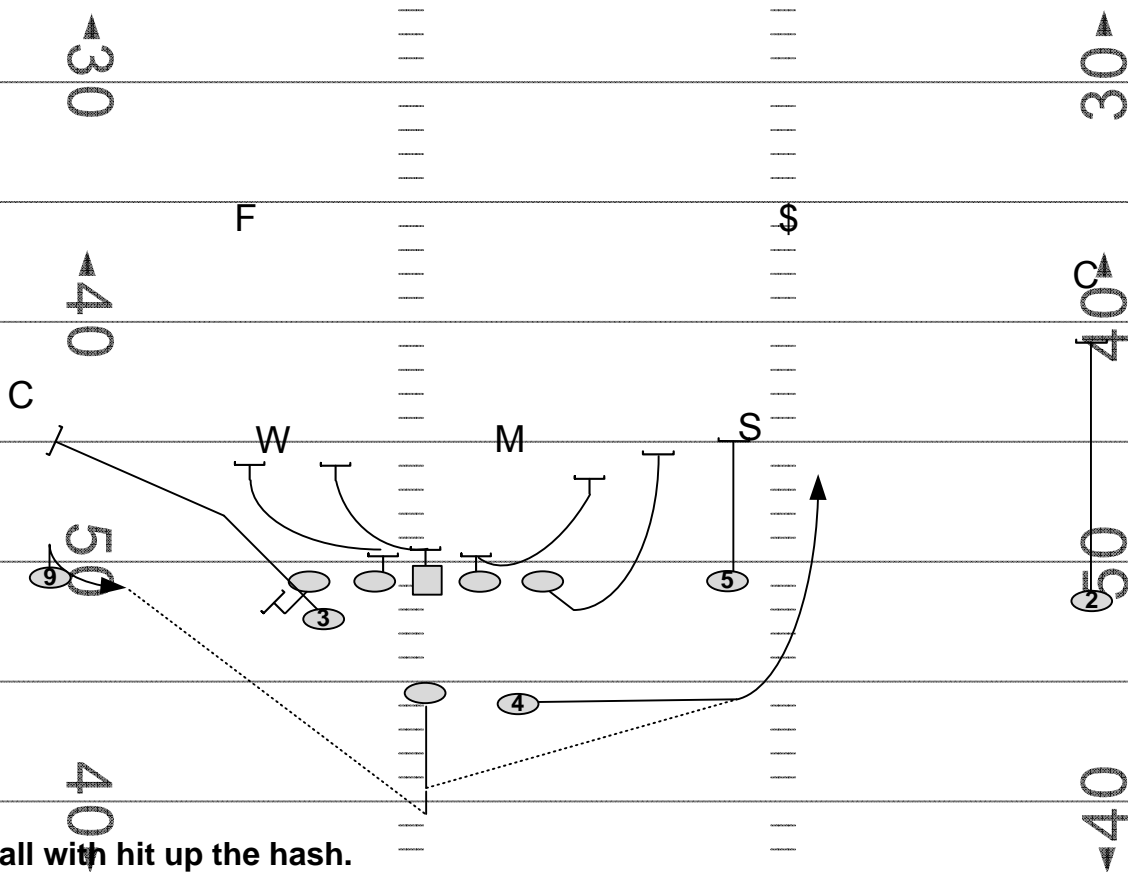
- Celtic
- Jazz
- Magic
- Pacer
- Maverick
- Thunder
- Spur



RELENTLESS

AUBURN FOOTBALL

(TWINS) MALONE

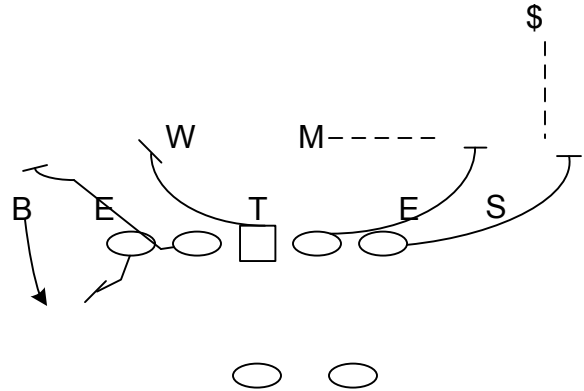
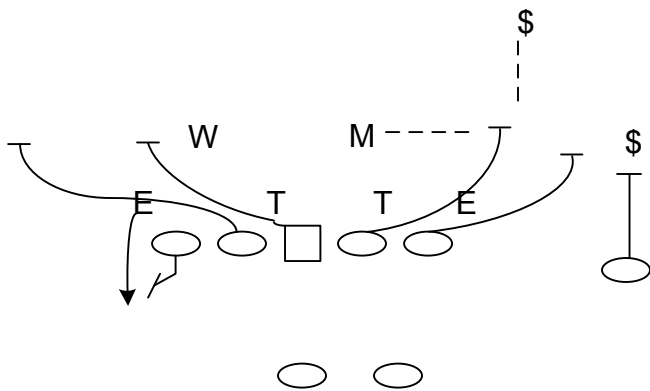


CP: Ball with hit up the hash.

Note: If Mike LB is making the play, need to run \$Money 2.

<p>QB: DROP: Quick 3. Read the DE to the field. If he comes up field, attacks you, or sits on the L.O.S. throw the swing to the 4 back. If he attaches to the swing or if there is any grey area throw the tunnel backside to the 9 man</p>	<p style="text-align: center;">MALONE</p> <p>PST:</p> <p>PSG:</p> <p>C:</p> <p>BSG:</p> <p>BST:</p>
<p>9: Split: 1 Below #'s Take three jab steps forward and come back to the QB flat 1 yard behind the L.O.S. Be patient. vs. Man expect the ball</p>	
<p>3: Align: "L" Kick out the CB. If he is loose press up field before attacking him. If he is tight or in a press technique go flat immediately to kick him out</p>	
<p>4: Align: Steeler – Wide Turn and sprint to the hash and turn around to show the QB your #'s. Secure the catch and explode downhill. Aiming point is down the hash.</p>	
<p>5: Split: -2 Hash Block the flat defender, staying square. Be ready for him to expand and try to fight back inside once the ball is thrown. Dump truck if losing him late.</p>	
<p>2: Split: Max split on #'s Block the CB. Stay Square.</p>	

(MALONE)



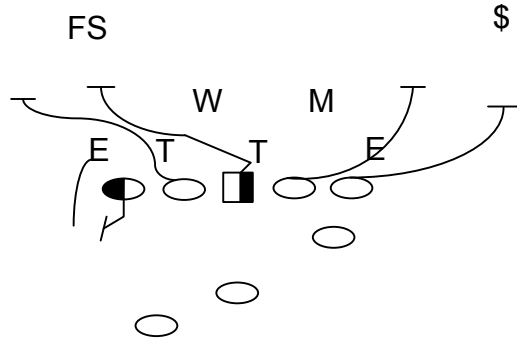
Note: OL does NOT have CB to the BDRY, or flat defender to field.

Position	COACHING POINTS
PST:	Set on LOS- Let DE clear release Flat down and work up to safety, but if MLB shows don't pass up. * Ball should hit down hash.
PSG:	On-Over – Release play side flat and work up w/ tackle to cut MLB. If OT has to take MLB then progress to safety. *Ball should hit down hash
C:	On- Set backside – Bim defender-release flat, progress up field for #3 defender. A) Jam Call
BSG:	On-Over – Bim defender- release flat to block #2 defender. A) Fan Call B) Jam Call
BST:	On-Outside, widest rusher. A) Hot Call
4:	Sprint to hash, turn and show QB #'s. Secure catch and explode vertical down hash.
QB:	

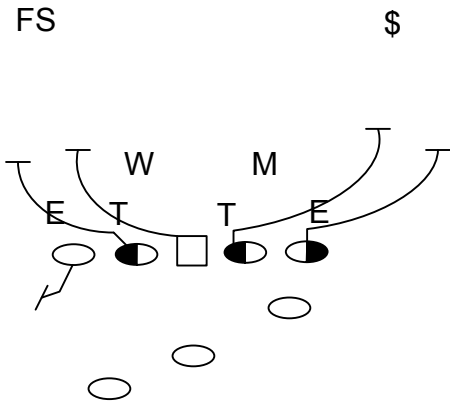
(MALONE)

DEFENSIVE LOOKS

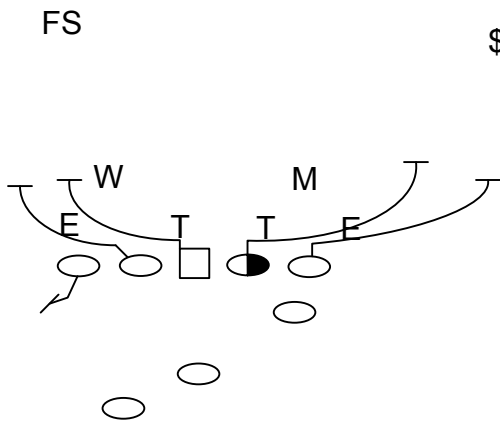
Under



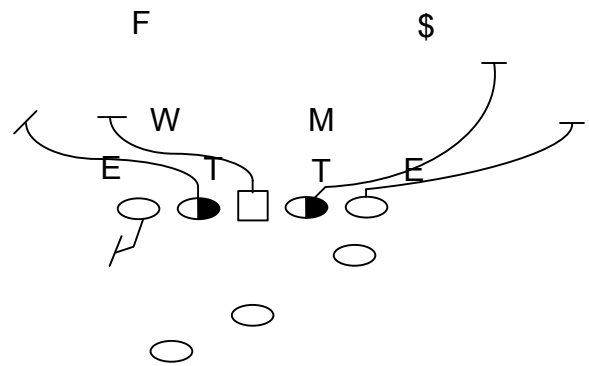
Under G



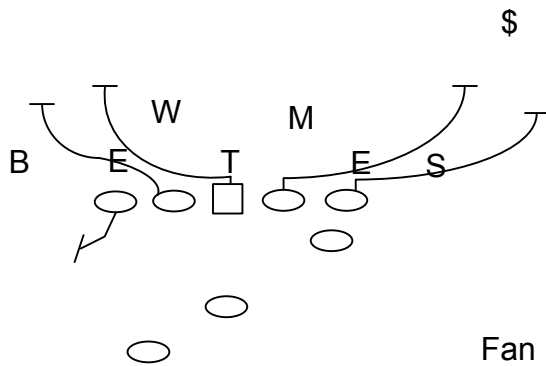
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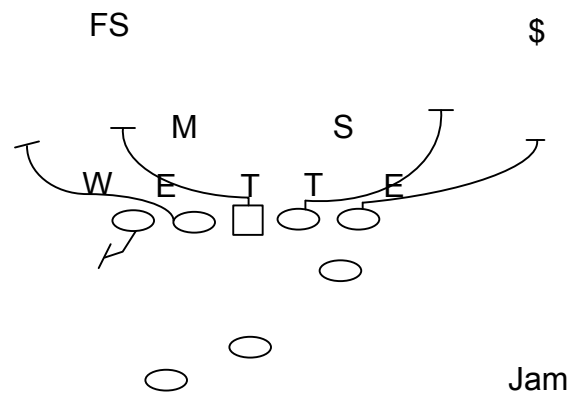
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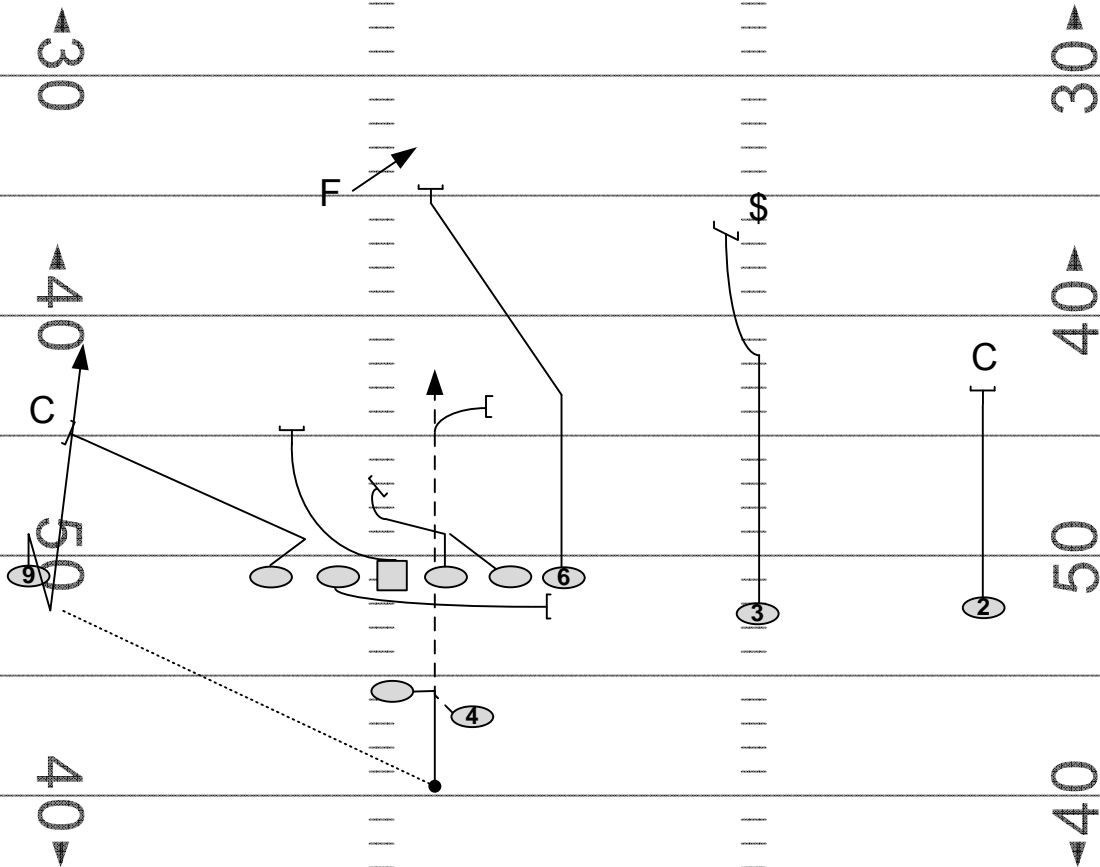
Odd



