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)
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.”
General Information

- Communication Procedures
- Terminology
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”  Right is playside
BLUE / BLACK / “91”  Left is playside
GREEN / BROWN  Naked
ORANGE / PURPLE  Reverse
SILVER  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

<table>
<thead>
<tr>
<th>PLAY</th>
<th>CODE</th>
<th>OTHERS</th>
<th>SIGNAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power G</td>
<td>RODGERS</td>
<td>PACKER</td>
<td>‘Pulling horn on train’ ‘Hammer Down’</td>
</tr>
<tr>
<td>Counter</td>
<td>COLT</td>
<td>INDY LUCK</td>
<td>‘Cover Face’ ‘Lasso’</td>
</tr>
<tr>
<td>Buck Sweep</td>
<td>SEATTLE</td>
<td>SEAHAWK</td>
<td>“S” w/ hand in front of body ‘Buck Antlers’</td>
</tr>
<tr>
<td>Inside Zone</td>
<td>ATLANTA</td>
<td>FALCON</td>
<td>‘Talons on Falcon’ ‘A-Town Down’</td>
</tr>
<tr>
<td>Split Zone</td>
<td>(ATL) BACK</td>
<td>(ATL) Slip</td>
<td>‘Back Slap’ ‘Falling Down’</td>
</tr>
<tr>
<td>Zone Arc</td>
<td>(ATL) Dash</td>
<td></td>
<td>‘Dashing Lights’</td>
</tr>
<tr>
<td>Outside Zone</td>
<td>OAKLAND</td>
<td>RAIDER</td>
<td>‘Patch over eye’ ‘Large O over head’</td>
</tr>
<tr>
<td>Speed Option</td>
<td>SAINT</td>
<td>NEW ORLEANS BREES</td>
<td>‘Praying’ ‘Halo over head’</td>
</tr>
<tr>
<td>Draw</td>
<td>LION</td>
<td>DETROIT</td>
<td>‘Pistons working’ ‘Tying a Tie’</td>
</tr>
<tr>
<td>Speed Sweep</td>
<td>STEELER</td>
<td>PITTSBURGH</td>
<td>‘Baseball Signals’ “Slide” Signal, Wiping Pants’</td>
</tr>
<tr>
<td>Smoke Draw</td>
<td>DENVER</td>
<td>BRONCO</td>
<td>‘Smoking a Cigarette’ ‘Skiing Motion’</td>
</tr>
<tr>
<td>Unbalanced Power</td>
<td>RODGERS ‘BIG’</td>
<td>13/14 GREEN BAY</td>
<td>‘Packer w/ Big Signal’</td>
</tr>
<tr>
<td>PLAY</td>
<td>DROP</td>
<td>PA</td>
<td>SIGNAL</td>
</tr>
<tr>
<td>--------------</td>
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<td>------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>Post Corner</td>
<td>-</td>
<td>TEXAS</td>
<td>‘Hook em Horns’ ‘Longhorns out of head’</td>
</tr>
<tr>
<td>Bang / Rail</td>
<td>-</td>
<td>TIGER</td>
<td>‘Point to AU on Chest’ ‘Grabbing whiskers’</td>
</tr>
<tr>
<td>Verticals</td>
<td>-</td>
<td>FLORIDA</td>
<td>“Gator Chomp”</td>
</tr>
<tr>
<td>NCAA DIG</td>
<td>-</td>
<td>ARKANSAS</td>
<td>‘Holding a Little Rock’ ‘Upside down Diamond’</td>
</tr>
<tr>
<td>Boundary Flood</td>
<td>-</td>
<td>ARKANSAS ‘5’ ARKANSAS ‘9’</td>
<td>‘Arkansas w/ 5 fingers’ ‘Arkansas + Slapping thigh’</td>
</tr>
<tr>
<td>Field Flood</td>
<td>-</td>
<td>ARK CLEAR</td>
<td>‘Arkansas + clearing out of the way’</td>
</tr>
<tr>
<td>Curl / Flat</td>
<td>-</td>
<td>OKLAHOMA CLEAR</td>
<td>“Hook em Horns Down”</td>
</tr>
<tr>
<td>Bang 8 / Out</td>
<td>-</td>
<td>KANSAS</td>
<td>‘Dribbling Basketball’</td>
</tr>
<tr>
<td>Inside Zone Boot</td>
<td>-</td>
<td>Xerox COPY</td>
<td>“X” with arms ‘Making copy with hands’</td>
</tr>
<tr>
<td>Bubble Vertical</td>
<td>-</td>
<td>Matador</td>
<td>‘Bull Fighting’</td>
</tr>
<tr>
<td>Power Pass</td>
<td>-</td>
<td>LOMBARDI</td>
<td>‘Discount Double Check’</td>
</tr>
<tr>
<td>Power Read Pass</td>
<td>-</td>
<td>Steeler “P”</td>
<td>‘Steeler w/ P signal’</td>
</tr>
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## Pass Concept Signals

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

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

<table>
<thead>
<tr>
<th>CALL</th>
<th>CODE</th>
<th>Others</th>
<th>SIGNAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 Back Screen</td>
<td>MAGIC</td>
<td>ORLANDO</td>
<td>“Pulling out of hat” “Ninja Smoke”</td>
</tr>
<tr>
<td>Double Screen</td>
<td>JAZZ</td>
<td>MALONE</td>
<td>“Playing Saxophone” “Swing motion w/arms”</td>
</tr>
<tr>
<td>(Swing/Tunnel)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SLIP SCREEN</td>
<td>CELTIC</td>
<td>BOSTON</td>
<td>“Shooting Jump Shot”</td>
</tr>
<tr>
<td>SPOT (OFF GAP)</td>
<td>SPUR</td>
<td>SPOT</td>
<td>“Spots on body”</td>
</tr>
<tr>
<td>BUBBLE (OFF Zone)</td>
<td>BUBBLE</td>
<td></td>
<td>Built Into Run Concepts</td>
</tr>
<tr>
<td>(CTR) Screen</td>
<td>MAVERICK</td>
<td>DIRK</td>
<td>“Six Shooters by side”</td>
</tr>
<tr>
<td>Crack Screen</td>
<td>INDIANA</td>
<td>PACER</td>
<td>“Hitting Forearm on Hand”</td>
</tr>
<tr>
<td>Tunnel Screen</td>
<td>THUNDER</td>
<td>DURANT</td>
<td>“Covering Ears”</td>
</tr>
<tr>
<td>Y-Delay Screen</td>
<td>MONEY PLAY</td>
<td>MONEY ‘2’</td>
<td>$ ‘2’ w/ Hands</td>
</tr>
<tr>
<td>Sprint Screen Throwback</td>
<td>MONEY PLAY</td>
<td>MONEY ‘3’</td>
<td>$ ‘3’ w/ Hands</td>
</tr>
<tr>
<td>TAG</td>
<td>CODE</td>
<td>Others</td>
<td>SIGNAL</td>
</tr>
<tr>
<td>------------------------------</td>
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<td>---------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>Check/Alert</td>
<td>Check Sidelines</td>
<td>(√)</td>
<td>(✓) w/ Hands (Binoculars)</td>
</tr>
<tr>
<td>Formation Direction</td>
<td>Red Blue</td>
<td>White / 82 Black / 91</td>
<td>Forearms Fists in front Thumbs Up / Thumbs Down</td>
</tr>
<tr>
<td>Tagged Naked</td>
<td>Green</td>
<td>Brown</td>
<td>“Spending Money!” “Rubbing Hands on Chest”</td>
</tr>
<tr>
<td>Tagged Reverse</td>
<td>Orange</td>
<td>Purple</td>
<td>“Biting Fist” “Drinking OJ”</td>
</tr>
<tr>
<td>Freeze Play</td>
<td>France</td>
<td>(Countries)</td>
<td>‘Hairy Armpit’ ‘Shaving’</td>
</tr>
<tr>
<td>Quick Huddle</td>
<td>Fire Alarm</td>
<td>-</td>
<td>Huddle Signal</td>
</tr>
<tr>
<td>Money Plays</td>
<td>Money</td>
<td></td>
<td>“Money sign with hands” + #</td>
</tr>
<tr>
<td>Designated WR clears for Play</td>
<td>Clear</td>
<td>-</td>
<td>One Hand Fingers Pointing to Eyes</td>
</tr>
<tr>
<td>Double-move off Tagged Route</td>
<td>Scramble</td>
<td>(PTH)</td>
<td>Patting the Head</td>
</tr>
<tr>
<td>Stop the Clock</td>
<td>Clock</td>
<td>-</td>
<td>Spike Ball</td>
</tr>
<tr>
<td>Quick Kick</td>
<td>New York</td>
<td>-</td>
<td>Statue of Liberty</td>
</tr>
<tr>
<td>QB Run</td>
<td>Silver</td>
<td>-</td>
<td>‘Pointing at QB’ ‘Ring Finger’</td>
</tr>
<tr>
<td>TAG</td>
<td>CODE</td>
<td>Others</td>
<td>SIGNAL</td>
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<tr>
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<td>---------------------------------------------</td>
</tr>
<tr>
<td>Swap</td>
<td>Swapping RB's protection align</td>
<td></td>
<td>“Hands Swapping back &amp; forth”</td>
</tr>
<tr>
<td>Switch</td>
<td>Used in formations</td>
<td></td>
<td>“Switching fingers in front”</td>
</tr>
<tr>
<td>Flip</td>
<td>#1 &amp; #2 flip in formation on each side</td>
<td></td>
<td>“Flipping a Coin”</td>
</tr>
<tr>
<td>Flop</td>
<td>2 &amp; 9 Flip in formation</td>
<td></td>
<td>“Arm falling on the other”</td>
</tr>
<tr>
<td>Squeeze</td>
<td>2 WR tightened splits</td>
<td></td>
<td>“Squeezing a wet towel”</td>
</tr>
<tr>
<td>Bunch</td>
<td>3 WR tighten splits</td>
<td></td>
<td>“Bunching Hands”</td>
</tr>
<tr>
<td>Stack</td>
<td>2 or more WR’s stacked</td>
<td></td>
<td>“Stack of Books”</td>
</tr>
<tr>
<td></td>
<td>(Hands 6 inches apart)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shift</td>
<td>Pre-Snap Shifting Formation</td>
<td></td>
<td>“Shifting hands back &amp; forth”</td>
</tr>
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<tr>
<td>PLAY</td>
<td>CODE</td>
<td>Others</td>
<td>SIGNAL</td>
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</tr>
<tr>
<td>6 Man Dropback</td>
<td>COWBOY</td>
<td>DALLAS</td>
<td></td>
</tr>
<tr>
<td>6 Man Play Action</td>
<td>EAGLE</td>
<td>PHILLY</td>
<td></td>
</tr>
<tr>
<td>SLIDE (NOW)</td>
<td>MINNESOTA</td>
<td>VIKING</td>
<td></td>
</tr>
<tr>
<td>SPRINT OUT</td>
<td>SAN DIEGO</td>
<td>CHARGER</td>
<td></td>
</tr>
<tr>
<td>CTR PASS</td>
<td>INDIAN</td>
<td>CHIEF CHIEF (SOLO)</td>
<td></td>
</tr>
<tr>
<td>INSIDE ZONE BOOT</td>
<td>XEROX</td>
<td>(COPY)</td>
<td></td>
</tr>
<tr>
<td>Quick Protection</td>
<td>QUINCY</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AGGRESSIVE JUMP 6-MAN</td>
<td>JUMP</td>
<td></td>
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# Motion Signals

