

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

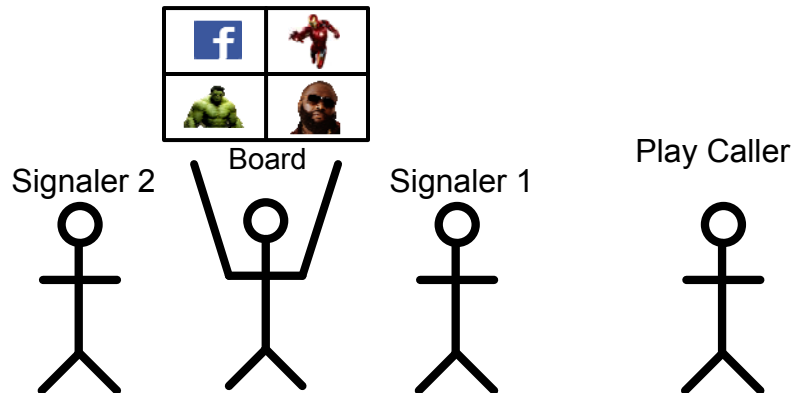
- 1.) HAVE GREAT DISCIPLINE (EXECUTION)
- 2.) HAVE GREAT BALL SECURITY
- 3.) PHYSICALLY & MENTALLY WEAR DOWN YOUR OPPONENT

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.”

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	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
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

Defensive Blitz Alert Signals

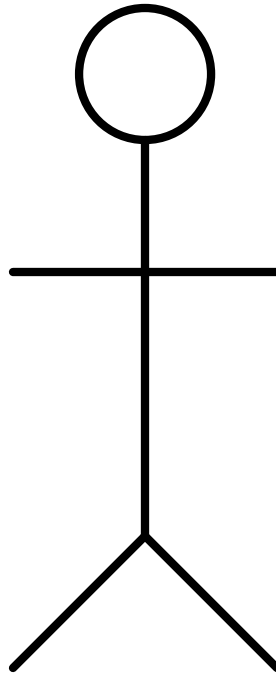
FORMATION	SIGNAL
Field Blitz	Palm Up with Finger over it Spinning Down
Boundary Blitz	Palm Down with Finger under it Spinning Up
Sam Pop	Flex Up
Will Pop	Flex Down
Lightning	Lightning
Gut Cross	Exaggerated Arms Cross
Corner Cat	Hand in front of Face
House	Both Fingers Spinning Down

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