Bear



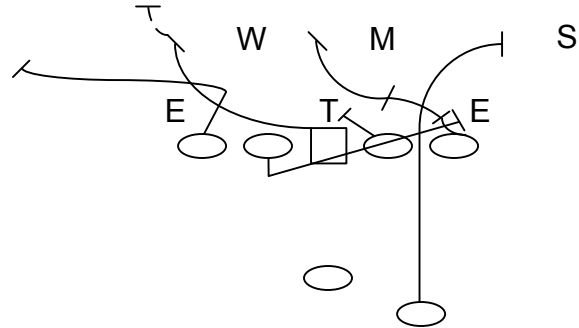
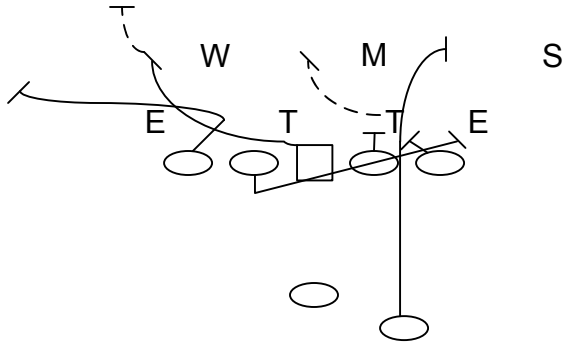
(TREY) BOSTON ✓



CP: No flat defender wk, loose CB, 4 trace.

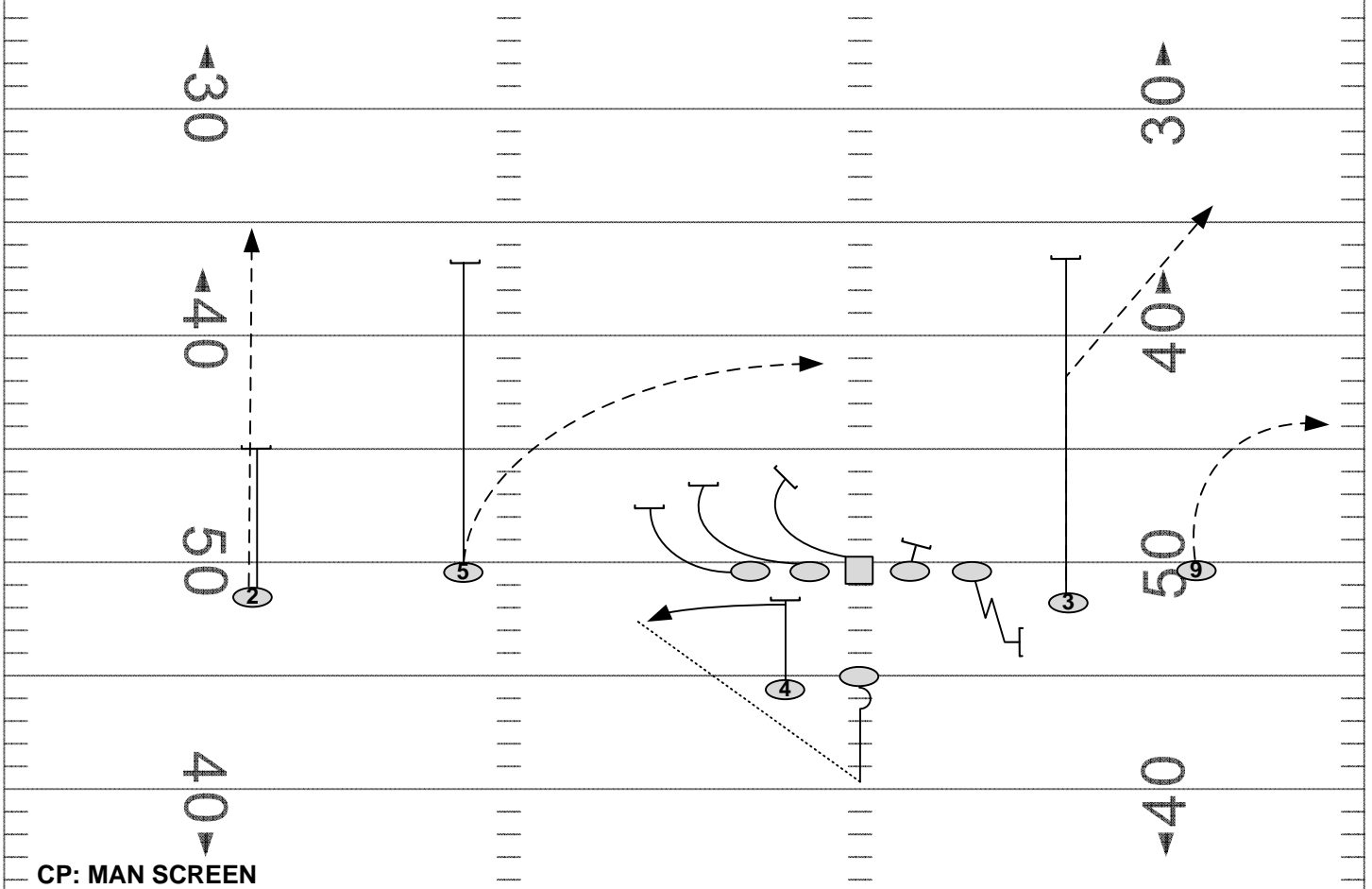
<p>QB: Extend the ball, ride Packer fake, then get depth on a quick 1, 2 drop and hit the 9 man on the up field #. If CB is tighter than 4 yards or if there is an alley player weak, check packer and hand it off ("check Red Packer").</p>	<p style="text-align: center;">CELTIC</p> <p>PST:</p> <p>PSG:</p> <p>C:</p> <p>BSG:</p> <p>BST:</p>
<p>9: Split: 2 Below #'s Push off 3 steps at 45 degree angle and then return back to L.O.S. square to the QB. Secure the catch and tight turn vertically inside the kick-out block.</p>	
<p>3: Align: Hash Vertical release down the middle of the field and try to cut off the backside safety.</p>	
<p>4: Align: B Gap. (Cheat back to sell fake hard). Run Packer, SELL RUN HARD do not cut backside, stay front side with your fake mechanics. Once past L.O.S. tried and find SAM or trash flowing to ball.</p>	
<p>6: Split: Tight End Release vertical down the middle of the field, trying to cut off boundary safety. Vs MOFC block single high safety.</p>	
<p>2: Split: On #'s. Cut off CB</p>	

(BOSTON



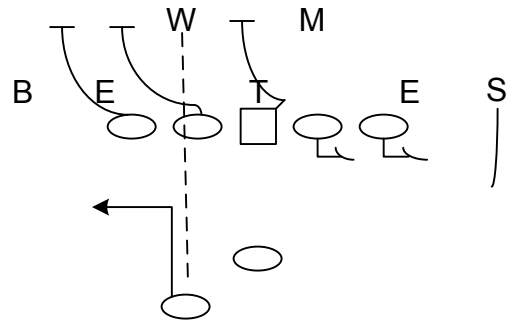
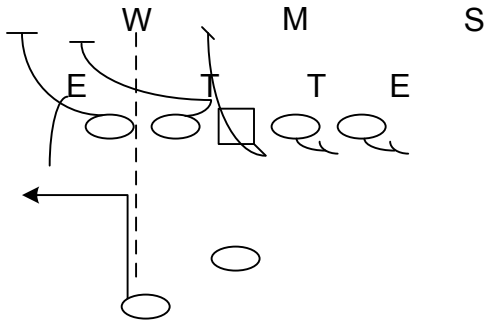
Position	COACHING POINTS
PST:	Block Power – Check/Cage call back to backside WLB, turn & pin. (Slip up to backside LB'er if free)
PSG:	Block Power – Check/Cage call back to backside WLB, turn & pin. (Slip up to backside LB'er if free)
C:	Block Power then release to block alley to funnel (#2).
BSG:	Block Power.
BST:	Low pads, 2 quick steps in B Gap, release flat to kick out CB.
T:	
QB:	