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

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

<table>
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<tr>
<th>FORMATION</th>
<th>SIGNAL</th>
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<tbody>
<tr>
<td>Field Blitz</td>
<td>Palm Up with Finger over it Spinning Down</td>
</tr>
<tr>
<td>Boundary Blitz</td>
<td>Palm Down with Finger under it Spinning Up</td>
</tr>
<tr>
<td>Sam Pop</td>
<td>Flex Up</td>
</tr>
<tr>
<td>Will Pop</td>
<td>Flex Down</td>
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<tr>
<td>Lightning</td>
<td>Lightning</td>
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<tr>
<td>Gut Cross</td>
<td>Exaggerated Arms Cross</td>
</tr>
<tr>
<td>Corner Cat</td>
<td>Hand in front of Face</td>
</tr>
<tr>
<td>House</td>
<td>Both Fingers Spinning Down</td>
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<tr>
<td>PLAY</td>
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<tr>
<td>0</td>
<td>HITCH</td>
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<tr>
<td>2</td>
<td>SLANT</td>
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<td>3</td>
<td>BACK SHOULDER</td>
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<tr>
<td>7</td>
<td>CORNER ROUTE</td>
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<tr>
<td>9</td>
<td>‘9’ BALL</td>
</tr>
<tr>
<td>DBL Move</td>
<td>Drinking</td>
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- Indicates empty cells.
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
AUBURN OFFENSE
FALL 2013

Formations & MOTIONS

RELENTLESS
AUBURN FOOTBALL
**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

"Steelers" -- (B Gap) Heels on Toe’s of QB
FORMATIONS

TREY RT

DEUCE RT

EMPTY RT

QUADS RT
<table>
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<th>FORMATIONS</th>
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<tr>
<td><strong>REBEL RT OVER</strong></td>
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<td><img src="image1.png" alt="Diagram" /></td>
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<td><strong>REBEL RT</strong></td>
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<td><strong>WILDCAT RT</strong></td>
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<tr>
<td><strong>HEAVY RT</strong></td>
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AUBURN OFFENSE
FALL 2013

DEFENSIVE IDENTIFICATION
- Alignments
- Fronts
- Blitzes
- Coverages

SEC
RELENTLESS
AUBURN FOOTBALL
ALIGNMENTS

STRENGTH

Shade  Nose

9  7  5  4i  3  2  1  0  1  3  4i  4  5  7  6  9
<table>
<thead>
<tr>
<th><strong>FRONTS</strong></th>
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<tr>
<td><strong>Mike</strong></td>
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<tr>
<td>4-3 box</td>
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<td><strong>Under</strong></td>
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<tr>
<td>Even, 4-2 box</td>
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<td><strong>Stack</strong></td>
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<td><strong>Bear</strong></td>
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<td>Zero &amp; two 3 tech's</td>
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BLITZ CONCEPT: Single Blitzer – Linebacker or Secondary

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

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 blitzer, 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 blitzer; 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)
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

COVERAGES

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

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

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)
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** - Kick 3 Boundary (CB)
BLITZ CONCEPT: Any Two Blitzers from opposite sides

- 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

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
**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 blitizers)

**GUS** – Roll 3
(GUT + FS or $)

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

**ODD GAS** - Cover 0
(Show house, DL punch out)
**COVERAGE CONCEPT:** One - on - One man coverage on all receivers with no free safety help deep. A MOFO coverage.

**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.

**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.
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.
**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.

- 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.
**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.
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.

- 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.
**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.
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.

- 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 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.

S E C T E N W M S $ F

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.

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.

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.

STRENGTHS

WEAKNESS

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.
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.
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.

- 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.

Safeties are run read / pass drop players. They read the onside 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.

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.

- 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.
**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 ¼ safeties vs pass.

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

- The safeties always are your first key. The field safety is near the hash inside shoulder of # 2. Boundary safety has deep ½.
- Boundary CB plays cover 2 technique and the field CB plays ¼.
- 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.

COACHING POINT

STRENGTHS

- 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.

WEAKNESS

- 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 ½ in the box for the run.
**42 Inv:** A way to show 42 and play 4 to the field and invert an extra defender (FS) down to the weak flat. The boundary CB plays hard inside to defend the deep ½.

**42 Trap:** Same concept as 42, but the boundary CB will trap hard inside and the FS will pay wider over the top of #1. MLB runs with any vertical by #3.
**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.

**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.

**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.

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**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.

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**FOOTBALL SCHEMATIC**

---
2 MAN

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

- 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.

COACHING POINT

- FS and SS have deep ½ 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.

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.

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.

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
**FREEZE (FRANCE)**

Hard-count Play to try and draw defense off-sides. Normal pre-snap procedure with one of our Freeze calls (ex: “Red France,” or “Red Spain”), and regular cadence. If defense jumps, Center has responsibility to snap the ball. If no one jumps, everyone will look to sideline and proceed regularly. QB hang in 1 second longer to be sure ball was not snapped.

| QB | Will give one of Freeze calls, proceed through cadence “Black, Black...Go!” If snapped, **ALWAYS** roll to RIGHT  
NOTE: If Under Center, QB will take a knee |
| 4: Will always line up to the RIGHT of the Quarterback. Roll in front of Quarterback looking for anything off of edge |
| 3: Will always line up to the LEFT of the Quarterback. Step up and take most dangerous free rusher on Quarterback |
| #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: 8 Route; emphasis on getting across field |
| #2 WR on Left: Climb Route to 12 yards; looking for outlet throw (Or Single WR) |
**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 onsides, 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.

<table>
<thead>
<tr>
<th>Position</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PST: if throwing 3-route, QB will give “Big Apple” call: Minnesota; if punting: FG Protection (B Gap).</td>
<td></td>
</tr>
<tr>
<td>PSG: if throwing 3-route, QB will give “Big Apple” call: Minnesota; if punting: FG Protection (A Gap).</td>
<td></td>
</tr>
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</tr>
<tr>
<td>BSG: if throwing 3-route, QB will give “Big Apple” call: Minnesota; if punting: FG Protection (A Gap).</td>
<td></td>
</tr>
<tr>
<td>BST: if throwing 3-route, QB will give “Big Apple” call: Minnesota; if punting: FG Protection (B Gap).</td>
<td></td>
</tr>
</tbody>
</table>

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”
AUBURN OFFENSE
FALL 2013
ROUTE TREE & NAKED RULES

RELENTLESS
AUBURN FOOTBALL
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)**

_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.