(SPREAD) ORLANDO



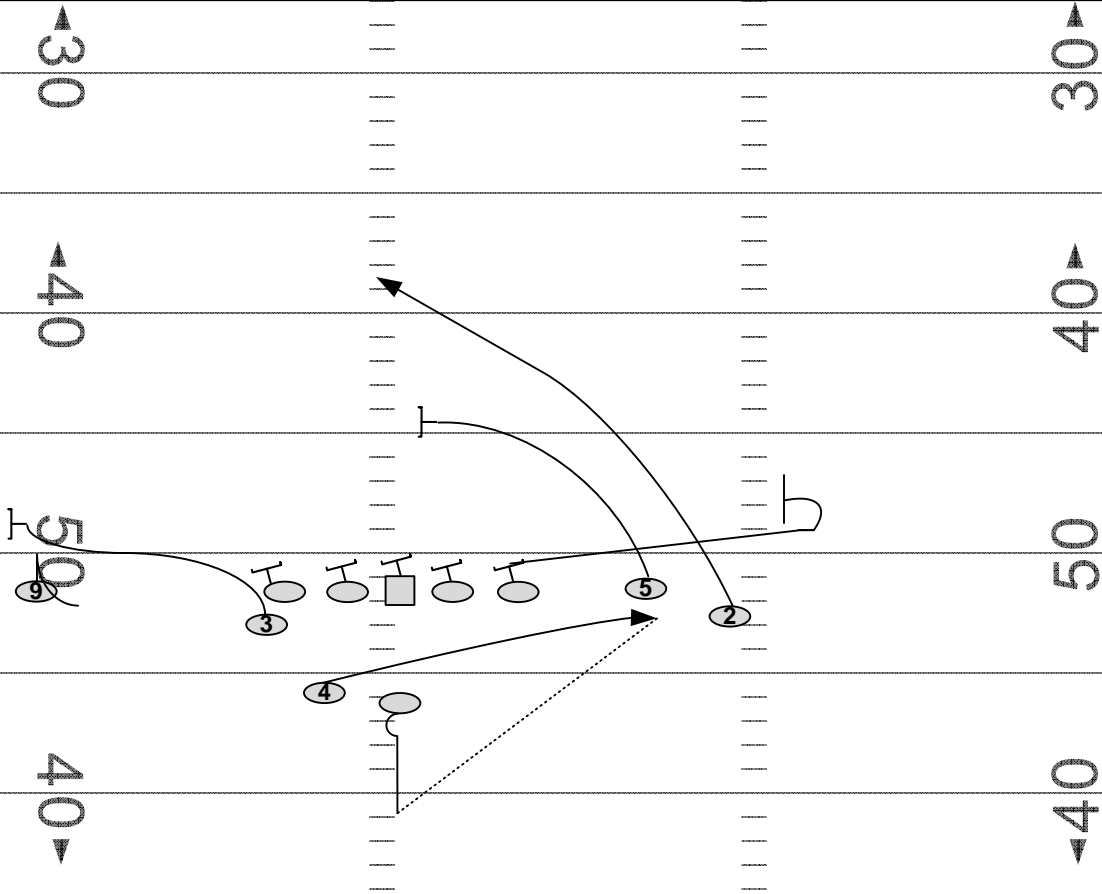
		ORLANDO
QB:	DROP: Quick 3, then drift back away from the rush and deliver the ball to the 4 back's outside arm	PST:
9:	Split: #'s If Man run a off, then block him to the sidelines. If Zone, push vertical as long as you can, then square up and stalk block him aiming for his inside #	PSG:
3:	Align: -2 If man, run you man across the field, then block him to sidelines. If zone, push vertical as long as you can, then square up and stalk block him aiming for his inside #.	C:
4:	Align: B Gap Step up as if Scanning for protection for one count, read the rush of the DE, release at the same time as the OG & OT release. Stay on the move and hit the "highway" Outside.	BSG:
5:	Align: 4 yards from tackle If Man run a 6 route across the field, then block him. If Zone, push vertical as long as you can and block the safety	BST:
2:	Split: Top #'s If Man run 9 route or 6 route across the field, then block him. If zone, push vertical as long as you can, then square up and stalk block cb.	

(ORLANDO)



Position	COACHING POINTS
PST:	Block on-outside – then release upfield to pin downfield shoulder of onside LB'er. Do not get beat over the top.
PSG:	Block Black Dallas Protection 2 counts then release to double onside LB'er with PST. Do not let him split y'all.
C:	Block Black Dallas Protection 2 counts then release flat block #2 LB in box.
BSG:	Block Black Dallas Protection
BST:	Block Black Dallas Protection
T:	
QB:	

(TWINS) PACER ✓



CP: Man Screen

QB: DROP: Token fake to 4-back, then drift back away from the rush and deliver the ball to the 4 back's outside arm Straight back.

9: Split: Top #'s
Push off 3 steps at 45 degree angle and then trace back towards the L.O.S. to the QB.

3: Align: "L"
Make look like Jazz.

4: Align: Steeler
Token Fake to playside into line, trickle out, expect ball on outside shoulder

5: Split: 4 yards from Tackle
Crack first LB in box, or defender covering 4-back

2: Split: 4 yds from 5 Man.
Run across, taking your man through safety.

PACER

PST: Block inside zone, then flat release to kick out corner

PSG: Block inside zone

C: Block inside zone

BSG: Block inside zone

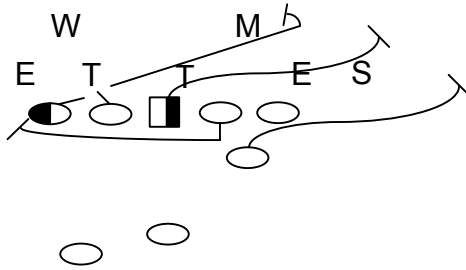
BST: Block inside zone, low hat, and protect edge

(Maverick) DEFENSIVE LOOKS

Under

FS

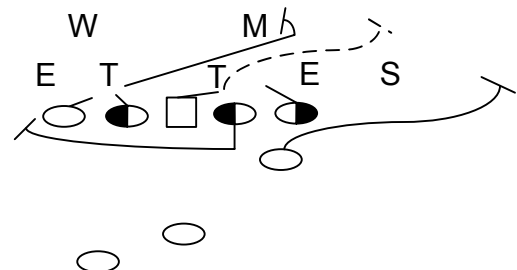
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Under G

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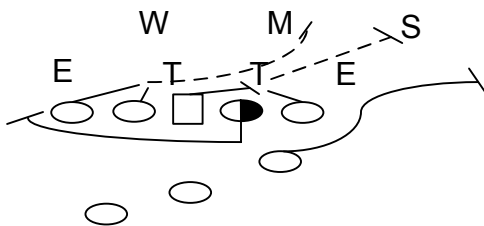
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Over

FS

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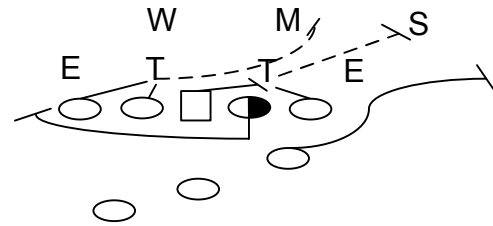


Roger

Over G

FS

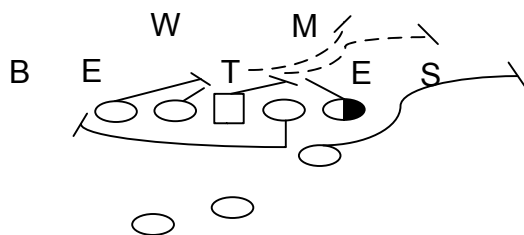
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Roger

Odd

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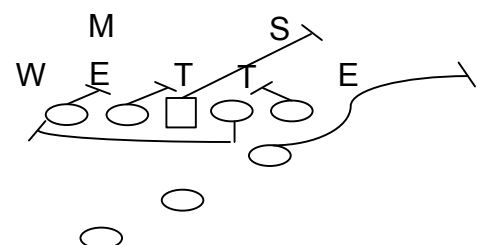


Okie Roger

Bear

FS

\$



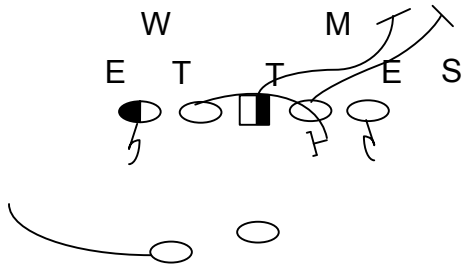
Jam

(Thunder) DEFENSIVE LOOKS

Under

FS

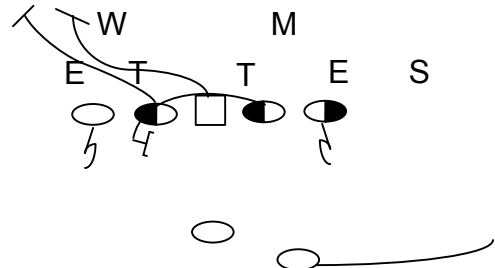
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Under G

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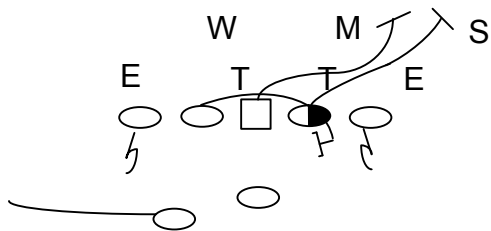
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Over

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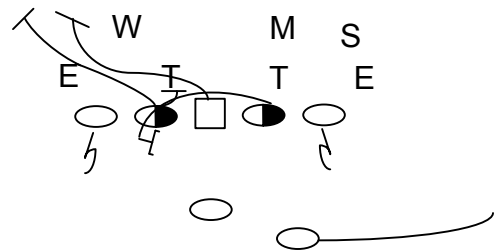


Roger

Over G

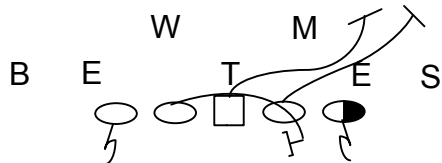
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Odd

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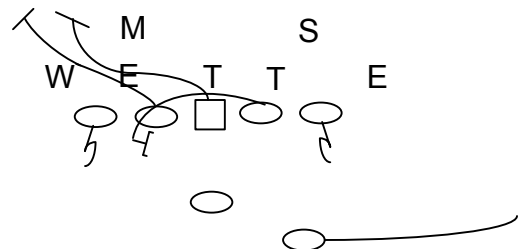


Okie Roger

Bear

FS

\$



Jam

AUBURN OFFENSE

FALL 2013



QUICKS

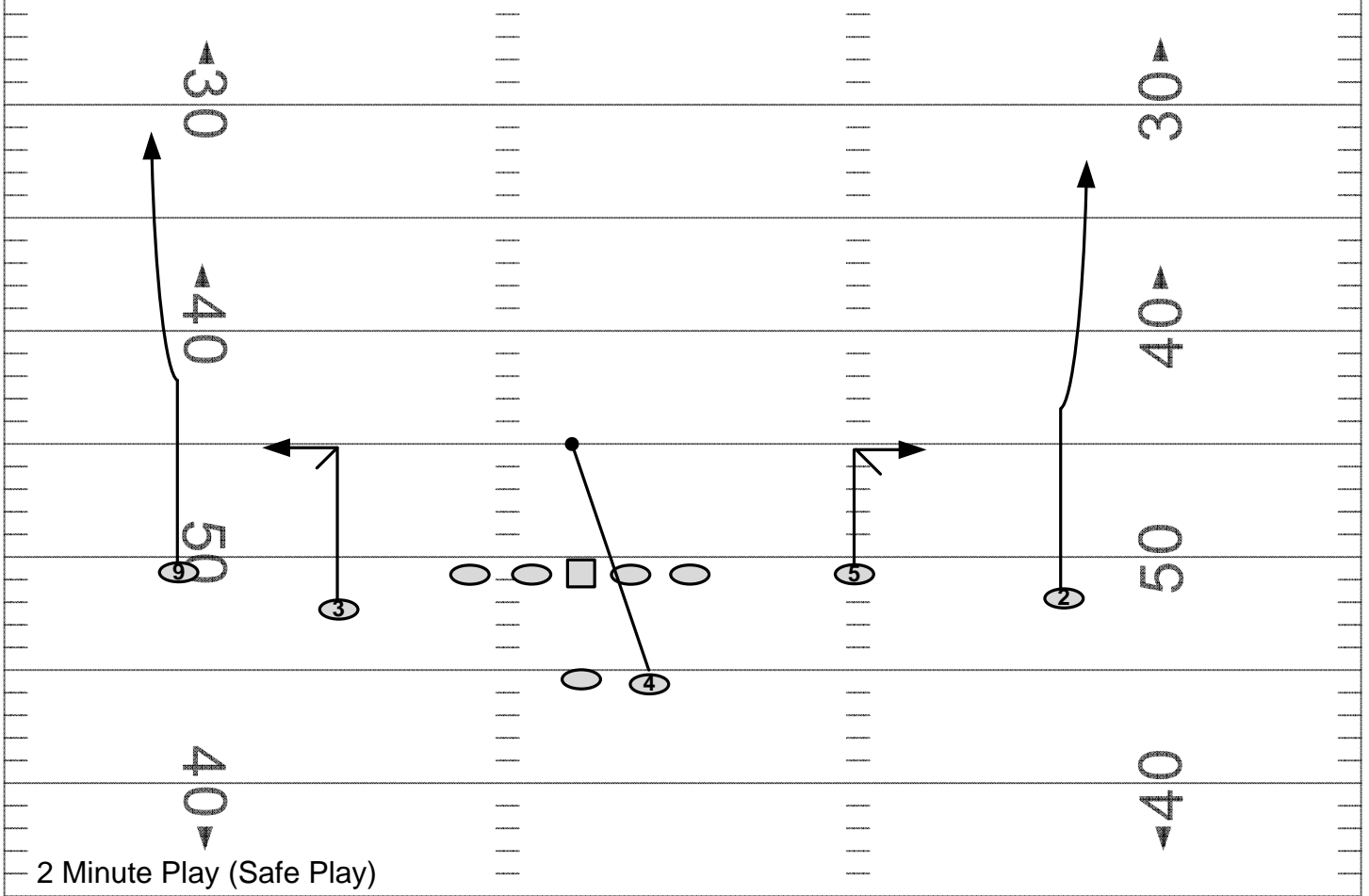
- 30 (*Oscar*)
- 22/92 (*Sammie*)
- 52 (*Shark*)
- 50 (*Yogi*)
- Choice
- 91 (*Bonds*)



RELENTLESS

AUBURN FOOTBALL

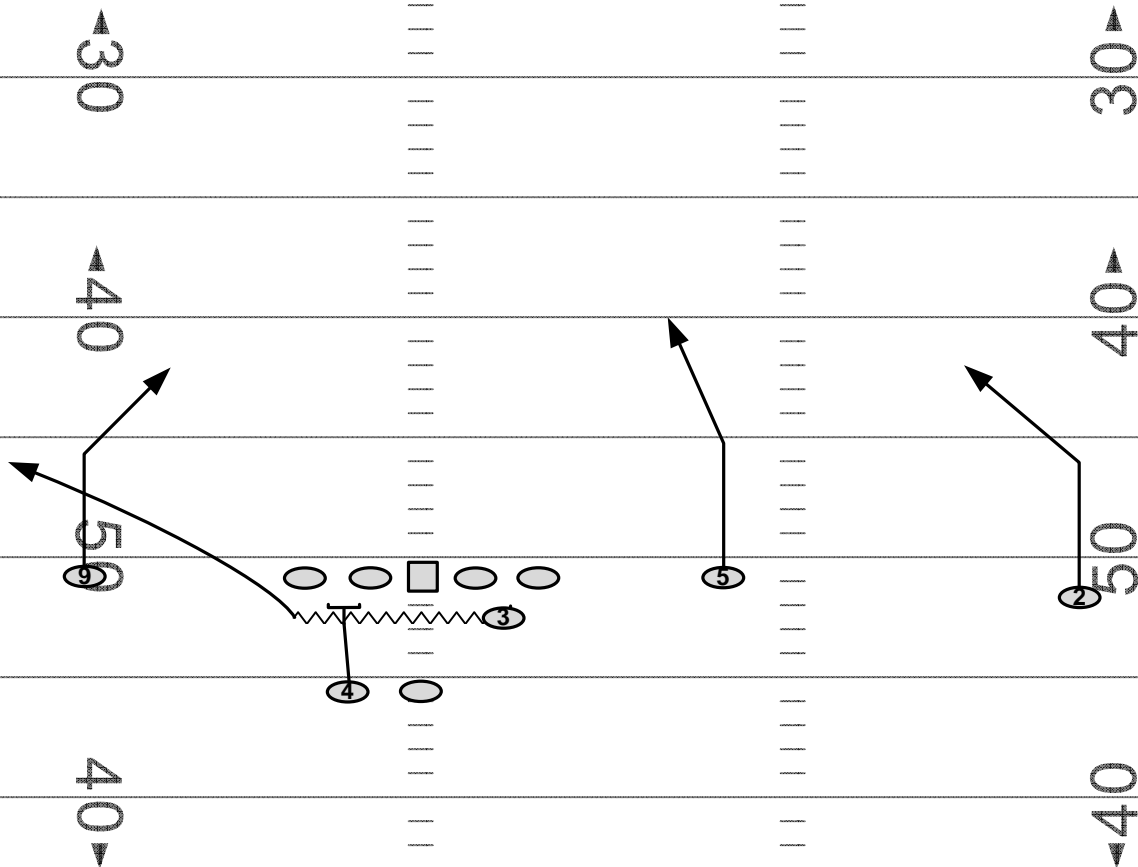
(SPREAD) 30 (OSCAR)



2 Minute Play (Safe Play)

<p>QB: DROP: 1 Step – Catch and throw Read: Pick the side where your slot receiver has the best outside leverage on the outside LB. vs. Zone WR will read coverage to sit. Vs. Man – automatic run out of break</p>	<h2 style="text-align: center;">COWBOY Jump</h2>	
<p>9: SPLIT: Bottom #'s "FOR" 9 Route</p>		<p>PST:</p>
<p>3: Align: split the difference between the 9 and the tackle. Run 5 yard Option route turning outside. If zone – feel the outside LB whether to sit our run out of break Vs. Man – stick your break and run out flat</p>		<p>PSG:</p>
<p>4: Align: 6 yd, B – Gap. Dallas Protection, MID.</p>		<p>C:</p>
<p>5: SPLIT: split the difference between the 2 and the tackle. Run 5 yard Option route turning outside. If zone – feel the outside LB whether to sit our run out of break Vs. Man – stick your break and run out flat</p>		<p>BSG:</p>
<p>2: SPLIT: Bottom #'s "FOR" 9 Route</p>		<p>BST:</p>

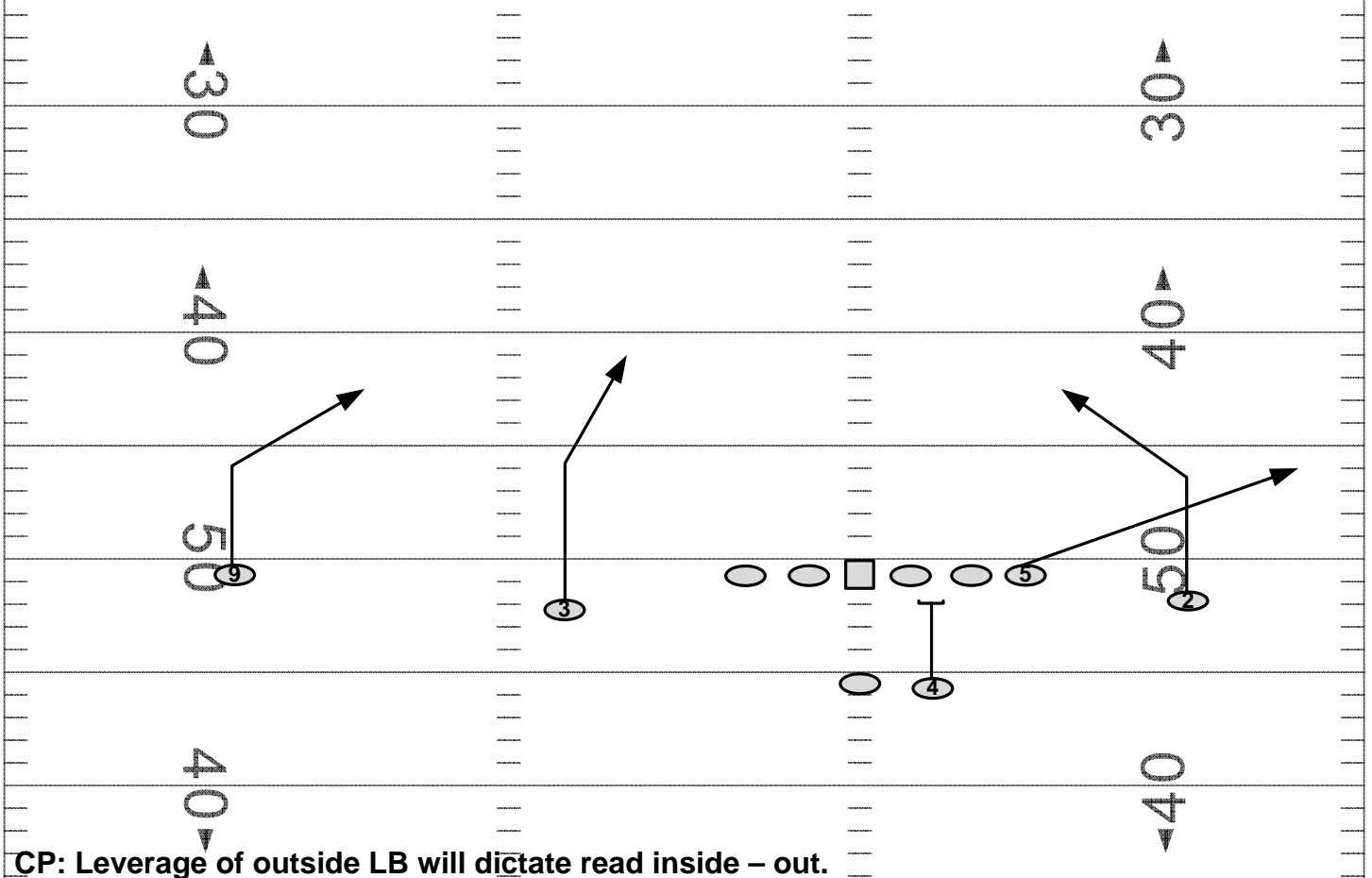
(TWINS) zip 22 (SAMMIE)



CP: Leverage of outside LB will dictate read inside – out.

<p>QB: DROP: 1 Step – Catch and throw. Read: inside out to field (5-2) based on outside LB leverage. Throw Arrow Slant to the boundary vs Cover 3 strong – read flat defender. Hold / squeeze big toe vs. press man.</p>	QUINCY
<p>9: Split: Bottom #'s Run 2 Route, slant</p>	PST:
<p>3: Align: "R" / "L" Zip motion to "L / R" on the QB and run arrow route straight to the bottom of the #'s aiming 4 yards deep. Get your head around quick, settle between #'s & SL's.</p>	PSG:
<p>4: Align: 6 yd, B – Gap. Quincy protection</p>	C:
<p>5: Split: - 2 Hash. Drive vertical for 3 steps, then cut through the INSIDE shoulder of the flat defender. Stay skinny & vertical up the field. If LB stays inside to wall, protect outside slant.</p>	BSG:
<p>2: Split: 1 Above #'s Run 2 Route, slant. 4 yards then break at 45° angle.</p>	BST:

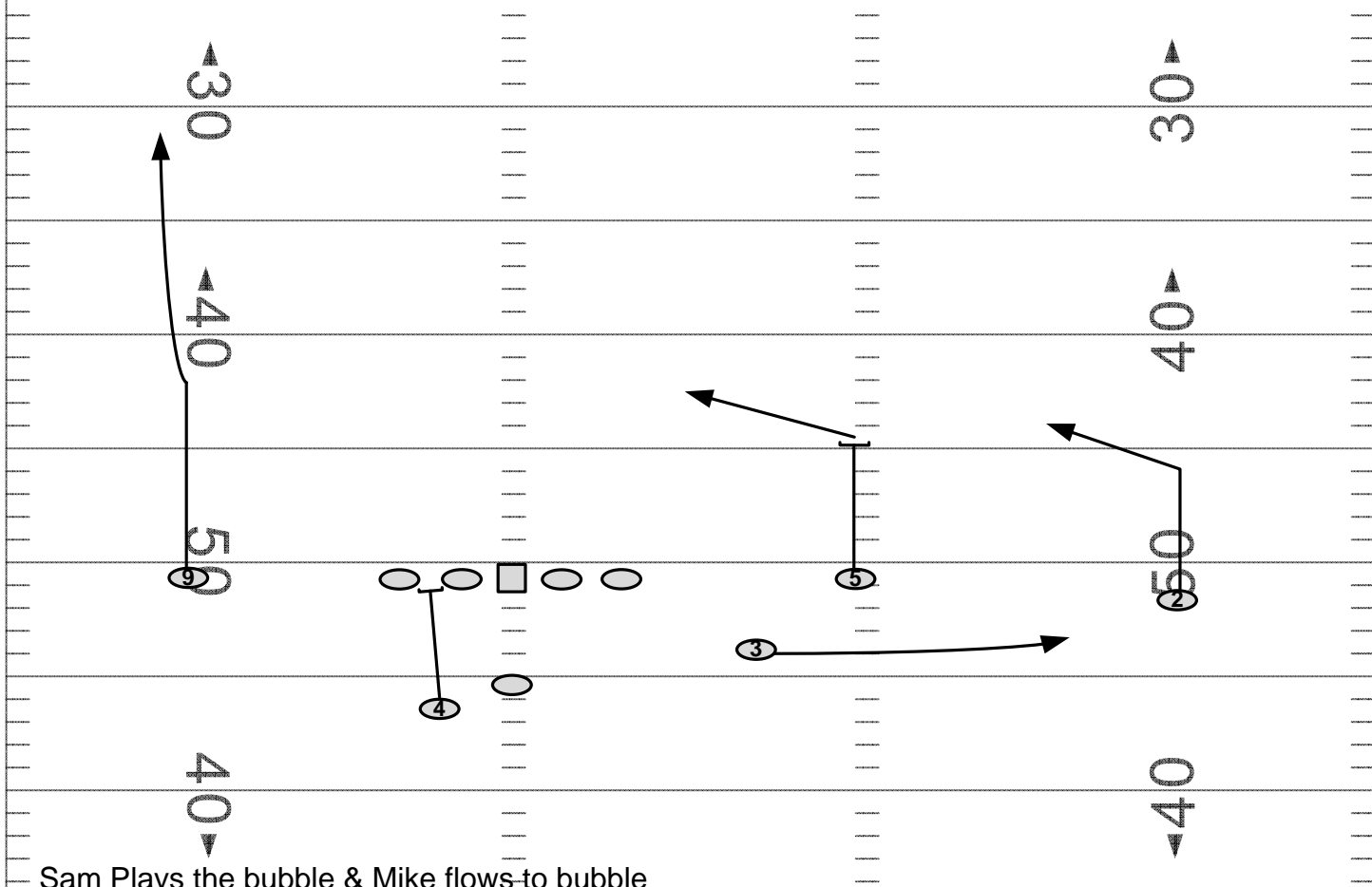
(DEUCE) 22 (SAMMIE)



CP: Leverage of outside LB will dictate read inside – out.