<table>
<thead>
<tr>
<th><strong>4-3 Mike</strong></th>
<th><strong>Even (Under G)</strong></th>
<th><strong>Even (Over)</strong></th>
<th><strong>ODD</strong></th>
<th><strong>Stack</strong></th>
<th><strong>Bear</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Diagram" /></td>
<td><img src="image2.png" alt="Diagram" /></td>
<td><img src="image3.png" alt="Diagram" /></td>
<td><img src="image4.png" alt="Diagram" /></td>
<td><img src="image5.png" alt="Diagram" /></td>
<td><img src="image6.png" alt="Diagram" /></td>
</tr>
</tbody>
</table>

*Note: Diagrams are not described in the text, but are included in the image.*
“EAGLE” (6 man Play Action) Protection

PHILLY/EAGLE (All Diagrams are Black EAGLE)

<table>
<thead>
<tr>
<th>Formation</th>
<th>Diagram</th>
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<tbody>
<tr>
<td>4-3 Mike</td>
<td><img src="image1.png" alt="Diagram" /></td>
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</tr>
<tr>
<td>Bear</td>
<td><img src="image6.png" alt="Diagram" /></td>
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</table>

Raleigh Call vs. Zone Blitz

*Can also Raleigh-LA*
“MINNESOTA (Max Pro) Protection

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

**Minnesota**
- 3 Back = C Gap
- 4 Back = D Gap

**Minnesota**
- TE Blocks DE. C Gap to outside (Hand in Dirt) Back will block inside out to D Gap

**Minn. + Solo**
- Only one Back so Tackle must be aware of Extra rusher outside
## “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

### Even (Over G)

<table>
<thead>
<tr>
<th>Even (Over G)</th>
<th><strong>Diagram</strong></th>
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<tbody>
<tr>
<td><strong>Diagram</strong></td>
<td><img src="image1.png" alt="Diagram" /></td>
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### Even (Under G)

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<thead>
<tr>
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<tbody>
<tr>
<td><strong>Diagram</strong></td>
<td><img src="image2.png" alt="Diagram" /></td>
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### ODD

**Alert “Hip Tap”**

3 & 4 Switch Responsibilities

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<th>ODD</th>
<th><strong>Diagram</strong></th>
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<tbody>
<tr>
<td><strong>Diagram</strong></td>
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### 33

3 & 4 Switch Responsibilities

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<tbody>
<tr>
<td><strong>Diagram</strong></td>
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### Bear

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<tr>
<th>Bear</th>
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<tbody>
<tr>
<td><strong>Diagram</strong></td>
<td><img src="image5.png" alt="Diagram" /></td>
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## Copy Protection

Also “Copy” (All Diagrams are Black) Play-Action Inside Zone Boot ‘Sell Run’
Back will replace puller

<table>
<thead>
<tr>
<th></th>
<th>Diagram</th>
<th>Notes</th>
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<tbody>
<tr>
<td><strong>Even (Under)</strong></td>
<td><img src="image1" alt="Diagram" /></td>
<td>1 Call Center pulls for B Gap</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Tackle Aggressive set Stretch</td>
</tr>
<tr>
<td><strong>Even (Over)</strong></td>
<td><img src="image2" alt="Diagram" /></td>
<td>3 Call Backside Guard pulls for C Gap</td>
</tr>
<tr>
<td><strong>Even 1's</strong></td>
<td><img src="image3" alt="Diagram" /></td>
<td>Playside Guard will pull for B Gap</td>
</tr>
<tr>
<td><strong>Odd</strong></td>
<td><img src="image4" alt="Diagram" /></td>
<td>Possible Out Playside Fan Call (Bandit On)</td>
</tr>
<tr>
<td><strong>Stack</strong></td>
<td><img src="image5" alt="Diagram" /></td>
<td>Possible Out Playside</td>
</tr>
<tr>
<td><strong>Bear</strong></td>
<td><img src="image6" alt="Diagram" /></td>
<td>3 Call</td>
</tr>
</tbody>
</table>
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
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.
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.
### EAGLE (bdry)

<table>
<thead>
<tr>
<th>QB</th>
<th>PST</th>
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<tbody>
<tr>
<td>DROP: Big 3 Progression: 2 – 3 – 4. Hitch to the field versus Field Blitz.</td>
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<thead>
<tr>
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<th>PST:</th>
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<tbody>
<tr>
<td>Split: Split difference between Hash &amp; #'s. Run Hitch.</td>
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<thead>
<tr>
<th>3:</th>
<th>PST:</th>
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<tbody>
<tr>
<td>Align: ‘R’ Run Rail route, stay on 5 yard highway and do not get squeezed to boundary. HOT versus Boundary Blitz.</td>
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<thead>
<tr>
<th>4:</th>
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<tbody>
<tr>
<td>Align: Tight Philly Protection, Automatic Ricky/Lucy.</td>
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<tr>
<th>5:</th>
<th>PST:</th>
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<tbody>
<tr>
<td>Split: 2 Above #'s Kansas HR Rules</td>
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<tr>
<th>2:</th>
<th>PST:</th>
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<tbody>
<tr>
<td>Split: 2 Below #'s. Kansas HR Rules, lean CB and stay skinny.</td>
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</table>

### CP: Work hitch vs. FB
(DEUCE) 23 (CALI SCRAMBLE)

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.
- 9: Split: 3 Above #'s
  Run 9 route, expect the ball (no route adjust on scramble).
- 3: Split: -2 Hash
  Expand release, Run Beater to the field, expect the ball vs. Cover 2 (no route adjust on scramble).
- 4: Align: B Gap
  Minnesota Protection.
- 6: Split: TE’s.
  Minnesota Protection.
- 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.

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

VIKING

PST:

PSG:

C:

BSG:

BST:
### (TWINS) 93 (CALI SCRAMEBLE)

<table>
<thead>
<tr>
<th>VIKING</th>
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<tbody>
<tr>
<td>PST:</td>
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<td>PSG:</td>
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<td>C:</td>
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<tr>
<td>BSG:</td>
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<tr>
<td>BST:</td>
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**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.

<table>
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<td>Run a 3 route selling at the top to the DB, at the top swim/big arm and explode vertical on double move.</td>
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</tbody>
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<table>
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<tr>
<th>Split: -2 Hash</th>
</tr>
</thead>
<tbody>
<tr>
<td>Expand release, Run Beater to the field, expect the ball vs. Cover 2 (no route adjust on scramble).</td>
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<th>Split: 3 Above #’s</th>
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<tr>
<td>Run 9 route, expect the ball (no route adjust on scramble).</td>
</tr>
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</table>

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

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

PST:

PSG:

C:

BSG:

BST:
**Viking**

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

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!

3: Align: “R”
Buck Protection, first threat off tackle’s hip.

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

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

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

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!

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

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

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

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:** |
QB: DROP: Big 3. MOFO = 2 Man to √ 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.
### (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.

<table>
<thead>
<tr>
<th>K.C.</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>PST:</td>
<td></td>
</tr>
<tr>
<td>PSG:</td>
<td></td>
</tr>
<tr>
<td>C:</td>
<td></td>
</tr>
<tr>
<td>BSG:</td>
<td></td>
</tr>
<tr>
<td>BST:</td>
<td></td>
</tr>
</tbody>
</table>
QB: Token fake, copy sprint, pull up behind tackle, prepared to throw sneak wheel. Hot off SAM.

Split: 6 yards from tackle.

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

Align: 5 ½
Make it look like you’re blocking Oakland; as soon as flat defender freezes, release on a wheel route

3: Make it look like you’re blocking Oakland; as soon as flat defender freezes, release on a wheel route

4: Align: 5 ½
Token fake INDY and replace the pulling guard or center.

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.

3 yards deep. Bubble, HOT off SAM or any 4 strong.
Bring Zin motion, token fake, copy sprint, pull up behind tackle, prepared to throw sneak wheel

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.

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

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

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

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

Split: On #’s
Run 9 route

Align: “R”
Buc Protection – 1st threat outside of the tackle

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

Split: On Hash.

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

Split: 3 Above #’s
Run 9 route

(VIKING) 29/99 (OUTSIDE)
VIKING DROP: Big 3
Progression: 9 - 3. Read play side safety just like Florida
Vs. Cover 3 – 5 Man will run 15 yard dig

QB:
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 – 1\textsuperscript{st} threat off the edge outside of the 5 Man

5: Split: Tight End
Minnesota PRO

2: Split: On #’s
Run 9 route
VIKING (SOLO)

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
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.