<p>QB: DROP: 1 Step – Catch and throw. Read: inside out to field (3-9) based on outside LB leverage. Throw Arrow Slant to the boundary vs Cover 3 strong – read flat defender. Hold / squeeze big toe vs. press man.</p>	<h2>QUINCY</h2> <p>PST:</p> <p>PSG:</p> <p>C:</p> <p>BSG:</p> <p>BST:</p>
<p>9: Split: 1 Above #'s Run 2 Route, slant. 4 yards then break at 45° angle.</p>	
<p>3: Split: - 2 Hash. Drive vertical for 3 steps, then cut through the INSIDE shoulder of the flat defender. Stay skinny & vertical up the field. If LB stays inside to wall, protect outside slant.</p>	
<p>4: Align: 5 ½ yd, B – Gap. Quincy protection</p>	
<p>6: Align: Tight End Run arrow route straight to the bottom of the #'s aiming 4 yards deep. Get your head around quick, settle between #'s & SL's.</p>	
<p>2: Split: Bottom #'s Run 2 Route, slant</p>	

(TRIPS) 52 (SHARK)



Sam Plays the bubble & Mike flows to bubble

QB: DROP: No Step – Catch and throw
 Read: Flat Defender
 Progression: 5 – 2 – 3

9: Split: Bottom #'s
 9 Route.

3: Align: Split difference between the tackle and the 5 Man.
 Stretch the Bubble. Settle at the #'s if you don't get it.

4: Align: 6 yd, B – Gap.
 Quincy protection

5: Split: On Hash
 Stalk LB as if blocking for bubble, then run slant. Find the window and expect the ball quickly then get vertical. Scrape tight behind the Mike.

2: Split: On #'s
 Run 2 Route, slant. Stay on your path as you may get the ball late. Do not get in a hurry.

QUINCY

PST:

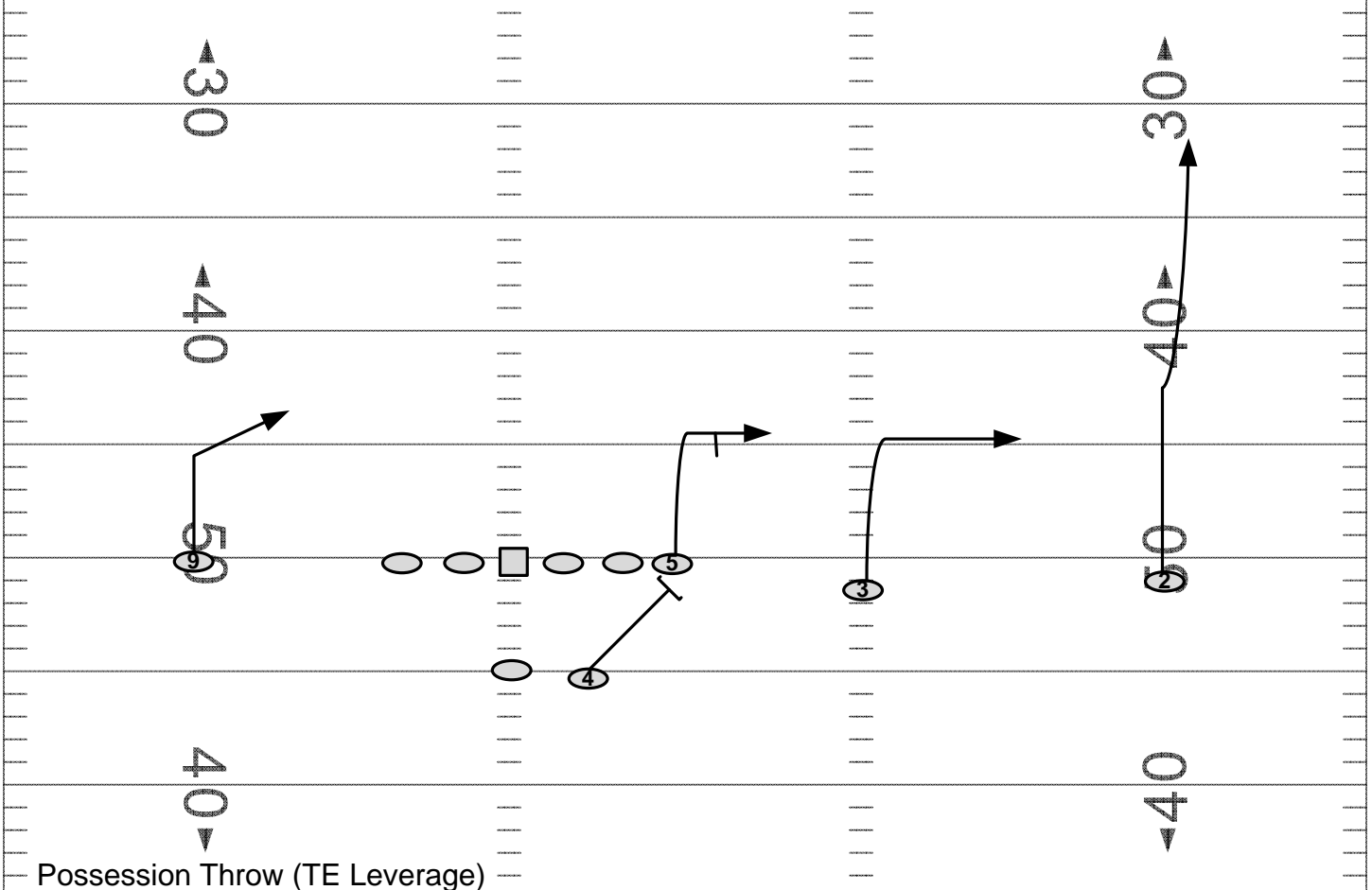
PSG:

C:

BSG:

BST:

(TREY) 50 (YOGI)

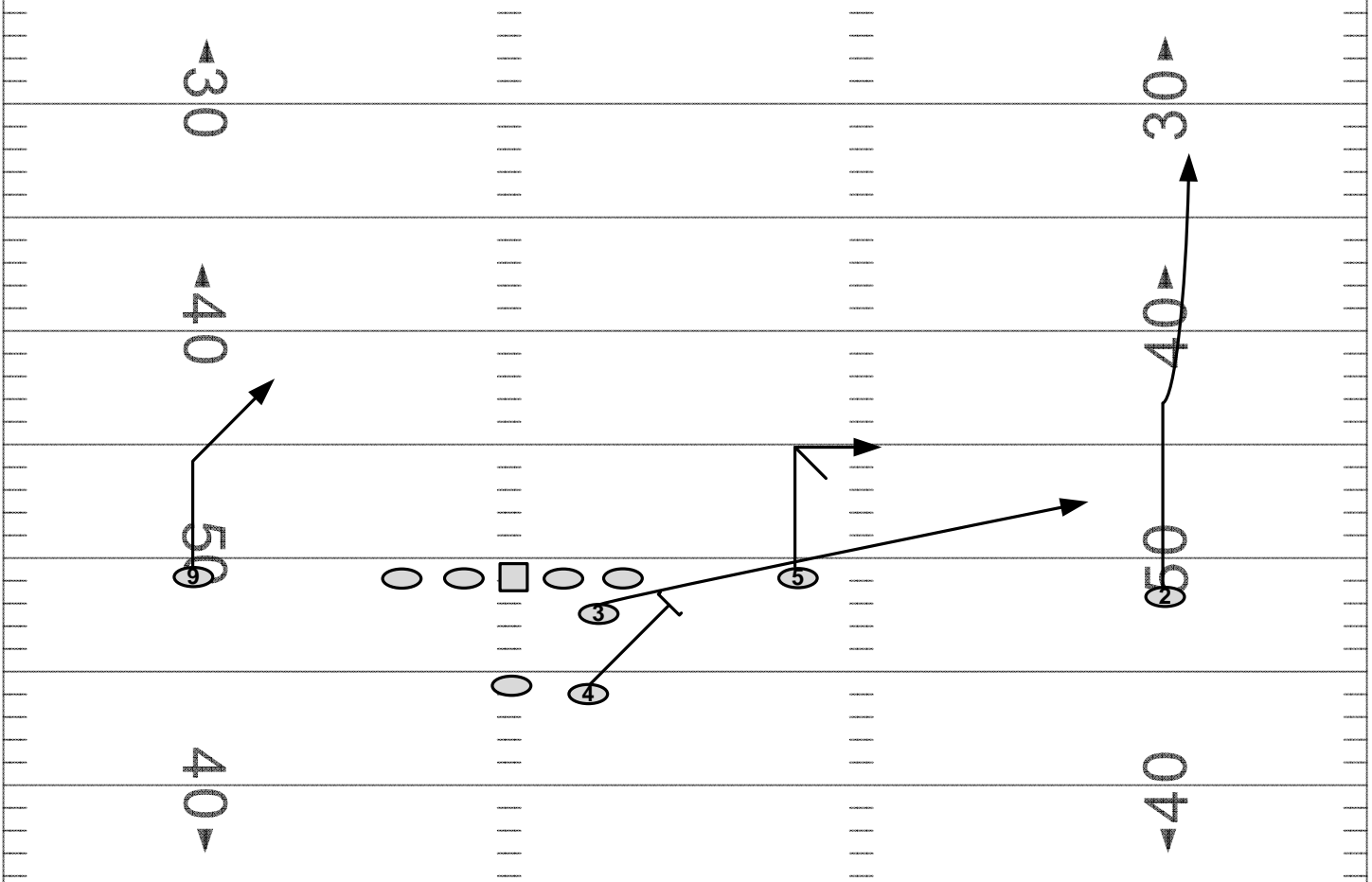


Possession Throw (TE Leverage)

QB:	DROP: 1 Step – Catch & Throw. Read: Flat defender strong 3 – 5 Outside in. If no alley player weak and WLB B – Gap or tighter, you can take the slant to the 9 man
9:	Split: Bottom #'s. Run 2 route, slant.
3:	Align: Hash Run 5 yard out route (1 route)
4:	Align: 6 yd, B – Gap. Quincy protection
6:	Split: TE Run 6 yard stick route turning outside. If zone – feel the outside LB whether to sit our run out of break vs. Man – Run out flat.
2:	Split: On #'s "FOR" 9 Route

QUINCY	
PST:	
PSG:	
C:	
BSG:	
BST:	