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

3:
Align: “L”
Block Tunnel

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

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

2:
Split: On #’s
Clear with a 9

ASSIGNMENT

PST: Set, release flat to call

PSG: Set, release flat to call

C: Set, release flat away from call

BSG: Set, release flat away from call

BST: Pass Set and Cut
| 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 |
| PST: | RAMBO |
| PSG: | |
| C: | |
| BSG: Rambo release flat #2 to seal |
| BST: Rambo release flat for the first threat |
AUBURN OFFENSE
FALL 2013
SPECIALS

RELENTLESS
AUBURN FOOTBALL
AU BURN OFFENSE
FALL 2013

Fire Alarms
AUBURN OFFENSE
FALL 2013

FOUNDATION
RUNS

- Power
- Counter
- Buck Sweep
- Inside Zone

RELENTLESS
AUBURN FOOTBALL
**Open step with eyes on Flat Defender, ride hand-off, and naked away.**

**Align:“R” / “L”**

**Kick out the first man head up to outside of Tackle, aim for inside #. Think kick out. (L,R,L)**

**Align: B-Gap**

**Slide & Dive, Press the A-Gap downhill.**

**Split: -2 *(tight as 6 yd from ‘T’)  
Dig out flat defender. Never block a blitzer or box player.**

**Split: 3 Above #’s.  
Stalk CB.**

---

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

<table>
<thead>
<tr>
<th>QB:</th>
<th>B Gap to 2\textsuperscript{nd} LB in Box</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a) Down Call</td>
</tr>
<tr>
<td></td>
<td>b) Niner Call</td>
</tr>
<tr>
<td></td>
<td>c) Check 2 I Call</td>
</tr>
<tr>
<td></td>
<td>d) Check 3 Call</td>
</tr>
<tr>
<td></td>
<td>e) On Call</td>
</tr>
<tr>
<td></td>
<td>f) Back Call – QB Call</td>
</tr>
<tr>
<td></td>
<td>g) Slow Call – QB Call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PST:</th>
<th>A Gap to 2\textsuperscript{nd} LB in Box</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a) Cage Call</td>
</tr>
<tr>
<td></td>
<td>b) Down Call</td>
</tr>
<tr>
<td></td>
<td>c) Check 2 I Call</td>
</tr>
<tr>
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<tr>
<td></td>
<td>g) Slow Call – QB Call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PSG:</th>
<th>1\textsuperscript{st} Defensive Lineman Backside</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a) Cage Call</td>
</tr>
<tr>
<td></td>
<td>b) Niner Call</td>
</tr>
<tr>
<td></td>
<td>c) Check 0 Call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>C:</th>
<th>Skip Pull to block onside LB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a) On Call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BSG:</th>
<th>B Gap to Hinge</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a) Check 0 Call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>BST:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# (DEUCE) RODGERS

## Diagram

![Diagram](image.png)

## Play Descriptions

### QB:
- Open step with eyes on Flat Defender, ride hand-off, naked away.

### 9:
- Split: 3 Above #'s.
- Block CB

### 3:
- Align: Split -2.
- Dig out flat defender. Never block a blitzer or box player.

### 4:
- Align: B-Gap
- Slide & Dive, Press the A-Gap downhill.

### Split: Tight End
- Block out on the first man head up to outside.

### Split: Top #'s.
- Block MDM, CB to roll down safety.

## Call Combinations

### PST:
- **B Gap to 2nd LB in Box**
  - a) Down Call
  - b) Niner Call
  - c) Check 2 I Call
  - d) Check 3 Call
  - e) On Call
  - f) Back Call – QB Call
  - g) Slow Call – QB Call

### PSG:
- **A Gap to 2nd LB in Box**
  - a) Cage Call
  - b) Down Call
  - c) Check 2 I Call
  - d) Check 3 Call

### C:
- 1st Defensive Lineman Backside
  - a) Cage Call
  - b) Niner Call
  - c) Check 0 Call

### Skip Pull to block onside LB
- a) On Call

### BSG:
- B Gap to Hinge
  - a) Check 0 Call

### BST:
(TWINS) RODGERS - SPOT

<table>
<thead>
<tr>
<th>CP: Want to throw the spot if 5 Man can not block Sam LB.</th>
</tr>
</thead>
<tbody>
<tr>
<td>QB: Open step, quick show the ball. Hit 2 man’s up field hand. SL alert for “kill” Spot.</td>
</tr>
<tr>
<td>9: Split: Top # *(tight as 6 yd from ‘T’) Dig Out flat defender</td>
</tr>
<tr>
<td>5: Split: Hash (Spur); Push up vertical 2 steps then go block MDM (CB – Safety). If QB points, dig out SAM.</td>
</tr>
<tr>
<td>3: Align: “R” / “L”</td>
</tr>
<tr>
<td>2: Split: 3 Above #’s.</td>
</tr>
<tr>
<td>PST:</td>
</tr>
<tr>
<td>a) Down Call</td>
</tr>
<tr>
<td>b) Niner Call</td>
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<td>c) Check 2 I Call</td>
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<tr>
<td>PST:</td>
</tr>
<tr>
<td>a) On Call</td>
</tr>
<tr>
<td>PST:</td>
</tr>
<tr>
<td>a) Check 0 Call</td>
</tr>
</tbody>
</table>

Diagram:
(RODGERS) DEFENSIVE LOOKS

**Under**

```
F  W  M  E  T  T  E

Cage
```

**Under G**

```
F  W  M  E  T  T  E

Check 2i
```

**Over**

```
F  W  M  E  T  T  E

Check 3
```

**Over G**

```
F  W  M  E  T  T  E

Check 3
```

**Odd**

```
B  W  M  E  T  T  E

Check 0
```

**Odd Stack**

```
B  W  M  S  T  T  E

Check 0
```
(RODGERS) DEFENSIVE LOOKS

Even ‘On’ Call

Odd (3-4)

Odd ‘On’

Odd ‘Bandit on’

Bear

Cage

Down

Cage

Cage

Cage
### (PRO) RODGERS ‘BIG’

<table>
<thead>
<tr>
<th><strong>2:</strong></th>
<th>Split: 3 Above the #’s. Block the CB on outside #.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>9:</strong></td>
<td>Split: 6 yds from Tackle. Block CB.</td>
</tr>
<tr>
<td><strong>3:</strong></td>
<td>Align: “R” Downhill kick out first man head up to outside the tackle.</td>
</tr>
<tr>
<td><strong>4:</strong></td>
<td>Align: B-Gap Slide Over, Press the A-Gap downhill.</td>
</tr>
<tr>
<td><strong>TE:</strong></td>
<td>C Gap to Backside LB’er a) 9 Call b) √ 5 Call c) Down Call</td>
</tr>
<tr>
<td></td>
<td>B Gap to Backside LB’er PST: a) √ 5 Call b) √ 3 Call c) Down Call d) 9 Call e) √ 2i Call</td>
</tr>
<tr>
<td></td>
<td>A Gap to Backside LB’er PSG: a) √ 3 Call b) √ 2i Call c) Cage Call d) Down Call</td>
</tr>
<tr>
<td></td>
<td>1st Defensive Lineman Backside C: a) Cage b) √ 0</td>
</tr>
<tr>
<td></td>
<td>vs. 2 LB’er box Pull for onside LB’er vs. 3 LB’er Box Pull for Mike BSG: a) √ 5 Call b) √ 9 call c) √ no Call</td>
</tr>
<tr>
<td>BST:</td>
<td>B Gap to Hinge</td>
</tr>
</tbody>
</table>
(RODGERS ‘Big’) DEFENSIVE LOOKS

**Under**

- F
- W
- M
- E
- T
- N
- S

**Odd (3-4)**

- B
- E
- T
- M
- S

**Odd**

- F
- W
- M
- E
- T
- N
- S

**EVEN (4-3)**

- C
- W
- M
- E
- T

**Bear**

- F
- W
- M
- E
- T

**9 Call**

**Check 0**

**Cage**

**Check 5**

**Check 3**

**Check 5**

**Check 5**

**Check 5**
Open step, hand off ball and naked away.

Align: "R" / "L"
Jab step and Come tight off tackle and block 1st LB in the box.

Align: B-Gap
Slide & Dive, Press the A-Gap downhill.

Split: -2 *(tight as 6 yds from 'T')
Dig out flat defender. Never block a blitzer or box player.

Split: 3 Above #’s.
Stalk CB.