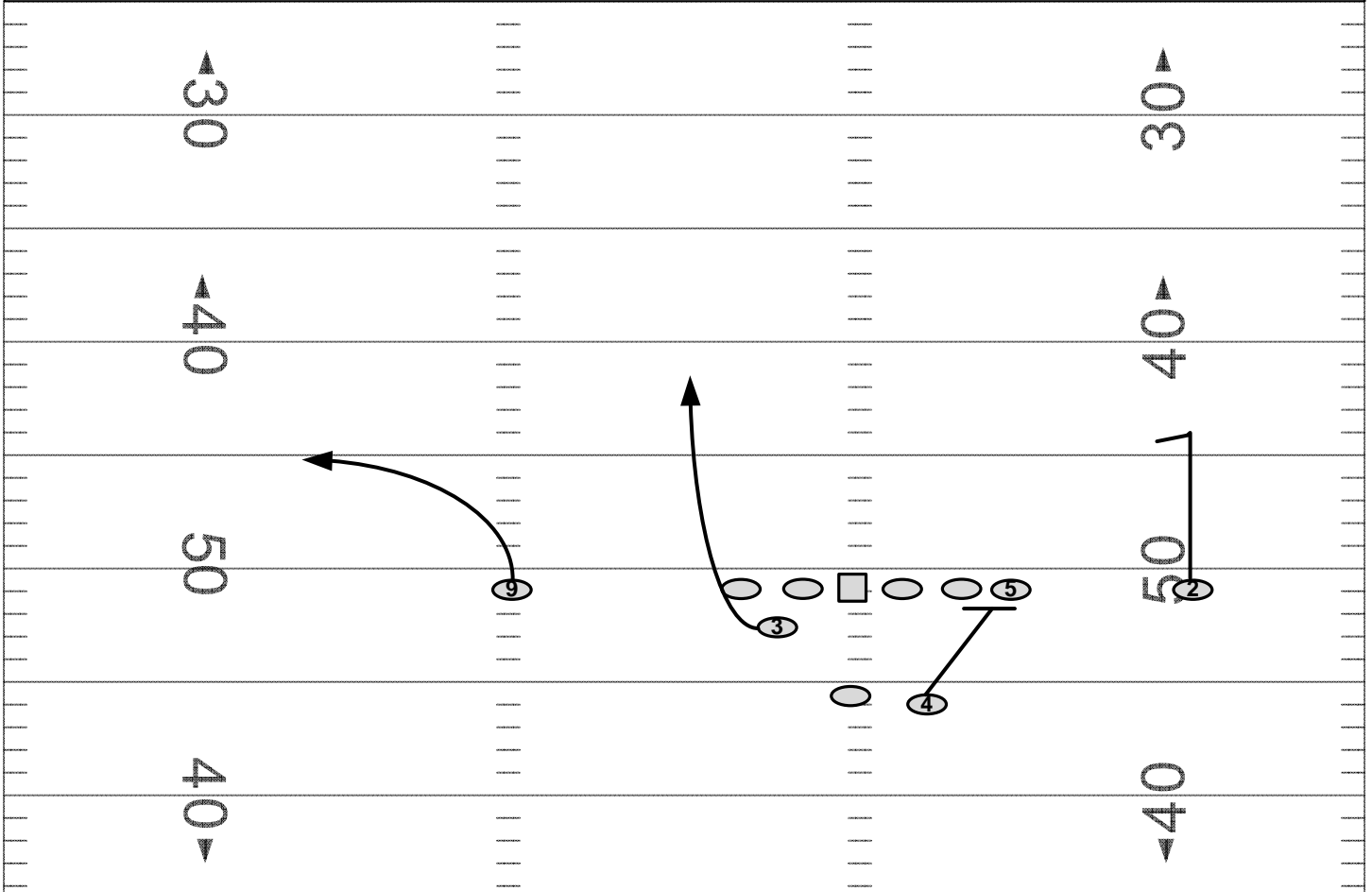
(TWINS) 50 (YOGI)



QB:	DROP: Quick 3. Read: Flat defender strong. Progression: 3 - 5. If no alley player weak take the slant to the 9 man (catch & throw)
9:	Split: Bottom #'s. Run 2 route, slant.
3:	Align: "R" Run arrow route into the flats – look for the ball quick.
4:	Align: 6 yd, B – Gap. Quincy protection
5:	Split: Cut split to 4 yards from tackle. Run 5 yard stick route turning outside. If zone – feel the outside LB whether to sit our run out of break vs. Man – Run out flat. Try to pick for 3 Back
2:	Split: On #'s "FOR" 9 Route

QUINCY
PST:
PSG:
C:
BSG:
BST:

(PRO) 91 (BONDS)



- QB:** DROP: Quick 3.
Best look side pre – snap. Want to go to 1 Route but if taken away, take the 'gift' hitch.
- 9:** Split: On the hash.
Run 1 Route.
- 3:** Align: "L"
Run vertical seam.
- 4:** Align: 5 ½ yd, B – Gap.
Minnesota PRO.
- 5:** Align: TE
Minnesota PRO
- 2:** Align: Bottom of #'s.
Run hitch.

MINNESOTA	
	PST:
	PSG:
	C:
	BSG:
	BST:

AUBURN OFFENSE

FALL 2013



SPRINTS

-37 (Royal)

-20 RZ (Mizz RZ)

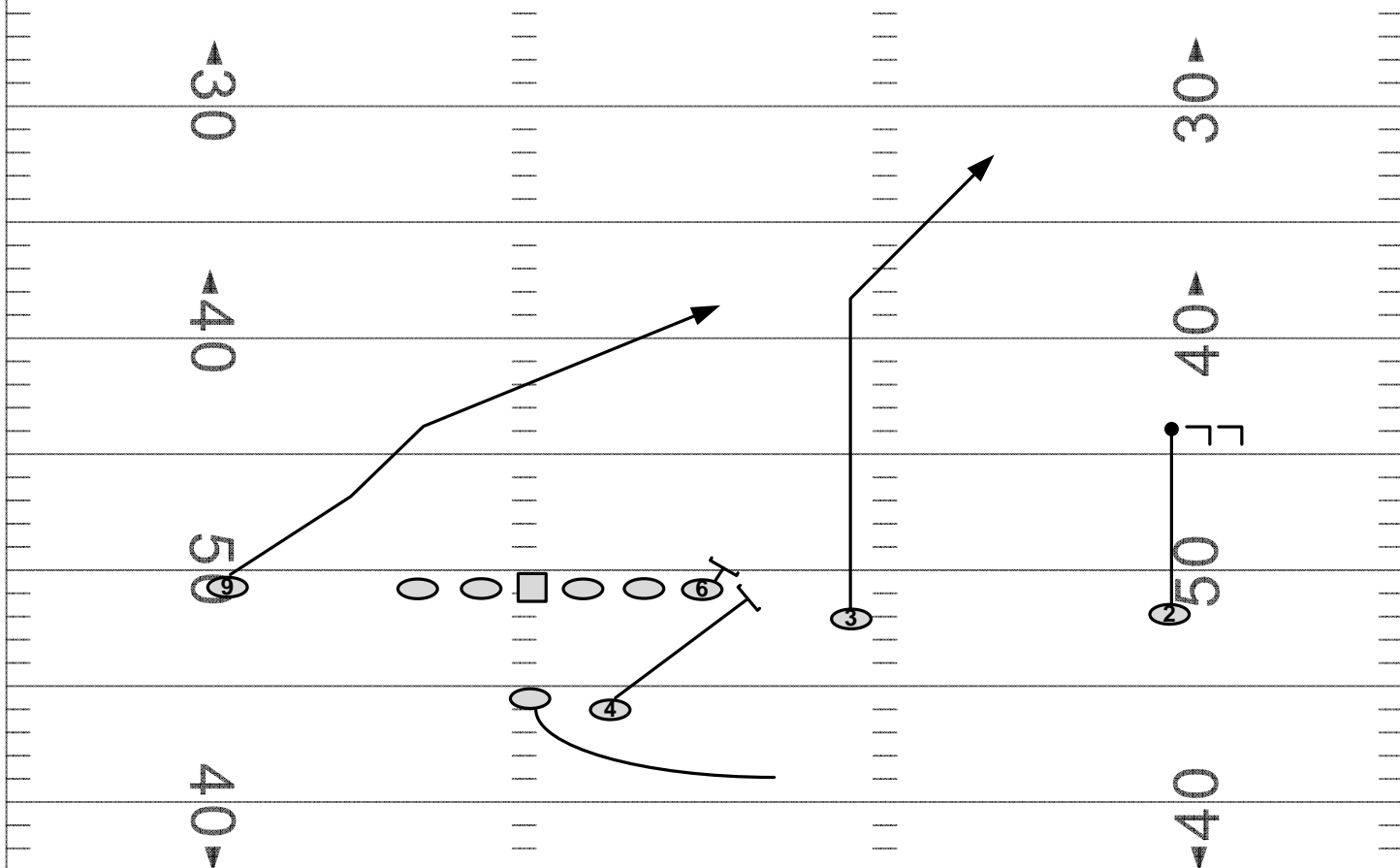
-31 (Cub)



RELENTLESS

AUBURN FOOTBALL

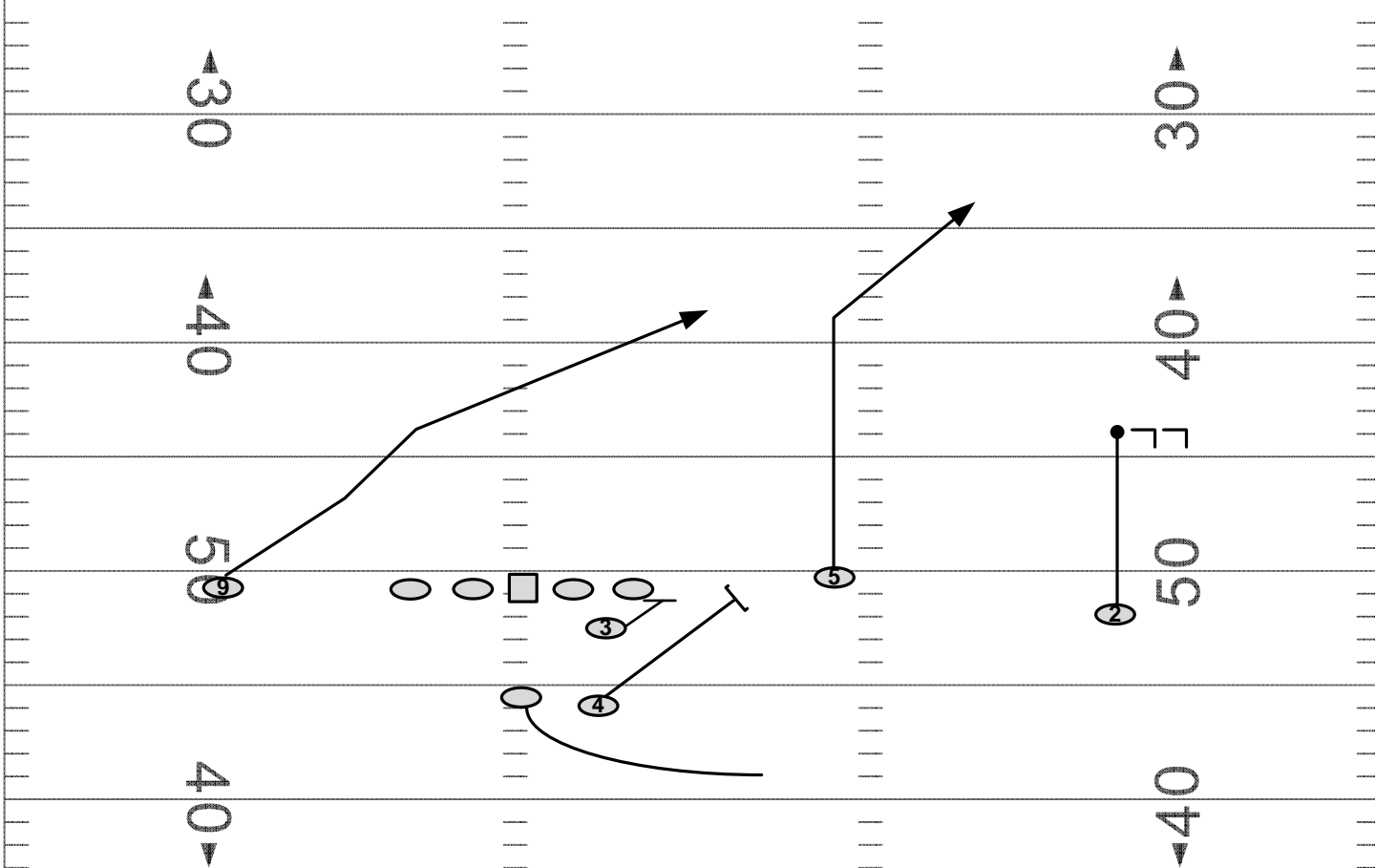
(TREY) 37 (ROYAL)



CP: Backside of Sprint Outs are naked rules. # 1 WR inside – out runs Climb. If there is a # 2 WR – runs HR 8.

SAN DIEGO	
<p>QB: Sprint out to 8 yds depth. Read flat defender. 2-3-9.</p>	PST:
<p>9: Split: Bottom of #'s Run Climb route at 10-12 yds. Get in QB's vision.</p>	PSG:
<p>3: Split: -2 Run speed cut 7 route breaking at 10-12 yds. Run off safeties leverage vs 2 high safeties.</p>	C:
<p>4: Align: B - Gap Aggressive protection off the tight end's hip for widest rusher.</p>	BSG:
<p>6: Split: TE San Diego protection.</p>	BST:
<p>2: Split: Top #'s. Run Hitch @ 6 yds, if you do not get the ball immediately, work flat towards the sidelines with the QB.</p>	

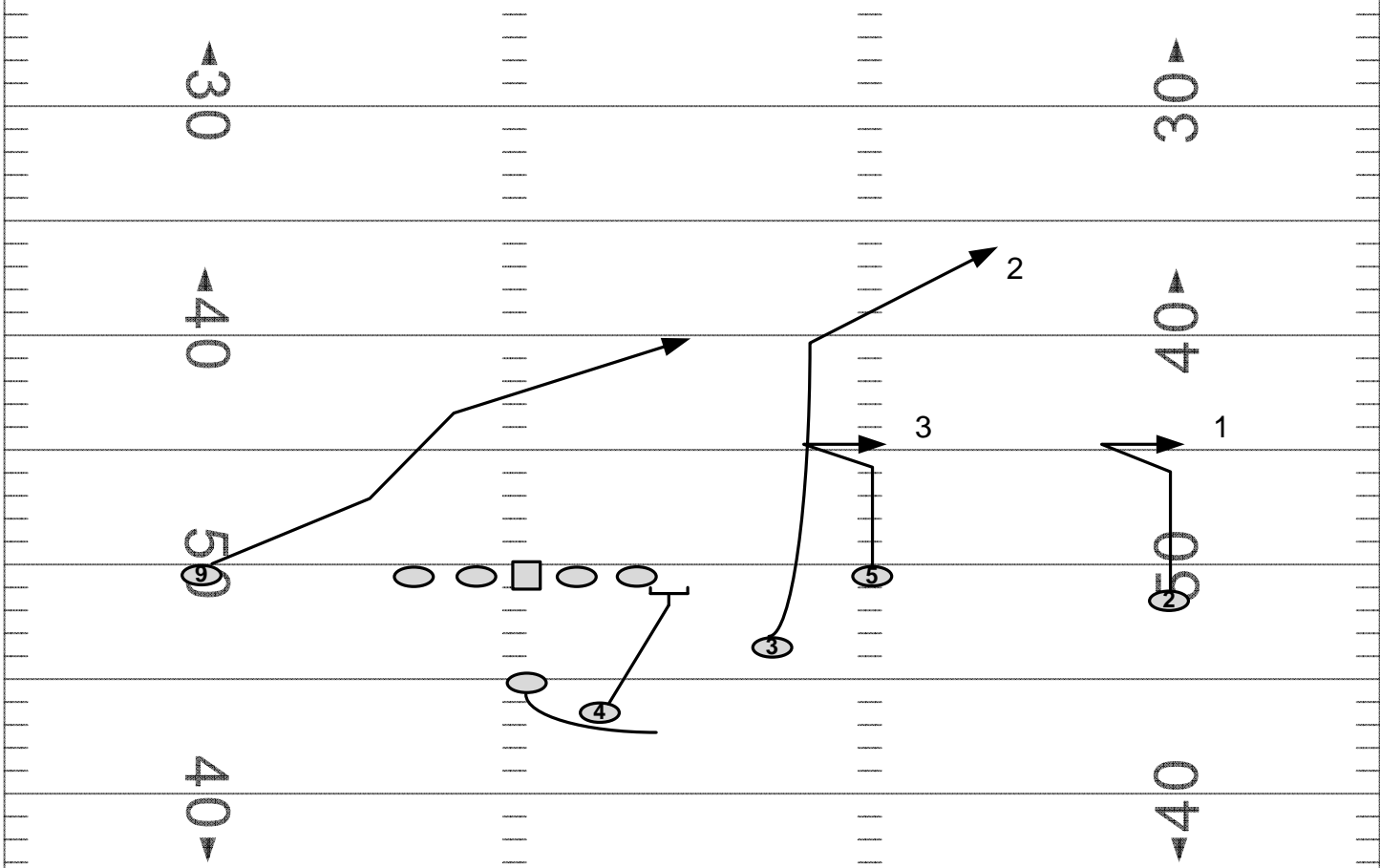
(TWINS) 37 (ROYAL)



CP: Backside of Sprint Outs are naked rules. # 1 WR inside – out runs Climb. If there is a # 2 WR – runs HR 8.

<p>QB: DROP: Sprint Out. Progression 2 – 5 – 9, Read flat defender.</p>	<p style="text-align: center;">NOW</p>	
<p>9: Split: 6 yard split. Backside Naked rules. Show in the QB's vision, 10-12 yds.</p>		<p>PST:</p>
<p>3: Align: "R". NOW PRO.</p>		<p>PSG:</p>
<p>4: Align: 5 ½ yd, B - Gap NOW protection, widest threat outside the tackle. No blitz, help on the DE.</p>		<p>C:</p>
<p>5: Split: -1 from Hash Run 7 route. Get depth to at least 10 yards.</p>		<p>BSG:</p>
<p>2: Split: 2 Above #'s Run 6 yard hitch, if you don't get it, work flat to the sidelines with the QB as he rolls.</p>		<p>BST:</p>

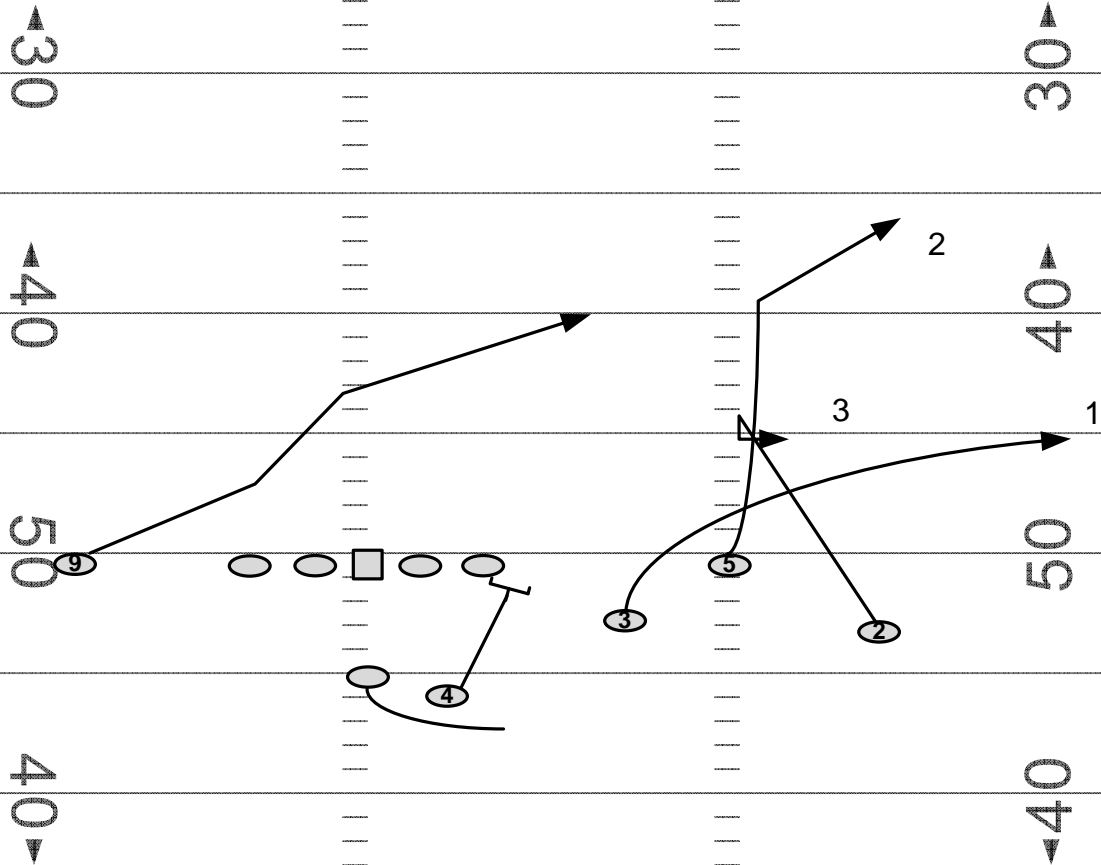
(TRIPS) 20 RZ (MIZZ RZ)



CP: Backside of Sprint Outs are naked rules. # 1 WR inside – out runs Climb. If there is a # 2 WR – runs HR 8.

<p>QB: DROP: Sprint out – gaining depth to 8 yards Progression: 2 – 3 – 5 – 9.</p>	<h2>SAN DIEGO</h2>	
<p>9: Split: 6 yards from tackle Run climb route 10 – 12 yards deep</p>		<p>PST:</p>
<p>3: Align: split difference between tackle and 5 Man. Push vertical 10 yards and break to the corner On goal line aim for the back pylon</p>		<p>PSG:</p>
<p>4: Align: 5 ½ yd, B - Gap San Diego Protection off the edge, 1st threat outside the tackle.</p>		<p>C:</p>
<p>5: Split: On Hash. Push vertical 4 yards, break in flat 4 steps, and then work flat back outside with the QB. Inside the 5 yd line – 1 yd deep in endzone</p>		<p>BSG:</p>
<p>2: Split: On #'s. Push vertical 4 yards, break in flat 4 steps, and then work flat back outside with the QB. Inside the 5 yd line – 1 yd deep in endzone</p>		<p>BST:</p>

(TRIPS) 31 (CUB)



CP: Backside of Sprint Outs are naked rules. # 1 WR inside – out runs Climb. If there is a # 2 WR – runs HR 8.

QB: DROP: Sprint out – gaining depth to 8 yards
Progression: 3 – 5 – 2 - 9

9: Split: 6 yards from tackle
Run climb route 10 – 12 yards deep

3: Align: split difference between tackle and 5 Man
Run 1 route, gaining to 5 yards depth rubbing off the 2 man

4: Align: 5 ½ yd, B - Gap
San Diego Protection off the edge, 1st threat outside the tackle

5: Split: On Hash.
Push vertical 10 yards and break to the corner.

2: Split: 5 Above #'s.
Run a 5 yard snag @ 45 degree angle replacing the 5 man's feet snagging the flat defender, then work back outside flat w/ QB.