B Gap to 2nd LB in Box
a) Down Call
e) On Call

PST:
b) Niner Call
c) Check 2 I Call
d) Check 3 Call

A Gap to 2nd LB in Box
a) Cage Call
e) Check 0 Call
b) Down Call
f) Niner Call
c) Check 2 I Call
d) Check 3 Call

1st Defensive Lineman Backside
a) Cage Call
C:
b) Niner Call
c) Check 0 Call

Pull and kick out end man on LOS
a) On Call

BSG:

B Gap to Hinge

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

**QB:** Open step, hand off ball and naked away.

**9:** Split: Top # *(tight as 6 yd from 'T')
Dig Out flat defender

**3:** Align:“R” / “L”
Jab step and Come tight off tackle and block 1st LB in the box.

**4:** Align: B-Gap
Slide & Dive, Press the A-Gap downhill.

**5:** Split: -2 *(tight as 6 yd from 'T')
Dig out flat defender. Never block a blitzer or box player.

**2:** Split: 3 Above #’s.  
Stalk CB.
(COLT) DEFENSIVE LOOKS

Under

- F
- W
- M
- E

Under G

- F
- W
- M
- E

Check 3

Over

- $F$
- W
- M
- E

Over G

- $F$
- W
- M
- E

Cage

Odd

- F
- W
- M
- S
- B

Odd Stack

- B
- W
- M
- N
- S
**(TWINS) Utah SEATTLE**

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

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

| **QB:** | Square step, Hand ball off, naked away. “Alert” Bubble vs. FD Pressure. |
| **9:** | Split: 6 yds push up two steps, crack 1st LB in box. Cannot get beat underneath. |
| **3:** | Align: “R” / “L” Attack midline of DE, engage & log. Must keep on L.O.S |
| **4:** | Align: B-Gap Step up & Across Read 2nd Guard Read man or zone. Man = highway, zone = cut up. |
| **5:** | Split: 3 above #’s Protect for the bubble, MDM Sam LB on QB. |
| **2:** | Split: -2 Hash. Front foot @ 3yd. Run the Bubble, alert bubble late. |

| **PST:** | Vs. 3 Tech-Down Block 3 Vs. 2i – Check 2i to backside LB’er Vs. Gd uncovered release inside for backside LB’er |
| **PSG:** | Vs. 3 Tech – Pull and Block support Vs. 2i – Check 2i to backside LB’er |
| **C:** | Vs. Even – Block back Vs. Odd – Base Nose |
| **BSG:** | Pull for Backside LB’er Check 2i call – pull for support |

**BST:** B Gap to Hinge
(DEUCE) Zin SEATTLE

CP: Play starts at the point of attack.
Note: “Alert” Bubble

QB: Look to SL for ‘Bubble’ Square step, hand ball off, naked fake away. (Throw bubble vs MOMO off the TE, or if WILB apex’s tight)

9: Split: 3 Above #’s. Protect the bubble.

3: Align: Split -2. Front foot @ 3yd Run the Bubble.

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

5: Split: Tight End
Square up 1st defender head up to outside the tackle, & then fit to turn/log him. Keep on L.O.S.

2: Split: 8 yards from tight end; Zin motion to 3 yards from TE; crack 1st LB in box. Keep in the box & don’t get beat underneath.

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

C: vs Even- block back

vs Odd- base N
vs Bear- block down

BSG: pull playside for backside LB
Im in Calll- pull for support

BST: Jab and pick.
CP: Dead Play vs. Field Pressure (√ Play)
Note: Gift Throw Backside

<table>
<thead>
<tr>
<th>QB:</th>
<th>PST: vs 3 Tech- block down on 3 vs 1 Tech- Deuce to backside LB</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:</td>
<td>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</td>
</tr>
<tr>
<td>3:</td>
<td>vs Even- block back C: vs Odd- base N vs Bear- block down</td>
</tr>
<tr>
<td>4:</td>
<td>BSG: Pull playside for backside LB Im In call- pull for support</td>
</tr>
<tr>
<td>5:</td>
<td>BST: Jab and pick.</td>
</tr>
<tr>
<td>2:</td>
<td>Split: 3 Above Zin motion 3 yards from tackle;crack 1st LB in box.Keep in the box,don't get beat underneath.</td>
</tr>
</tbody>
</table>

Square step, Hand ball off,naked away. “Alert” Bdry Hitch vs. Field Pressure

Seahawk Away to Field Run Hitch

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

Align: Tight Track the 2nd guard out. Read man or zone. Man=highway, zone = cut up.

Split: Hash. Block CB.
## (TREY) SEATTLE

<table>
<thead>
<tr>
<th>QB:</th>
<th>PST:</th>
<th>CP: Can Also “Zin 2 Man” Note: Gift throw Backside</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>vs 3 Tech- block down on 3 vs 1 Tech- Deuce to backside LB</td>
<td></td>
</tr>
<tr>
<td></td>
<td>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</td>
<td></td>
</tr>
<tr>
<td>Split: #’s If Seahawk Away &amp; Field, Run Hitch.</td>
<td>vs Even- block back</td>
<td></td>
</tr>
<tr>
<td>Align: TE”</td>
<td>C: vs Odd- base N vs Bear- block down</td>
<td></td>
</tr>
<tr>
<td>Align: 6 yd, B-Gap Read 2nd Guard. Read man or zone. Man=highway, zone = cut up.</td>
<td>BSG: pull playside for backside LB Im in call- pull for support</td>
<td></td>
</tr>
<tr>
<td>Split: 6 yards from tackle with outside foot up; 2 vertical steps and crack 1st LB in box. Keep in the box &amp; don’t get beat under.</td>
<td>BST: Step and hinge.</td>
<td></td>
</tr>
<tr>
<td>Split: On #’s. Stalk block CB.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
(SEATTLE) DEFENSIVE LOOKS

Over

Over G

Under

Under G

Odd (3-2)

Odd Stack
(SEATTLE) DEFENSIVE LOOKS

ODD (3-2) “On Call”

Bear

EVEN (On Call)
### (TRIPS) ATLANTA (3x1)

<table>
<thead>
<tr>
<th>Position</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>CP</td>
<td>Want to get vertical Push.</td>
</tr>
</tbody>
</table>

**QB:** Rhythm angle step, read EMOL, good base, ride the mesh & attack flat defender. Look to SL for "Kill" on Bubble.

<table>
<thead>
<tr>
<th>Split: Bottom #’s Block (MDM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Align: Between 5 and tackle front foot 4 yards Deep. Stretch the bubble</th>
</tr>
</thead>
<tbody>
<tr>
<td>3:</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Align: B-Gap</th>
</tr>
</thead>
<tbody>
<tr>
<td>4: Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Split: On hash</th>
</tr>
</thead>
<tbody>
<tr>
<td>5: Protect for the bubble, stay square on SAM, outside #</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Split: On #’s</th>
</tr>
</thead>
<tbody>
<tr>
<td>2: Protect for the bubble, outside #, but alert for CB “knife” inside.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Zone (Execute Power Techniques)</th>
</tr>
</thead>
<tbody>
<tr>
<td>a) Fan call</td>
</tr>
<tr>
<td>b) Rip-Liz call</td>
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<tr>
<td>c) okie call</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>PSG: Zone (Execute Power Techniques)</th>
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<td>b) Rip-Liz call</td>
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<td>c) okie call</td>
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<table>
<thead>
<tr>
<th>C: Zone (Execute Power Techniques)</th>
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</thead>
<tbody>
<tr>
<td>a) Fan call</td>
</tr>
<tr>
<td>b) Rip-Liz call</td>
</tr>
<tr>
<td>c) Jam-Pam call</td>
</tr>
<tr>
<td>d) okie call</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Note: ID 1st bird in box to call side</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>BSG: Zone (Execute Power Techniques)</th>
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</thead>
<tbody>
<tr>
<td>a) Jam-Pam call</td>
</tr>
<tr>
<td>b) okie call</td>
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</tbody>
</table>

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>a) okie call</td>
</tr>
<tr>
<td>b) Jam-Pam call</td>
</tr>
</tbody>
</table>
(Trips ATLANTA)
DEFENSIVE LOOKS

Under (4-2)

Under G (4-2)

Over

Over G

Under ‘Lock Call’

Over ‘Lock Call’

Sift Call

M’s LT Liz

M’s LT
(ATLANTA) DEFENSIVE LOOKS

**ODD (3-2)**

- B
- W
- T
- M
- S

**ODD STACK**

- B
- W
- T
- M
- S

**ODD**

- B
- E
- W
- T
- M

**Bear**

- F
- W
- E
- T
- M
- S

**Fan**

- sift

**Okie Stack**

- JAM-PAM
**CP:** Want to get vertical Push.
*Note: Sam LB is on the coaches.*

<table>
<thead>
<tr>
<th>QB:</th>
<th>Rhythm angle step, good base, ride the mesh &amp; attack flat defender. SL alert “kill” bubble.</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:</td>
<td>Split: On #’s. Block CB.</td>
</tr>
<tr>
<td>3:</td>
<td>Align: -2 Hash. Front foot @ 3yd. Stretch the bubble</td>
</tr>
<tr>
<td>4:</td>
<td>Align: B-Gap</td>
</tr>
<tr>
<td></td>
<td>Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</td>
</tr>
<tr>
<td>5:</td>
<td>Split: Tight End</td>
</tr>
<tr>
<td></td>
<td>Zone backside cut-off C Gap – to backside LB</td>
</tr>
<tr>
<td>2:</td>
<td>Split: 3 above #’s</td>
</tr>
<tr>
<td></td>
<td>Protect for the bubble, MDM</td>
</tr>
</tbody>
</table>

**PST:** Zone (Execute Power Techniques)
- a) Rip-Liz call
- b) Triple call
- c) Truck call
- d) okie call
- e) Lock it call

**PSG:** Zone (Execute Power Techniques)
- a) Rip-Liz call
- b) Triple call
- c) okie call
- d) Truck call

**C:** Zone (Execute Power Techniques)
- a) Rip-Liz call
- b) Triple call
- c) Jam-Pam call
- d) Truck call
- e) okie call

**BSG:** Zone (Execute Power Techniques)
- a) Triple call
- b) okie call
- c) Jam-Pam call

**BST:** Zone (Execute Power Techniques)
- a) okie call
- b) Jam-Pam call

*Note: Vs 3 LB to TE ID middle*
Note: Sam LB is on coaches w/ regards to Bubble
CP: 5 & 2 Always switch to bubble alignment in twins.