SAN DIEGO

PST:

PSG:

C:

BSG:

BST:

AUBURN OFFENSE
FALL 2013

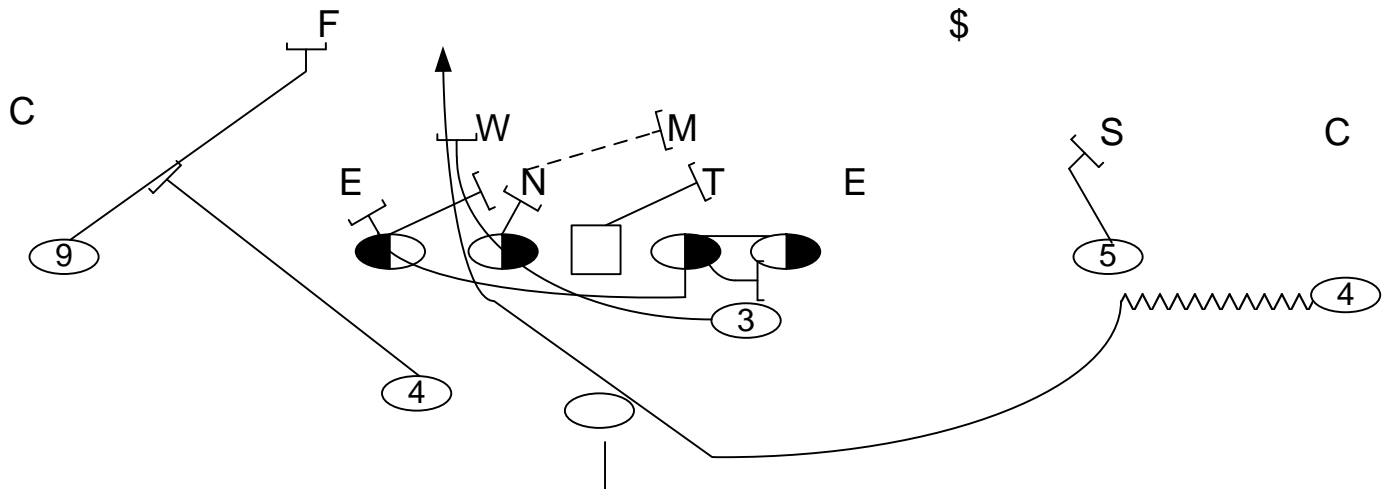


AUXILIARY
RUNS



RELENTLESS
AUBURN FOOTBALL

(CADY) UTAH LUCK '2'



QB: Bring Utah motion, Hand Colt to 2-man, and 3-step drop like ARK.

PST: Deuce = B Gap to 2nd LB
Big = Base vs Playside Shade

9: Split: 6 yd. from tackle
Block Safety.

PSG: Deuce = A Gap to 2nd LB
Big = Base vs Playside Shade

3: Align: "R"
Come tight off tackle and block playside LB

C: Block back on 1st threat vs Even
Ace back vs Odd

4: Align: Steeler, Over Tackle
Block Corner.

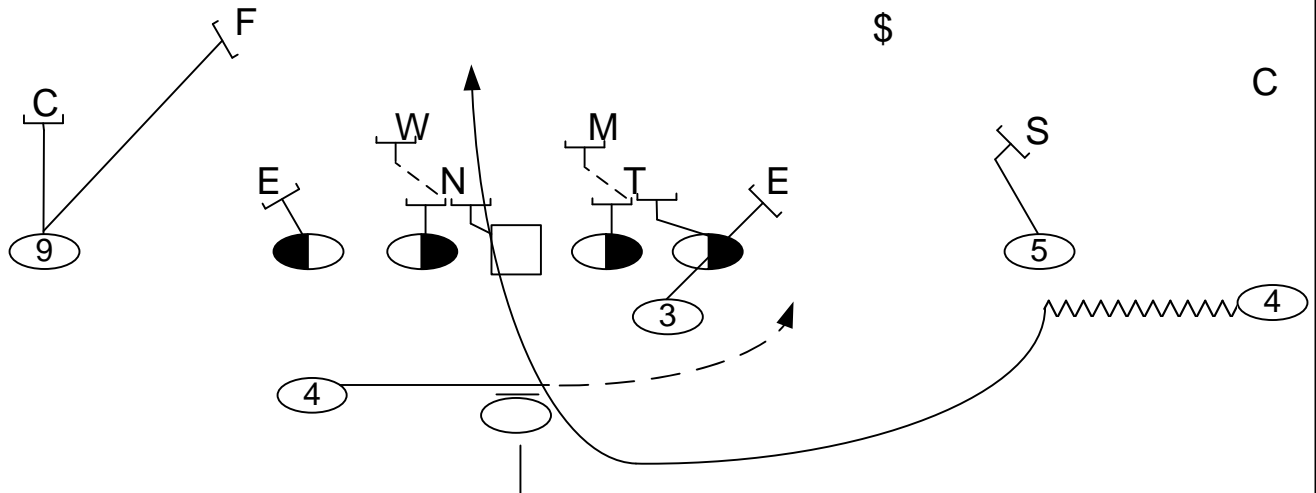
BSG: Deuce = 45 deg pull to kick out or log C gap defender

5: Split: 6 yd. from tackle
Dig out flat defender

2: Split: 10 yd. from tackle, Utah motion, settle 8 yards deep behind tackle, downhill. Press A-Gap.

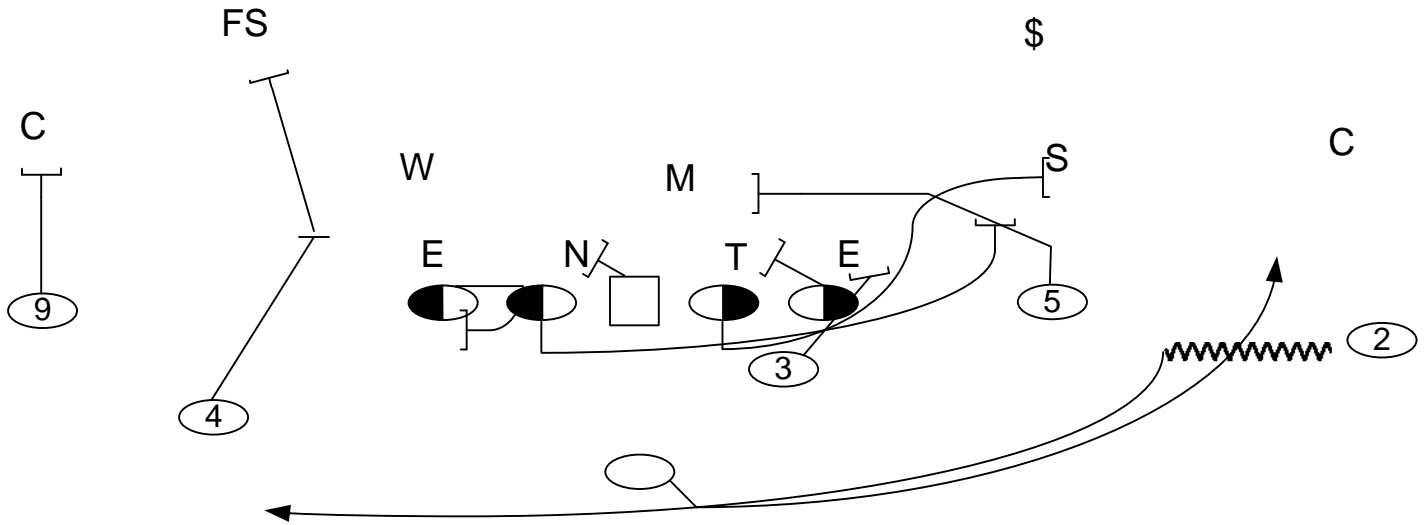
BST: B Gap hinge

(CADILLAC) UTAH ATLANTA '2'



<p>QB: Token Fake Seahawk to 4-Man then hand off falcon to 2 man.</p>	<p>PST: Zone C Gap – Eat/Tag</p>
<p>9: Split: 6 yd. from tackle Block flat defender (MDM)</p>	<p>PSG: Zone B Gap – Tag/Car/Cali</p>
<p>3: Align: "R" Alert Tackle with "Im here" call; block backside End</p>	<p>C: Zone A Gap – Tag/Car/Cali</p>
<p>4: Align: Steeler – Wide Carry out fake in front of QB ready to protect edge pressure. Go 1st</p>	<p>BSG: Zone backside A Gap – Tiger/Car/Cali to backside LB</p>
<p>5: Split: 5 yd. from tackle Block flat defender</p>	
<p>2: Split: 10 yd. from tackle, Utah motion, settle 8 yards deep behind tackle, Track centers midline. Wait for 4 to clear.</p>	<p>BST: Zone B Gap – Tiger/Tator to backside LB</p>

(SWITCH) Utah SILVER SEAHAWK



QB: Fake to 2-man; read man or zone behind pulling guards

9: Split: On #'s
Block man on

Align: "R"
3: Attack midline of DE, engage & log. Must keep on L.O.S

4: Align: Steeler
Block flat defender, to Safety.

5: Split: 4-5 yards from the tackle.
Push vertical 2 steps and crack the 1st LB in the box, Do NOT let him run underneath

2: Split: 10 yards from tackle
Utah motion faking reverse

PST: vs 3 Tech- block down on 3
vs 1 Tech- Deuce to backside LB

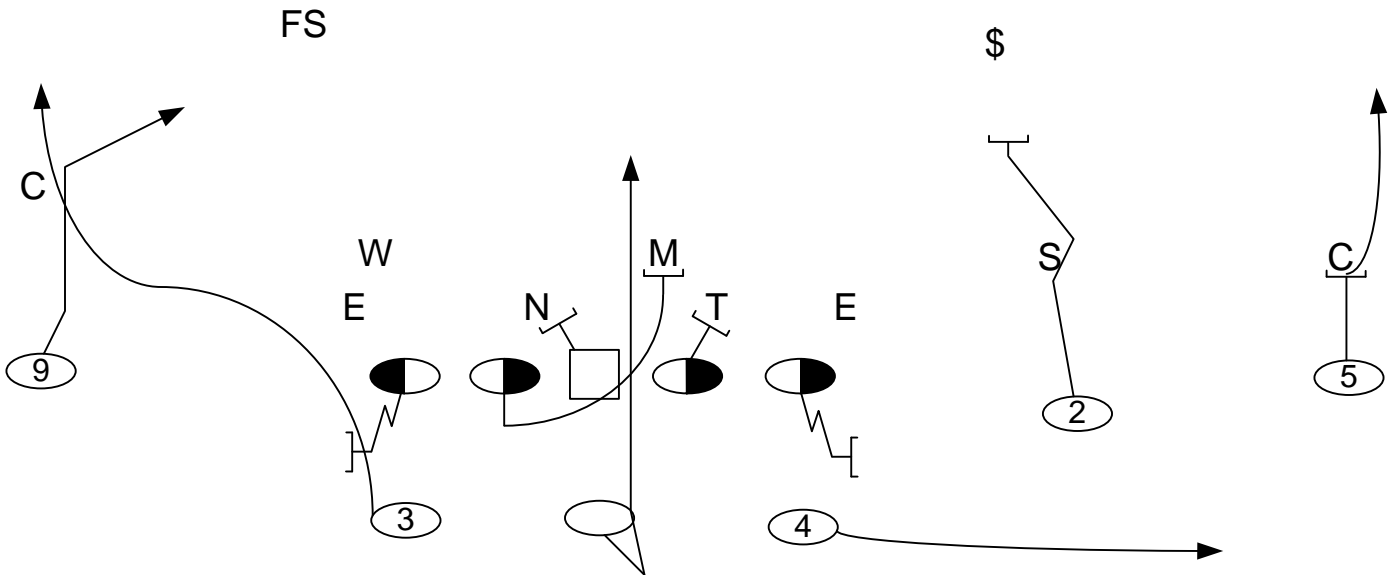
PSG: vs 3 Tech- pull playside to block support
vs 1 Tech- Deuce back to 2nd LB
vs Man- Think Log
vs Zone- Think Kick-out

vs Even- block back
C: vs Odd- base N
vs Bear- block down

BSG: pull playside for backside LB
Deuce call- pull for support

BST: B Gap hinge

(Split) SILVER DETROIT



QB: Catch and Set up for one count then follow the guard downhill through the hole

9: Split: On #'s
Block man on

3: Align: Steeler - Wide
Release and sprint downfield to block safety, drawing LB to wall and chase

4: Align: Steeler - Wide
Sprint horizontal, faking Jazz.

5: Split: On #'s
Block CB

2: Split: -2 Hash
Block Safety

PST: Shot put DE; do not allow him to come back inside late

PSG: "Big-Side Guard" short set DT and take him either direction with width. Do not allow him to change his gap.

C: Declare Ray/Lou (Gus to LB) Set NG and work for width. Do not allow him to change his gap.

BSG: "Fold-Side Guard" set feet, show hands, then fold around Center with depth for LB

BST: Shot put DE. Do not allow him to come back inside late.