<table>
<thead>
<tr>
<th>(TWINS) ATLANTA</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>QB:</strong> Rhythm angle step, good base, ride the mesh &amp; attack flat defender. <em>NO READ</em> SL alert “kill” bubble.</td>
</tr>
<tr>
<td><strong>9:</strong> Split: On #’s. Block (MDM).</td>
</tr>
<tr>
<td><strong>3:</strong> Align: “R” / “L” Alert Tackle with “I’m here” call; Cut off backside End.</td>
</tr>
<tr>
<td><strong>4:</strong> Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.</td>
</tr>
<tr>
<td><strong>5:</strong> Split: 3 above #’s Protect for the bubble, MDM Sam LB on QB.</td>
</tr>
<tr>
<td><strong>2:</strong> Split: -2 Hash. Front foot @ 3yd. Run the Bubble, alert bubble late.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Zone (Execute Power Techniques)</strong></th>
<th><strong>a)</strong> Fan call</th>
<th><strong>b)</strong> Rip-Liz call</th>
<th><strong>c)</strong> okie call</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PST:</strong></td>
<td>Note: ID 1st bird in box to call side</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>PSG:</strong></td>
<td>Zone (Execute Power Techniques)</td>
<td><strong>a)</strong> Fan call</td>
<td><strong>b)</strong> Rip-Liz call</td>
</tr>
<tr>
<td><strong>C:</strong></td>
<td>Zone (Execute Power Techniques)</td>
<td><strong>a)</strong> Fan call</td>
<td><strong>b)</strong> Rip-Liz call</td>
</tr>
<tr>
<td><strong>BSG:</strong></td>
<td>Zone (Execute Power Techniques)</td>
<td><strong>a)</strong> Jam-Pam call</td>
<td><strong>b)</strong> okie call</td>
</tr>
<tr>
<td><strong>BST:</strong></td>
<td>Zone (Execute Power Techniques)</td>
<td><strong>a)</strong> okie call</td>
<td><strong>b)</strong> Jam-Pam call</td>
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</tbody>
</table>
**TWINS) ATLANTA DASH**

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

<table>
<thead>
<tr>
<th>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.</th>
</tr>
</thead>
<tbody>
<tr>
<td>9: Split: Bottom #’s Block MDM.</td>
</tr>
<tr>
<td>4: Align: B-Gap Track midline of the center, with shoulders square at mesh point; Track, Press, Cut</td>
</tr>
<tr>
<td>5: Split: On #’s Block MDM</td>
</tr>
<tr>
<td>2: Split: -2 Hash Bubble Quick, to Bubble Late stay 4 yards behind QB on bubble late.</td>
</tr>
</tbody>
</table>

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<th>PST: Zone (Execute Power Techniques)</th>
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<th>BSG: Zone (Execute Power Techniques)</th>
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<tr>
<td>a) Jam-Pam call</td>
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<tr>
<td>b) okie call</td>
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<tr>
<th>BST: Zone (Execute Power Techniques)</th>
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<tr>
<td>a) okie call</td>
</tr>
<tr>
<td>b) Jam-Pam call</td>
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</table>
Rhythm angle step, Read EMOL. If pull, read CB to keep or throw to '9'. SL alert "kill" bubble. Pre-Snap Align: "R" / "L" Take path you would on 'Back', then slip DE. Secure LB to safety.

Split: 3 above #’s
Protect for the bubble, MDM

CP: 3 Back Stay square
Note: 9 Man is Running a go.

QB:
Rhythm angle step, Read EMOL. If pull, read CB to keep or throw to '9'. SL alert "kill" bubble. Pre-Snap

9:
Split: On #’s.
Run at CB, then slip by on 9 route.

3:
Align: "R" / "L" Take path you would on 'Back', then slip DE.
Secure LB to safety.

4:
Align: B-Gap
Track midline of the center, with shoulders square at mesh point; Track, Press, Cut.

5:
Split: 3 above #’s
Protect for the bubble, MDM

Zone (Execute Power Techniques)
a) Fan call
b) Rip-Liz call
c) okie call

PST:

Zone (Execute Power Techniques)
a) Fan call
b) Rip-Liz call
c) okie call

PST:

Zone (Execute Power Techniques)
a) Fan call
b) Rip-Liz call
c) okie call

PSG:

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

C:

Zone (Execute Power Techniques)
a) Fan call
b) Rip-Liz call
c) Jam-Pam call
d) okie call

BSG:

Zone (Execute Power Techniques)
a) Jam-Pam call
b) okie call

BST:

Zone (Execute Power Techniques)
a) okie call
b) Jam-Pam call
Rhythm angle step, good base, ride the mesh & attack flat defender. *NO READ* SL alert “kill” bubble.

Align: “R” / “L”
Block Backside DE; aim at outside hip of Tackle, staying tight to get good hat placement

Align: B-Gap
Track Midline of center, with shoulders square at mesh point; Track, Press, Cut.

Split: 3 Above
Protect for the Bubble.

Split: -2 Hash, front foot @ 3 yd. Bubble.

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

QB:
Rhythm angle step, good base, ride the mesh & attack flat defender. *NO READ* SL alert “kill” bubble.

9: Split: Top # *(tight as 6 yd from ‘T’)
Dig Out flat defender

3: Align: “R” / “L”
Block Backside DE; aim at outside hip of Tackle, staying tight to get good hat placement

4: Align: B-Gap
Track Midline of center, with shoulders square at mesh point; Track, Press, Cut.

5: Split: 3 Above
Protect for the Bubble.

2: Split: -2 Hash, front foot @ 3 yd. Bubble.

Zone (Execute Power Techniques)
PST:
a) Fan call
b) Rip-Liz call
c) okie call

Zone (Execute Power Techniques)
PST:
a) Fan call
b) Rip-Liz call
c) okie call

Zone (Execute Power Techniques)
PSG:
a) Fan call
b) Rip-Liz call
c) okie call

Zone (Execute Power Techniques)
C:
a) Fan call
d) okie call
b) Rip-Liz call
c) Jam-Pam call
Note: ID 1st bird in box to call side

Zone (Execute Power Techniques)
BSG:
a) Jam-Pam call
b) okie call

Zone (Execute Power Techniques)
BST:
a) okie call
b) Jam-Pam call
Twins (ATLANTA BACK) DEFENSIVE LOOKS

Under

F $ S

Under G

F $ S

Over

$ F $ S

Over G

$ F $ S

Odd

$ B E W T M E S

Odd Stack

B W E T M S $
Twins (ATLANTA BACK)
DEFENSIVE LOOKS

Bear

Odd (3-2)

Jam-Pam
<table>
<thead>
<tr>
<th></th>
<th>(ATLANTA to TE)</th>
<th>DEFENSIVE LOOKS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Under</strong></td>
<td><img src="#" alt="Diagram" /></td>
<td>$M’s\ RT$</td>
</tr>
<tr>
<td><strong>Under G</strong></td>
<td><img src="#" alt="Diagram" /></td>
<td>$M’s\ RT\ rip$</td>
</tr>
<tr>
<td><strong>Over</strong></td>
<td><img src="#" alt="Diagram" /></td>
<td>$M’s\ Middle$</td>
</tr>
<tr>
<td><strong>Over G</strong></td>
<td><img src="#" alt="Diagram" /></td>
<td>$M’s\ Middle\ Rip$</td>
</tr>
<tr>
<td><strong>ODD</strong></td>
<td><img src="#" alt="Diagram" /></td>
<td>okie</td>
</tr>
<tr>
<td><strong>Bear</strong></td>
<td><img src="#" alt="Diagram" /></td>
<td>Jam-Pam</td>
</tr>
</tbody>
</table>
AUBURN OFFENSE
FALL 2013
SECONDARY RUNS
-Saint
-Detroit
-Steeler
-Denver

RELENTLESS
AUBURN FOOTBALL
(TWINS) SAINT  “Alert” (√)

CP: QB attack end man on LOS.

QB:
- Attack outside number of EMOL, make him commit, get the ball to 4 quickly, if not cut up.

9:
- Split: Top # *(tight as 6 yd from ‘T’)*
  - Dig Out flat defender. (MDM)

3:
- Align: “R”/”L”
  - Arc release, √ 1st LB in box, to seal the box.

4:
- Align: B – Gap.
  - Open step and run, keep ‘1 & 4’ yard pitch relationship with QB

5:
- Split: 6 yd from tackle. If you can, Tighten the SAM with your split. Block flat defender, stay square protections outside #.

2:
- Split: “Max” On #’s Block CB.

PST: Seal Onside to backside LB’er
  - a) Tag

PSG: Zone (Execute Full Techniques)

C: Zone (Execute Full Techniques)
  - a) Jam - Ram

BSG: Zone (Execute Full Techniques)
  - a) Jam - Ram

BST: Zone (Execute Full Techniques)
(Saint) DEFENSIVE LOOKS

Under

Under G

Over

Over G

Check 3

Odd (3-2)

Odd Stack
(Saint) DEFENSIVE LOOKS

Bear

Odd

Even “On Call”

‘Tag 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.

<table>
<thead>
<tr>
<th>QB: Direct call to field</th>
<th>On – Outside (Execute Draw tech.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take short 45 degree drop with eyes up, and give wrap-around handoff behind 4 back</td>
<td>a) Mike Call</td>
</tr>
<tr>
<td>b) Jam Call</td>
<td></td>
</tr>
<tr>
<td>c) Okie Call</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>9: Split: On #’s Block CB</th>
<th>PST:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Align: Split the difference.</td>
<td>On – Over (Execute Draw tech.)</td>
</tr>
<tr>
<td>Go Vertical and block safety. Will is on the coaches.</td>
<td>a) Mike Call</td>
</tr>
<tr>
<td>b) Okie Call</td>
<td></td>
</tr>
<tr>
<td>c) Jam Call</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3: Align: Tight</th>
<th>PSG:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Take one step toward QB tilt at 45° angle, create side pocket away from hand-off, and read hole once ball is given</td>
<td>Vs. 4 Downs id onside LB’er</td>
</tr>
<tr>
<td>a) Okie Call (Execute Draw Tech. to shade)</td>
<td></td>
</tr>
<tr>
<td>b) Jam Call</td>
<td></td>
</tr>
<tr>
<td>c) Name Call</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>4: Split: -2 Hash.</th>
<th>C:</th>
</tr>
</thead>
<tbody>
<tr>
<td>If the SAM will run with you go block the safety. If he has a visual of the backfield, block him!</td>
<td>On – Over (Execute Draw Tech.)</td>
</tr>
<tr>
<td>a) Name Call</td>
<td></td>
</tr>
<tr>
<td>b) Okie Call</td>
<td></td>
</tr>
<tr>
<td>c) Jam Call</td>
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</table>

<table>
<thead>
<tr>
<th>2: Split: On #’s Block CB</th>
<th>BST:</th>
</tr>
</thead>
<tbody>
<tr>
<td>On – Outside (Execute Draw Tech.)</td>
<td>a) Mike Call</td>
</tr>
<tr>
<td>b) Okie Call</td>
<td></td>
</tr>
<tr>
<td>c) Jam Call</td>
<td></td>
</tr>
</tbody>
</table>
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

On – Outside ( Execute Draw tech.)

PST: 
a) Mike Call 
b) Jam Call 
c) Okie Call

PST: 
On – Over ( Execute Draw tech.)

a) Mike Call 
b) Okie Call 
c) Jam Call

PSG: Vs. 4 Downs id onside LB’er

a) Okie Call  (Execute Draw Tech. to shade) 
b) Jam Call 
c) Name Call

C: 

On – Over ( Execute Draw Tech.)

a) Name Call 
b) Okie Call 
c) Jam Call

BSG: 

On – Outside (Execute Draw Tech.)

a) Mike Call 
b) Okie Call 
c) Jam Call

BST:
(LION) DEFENSIVE LOOKS

**Under**

<table>
<thead>
<tr>
<th>FS</th>
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<td>W</td>
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**Under G**

<table>
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**Over**

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**Over G**

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<td>W</td>
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**Odd (Okie)**

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<tr>
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**Bear**

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<td>W</td>
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<td>E</td>
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</tbody>
</table>

Name Call

Okie Call

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

<table>
<thead>
<tr>
<th></th>
<th>Secure snap, ride 4 man through mesh, read Play-side End and press downhill A Gap. If Blitz, Gift 'Hitch' on Back.</th>
<th>PST: B Gap to 2nd LB</th>
</tr>
</thead>
<tbody>
<tr>
<td>QB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:</td>
<td>Split: On Bottom #'s Run slant Backside.</td>
<td>PSG: A Gap to 2nd LB</td>
</tr>
<tr>
<td>3:</td>
<td>Align: Split 5-man and Tackle Block MLB to $. Protect speed sweep. Mike cannot make play!</td>
<td></td>
</tr>
<tr>
<td>4:</td>
<td>Align: Steeler Run Steeler path, forming mesh with QB</td>
<td></td>
</tr>
<tr>
<td>5:</td>
<td>Split: + 2 Hash Block flat defender</td>
<td></td>
</tr>
<tr>
<td>2:</td>
<td>Split: On #'s Block man on</td>
<td></td>
</tr>
</tbody>
</table>

CP: 3 Man must pin the Mike LB. He can not make the play!
### (TREY) STEELER (RODGERs)

#### Diagram

- **FS**: Fullback Split
- **S**: Slot
- **C**: Center

#### Diagram Notes
- Secure snap, ride 4 man through mesh, read Play-side End and press downhill A Gap. If Blitz, Gift 'Hitch' on Back.
- Split: On Bottom #’s Run slant Backside.
- Align: TE
- Block MLB to $. Protect speed sweep. Mike cannot make play!
- Align: Steeler
- Run Steeler path, forming mesh with QB
- Split: on Hash Block flat defender
- Split: On #’s Block man on

#### Positions

<table>
<thead>
<tr>
<th>Position</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>QB</strong>:</td>
<td>Secure snap, ride 4 man through mesh, read Play-side End and press downhill A Gap. If Blitz, Gift 'Hitch' on Back.</td>
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<td><strong>9</strong>:</td>
<td>Split: On Bottom #’s Run slant Backside.</td>
</tr>
<tr>
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<td>Align: TE Block MLB to $. Protect speed sweep. Mike cannot make play!</td>
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<tr>
<td><strong>4</strong>:</td>
<td>Align: Steeler Run Steeler path, forming mesh with QB</td>
</tr>
<tr>
<td><strong>3</strong>:</td>
<td>Split: on Hash Block flat defender</td>
</tr>
<tr>
<td><strong>2</strong>:</td>
<td>Split: On #’s Block man on</td>
</tr>
<tr>
<td><strong>PST</strong>:</td>
<td>B Gap to 2(^{nd}) LB</td>
</tr>
<tr>
<td><strong>PSG</strong>:</td>
<td>A Gap to 2(^{nd}) LB</td>
</tr>
<tr>
<td><strong>C</strong>:</td>
<td>Block back on 1(^{st}) threat vs Even</td>
</tr>
<tr>
<td><strong>BST</strong>:</td>
<td>B Gap hinge</td>
</tr>
<tr>
<td><strong>BST</strong>:</td>
<td>B Gap hinge</td>
</tr>
</tbody>
</table>
### (SPREAD) STEELER (RODGERS)

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

<table>
<thead>
<tr>
<th><strong>QB</strong></th>
<th>Secure snap, ride 4 man through mesh, read Play-side End and press A Gap.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>9</strong></td>
<td>Split: On #’s Block CB</td>
</tr>
<tr>
<td><strong>3</strong></td>
<td>Align: Normal. Block Will to Safety.</td>
</tr>
<tr>
<td><strong>4</strong></td>
<td>Align: Steeler Run Steeler path, forming mesh with QB</td>
</tr>
<tr>
<td><strong>5</strong></td>
<td>Split: 5 yd from tackle Block flat defender</td>
</tr>
<tr>
<td><strong>2</strong></td>
<td>Split: On #’s Block CB</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>PST</strong></th>
<th>B Gap to 2(^{nd}) LB</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PSG</strong></td>
<td>A Gap to 2(^{nd}) LB</td>
</tr>
<tr>
<td></td>
<td>Block back on 1(^{st}) threat vs Even</td>
</tr>
<tr>
<td><strong>C</strong></td>
<td>a) Check 0</td>
</tr>
<tr>
<td></td>
<td>b) Cage</td>
</tr>
<tr>
<td><strong>BSG</strong></td>
<td>Skip-pull to block 1(^{st}) LB</td>
</tr>
<tr>
<td><strong>BST</strong></td>
<td>B Gap hinge</td>
</tr>
</tbody>
</table>
San Diego. Then hand ball to 4 Back.

| --- | --- | --- | --- | --- | --- |
AUBURN OFFENSE
FALL 2013

FOUNDATION
PASS

-Texas
-Tiger
-Florida
-Arkansas
-Arkansas 5/9

-Oklahoma
-26/36 Dakota
-Ark Clear
-Michigan
-20/90/Missouri

-Under
-23/93/Cali
-39/Washington
-Delaware (Mesh)
-Option

RELENTLESS
AUBURN FOOTBALL
EAGLE

QB:

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

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.

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.

Align: 6 yd, B – Gap.
Philly Protection fake reading inside-out for any 3rd Rusher
If no blitz, Ricky/Lucy to the boundary

Split: -2 from hash
Run Slam Route off the Sam LB. Hot on 1 Route. It takes “two.”

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.

PST:

PSG:

C:

BSG:

BST:
EAGLE

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.

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.

Split: -2 from hash
Run Slam Route off the Sam LB. Hot on 1 Route. It takes two.

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.

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.

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).
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Split: -2 from hash
Run Slam Route off the Sam LB. Hot on 1 Route. It takes two.

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.

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

EAGLE

PST:

PSG:

C:

BSG:

BST:
EAGLE DROP: Big 3, Read Safety. (Quick 3 if straight Cover 3)
Cover 2 – Read playside Safety, Beater to Hole Shot - √ Down
Cover 3 – Read FS, Seam Route – Comeback – √ Down
Cover 4 / Man – Comeback to √ Down

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)

CP: Snap play/answer. Note: Call side is beater, is “Hot.”
Note: Ricky/Lucy 2 Minute

QB:

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)

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)

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.

5:
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)

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.
EAGLE

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

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)

3: Split: Split the difference. Run an inside 9 route, seam route.
Vs. cover 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)

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.

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)

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.

CP: Snap play w/answer. Note: Call Side is Beater, is “Hot.”
(DEUCE) FLORIDA

EAGLE

PST:

PSG:

C:

BSG:

BST:

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

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.

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)

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.

Boundary SPLIT: TE Free Release Seam Route (expect ball 17-22 yds)
2 safeties, if color side run beater at 12 yards. Away run at safety.

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)

CP: Snap play w/answer. Note: Call Side is beater, is “Hot.”
EAGLE DROP: Big 3, Read Safety. (Quick 3 if straight Cover 3)
Cov. 2 – Read playside Safety, Beater to Hole Shot - √ Down
Cov. 3 – Strong (Bdry 9 – 3) Weak 5 - 4
Cov. 4 / Man – Comeback to (bdry)

Boundary SPLIT: #'s
Run a 5 Route (15 yds).
vs. cover 2 convert to 9 route (expect ball 17-22 yds)

Align: Split difference
Push vertical, over MIKE and get to the opposite hash at 18 yards depth as quick as possible.

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.

Align: Hash
Run Vertical Seam.

Field SPLIT: On #'s
Run a 5 Route (15 yds).
vs. cover 2 convert to 9 route (expect ball 17-22 yds)
**EAGLE (or COWBOY)**

<table>
<thead>
<tr>
<th>CP: 9 man always DIG unless tagged otherwise. 1st WR to field runs 8 route, 2nd runs crossing.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>QB:</strong> 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.</td>
</tr>
<tr>
<td><strong>9:</strong> Split: On #’s Run 15 Dig, stay friendly to QB.</td>
</tr>
<tr>
<td><strong>3:</strong> Align: “R”/”L” Release into flat at 4 yds depth, read HOT of 4 Strong. If not, run Rail route.</td>
</tr>
<tr>
<td><strong>4:</strong> Align: 6 yd, B – Gap. Philly protection reading inside – out picking up # 3 strong. If no threat, run a Spot 4 yds.</td>
</tr>
<tr>
<td><strong>5:</strong> Split: Hash Push vertical, step on CB’s toe and run HR post towards onside goal post.</td>
</tr>
<tr>
<td><strong>2:</strong> 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.</td>
</tr>
</tbody>
</table>
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.

9: Split: Bottom of #’s
Run 15 Dig, stay friendly to QB.

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.

Philly protection reading inside – out picking up # 3 strong. If no
threat, run a Spot 4 yds Replacing MLB.

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.

2: Split: 3 Above #’s
Push vertical, step on CB’s toe and run HR post towards onside
goal post.(Stay Skinny).
K.C.

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).

PSG:

C:

BSG:

BST:

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

QB:

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

3: Align: “R”/“L”
Chief Protection.

Chief Protection.

5: Split: Hash
Push vertical, step on CB’s toe and run HR post towards onside 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.
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)

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.

Split: Hash
Push vertical, step on CB’s toe and run HR post towards onside
goal post.

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.
EAGLE

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)

9: Split: On #’s, Off L.O.S.  Run 15 Dig

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.  If call side is to your side, you’re hot off 4 weak. Turn out @ 4 yds.

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.

5: Split: -2 hash.  Run crossing route underneath LB’s. If call side is to your side, hot off 4 strong. Run slam route.

2: Split: 3 Above #’s  Push vertical, run HR aiming to onside goal post.
K.C. (EAGLE)

**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

**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)

**3:**
Align: “R”
Chief Protection – Fit B Gap aggressively. Stay Square.

**4:**
Align: 6 yd, B – Gap.

**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.

**2:**
Split: 10 yards from tackle
Utah motion, not squeezing QB. √ 4 yards from LOS between the #’s & Sidelines.

---

**K.C. (EAGLE)**

**PST:**

**PSG:**

**C:**

**BSG:**

**BST:**
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  

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

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)

Split: 10 yards from tackle  
Lightning Motion, Check Down at the Bottom of the numbers.
EAGLE

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

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


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. √ 4 yards from LOS between the hash and the #'s

PST:

PSG:

C:

BSG:

BST:
VIKING DROP: Token fake to 4 back, pivot, fake reverse, 3 step & set up.
Read: 9 Man to checkdown.

Split: On hash
9: Run 7 Route. Take it high versus cv.2 Safety. Have the ability to flatten it out versus cv.3 Corner.

3: Align: “R”
Viking Protection

Viking Protection

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

<table>
<thead>
<tr>
<th>9: Split: Top #’s Run Hitch</th>
</tr>
</thead>
<tbody>
<tr>
<td>4: Align: 5 ½ yd, B – Gap. Release into flat no deeper than 4 yds, read HOT if 4 strong</td>
</tr>
<tr>
<td>5: Split: 2 above #’s Run 9 Route, “FOR”</td>
</tr>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>
**EAGLE**

<table>
<thead>
<tr>
<th>QB:</th>
<th>EAGLE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DROP:</strong> 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.</td>
<td>PST:</td>
</tr>
<tr>
<td><strong>9:</strong> Split: 1 Below #’s Run 6 yard hitch. Convert vs Cover 2.</td>
<td>PSG:</td>
</tr>
<tr>
<td><strong>3:</strong> Align: &quot;R&quot;/&quot;L&quot; Release into flat no deeper than 4 yds, read HOT if 4 strong. Settle at #’s, show QB your #’s.</td>
<td>C:</td>
</tr>
<tr>
<td><strong>4:</strong> Align: 6 ½ yd, B – Gap. Philly protection. ✓ Call side first, then SCAN backside. No blitz, run a spot over playside backer</td>
<td>BSG:</td>
</tr>
<tr>
<td><strong>5:</strong> 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.</td>
<td>BST:</td>
</tr>
<tr>
<td><strong>2:</strong> Split: 1 Above #’s (widen window) Vertical stem, 14 yd curl back to 12 yds. Read hook/curl LB out of break for window.</td>
<td></td>
</tr>
</tbody>
</table>
EAGLE

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.

Align: Split On Hash.

5:

Run Middle Clear; if “Hot,” run through outside shoulder of Roll-
down safety. vs MOFC – stay fixed on seam. vs. MOFO – run
beater route.

4:

Align: 6 yd, B – Gap.
Dallas protection. √ Call side first, then SCAN backside. No blitz,
run a spot over playside backer

3

Align: Split difference between tackle and 5 man.
Run 1 Route.

2:

Split: Top #’s (widen window)
Vertical stem, 14 yd curl. Read hook/curl LB out of break for
window.

CP: Take Gift Hitch if possilbe.
EAGLE

QB: DROP: Quick 3 Bdry. (Single High)
    Work Field vs. 2 High.

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

3: Align: split difference.
    Run Option Route vs. backer. Have choice to go either in or out depending on leverage.

4: 6 yd B – Gap
    Philly to Bdry. Run 1 Route at 4 yds Depth if no pressure (Away from 3).

5: Split: +2 hash.
    Run Basic Route. Outside release flat defender

2: Split: On #'s
QB: DROP: Quick 3.

9: Split: Bottom of #’s. Run Basic

3: Align: Split the difference. Run Option Route vs. backer. Have choice to go either in or out depending on leverage.

4: Align: B-Gap Check Swing Dallas PRO.


2: Split: 4 yds from 5 man. Run Snag @ 5 yds.
Drop: Slide, bop, pop.
Progression: 3 to 4.

Alert: Bubble if Blitz.

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

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

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

Split: 3 Above.
Protect Bubble, if ‘Run it’ Then run hitch.

Split: Split the Difference
Block Flat defender.

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.
(TRIPS) Steeler ‘P’

QB: Drop: S, B, P.
Progression: 3 to 4 / 3 to 9.

9: Split: On #’s
Run Comeback.

3: Align: 6 yds from tackle.
4 Steps at MLB, Explode Vertical.

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

5: Split: Hash
Run 7 Cut (Effect Safety).

2: Split: On #’s
Hitch.
**K.C. Solo**

**PST:**

**PSG:**

**C:**

**BSG:**

**BST:**

### 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.

### CP:

Like to call when safety is getting involved in the run fit.
**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 Blitzer 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.**

<table>
<thead>
<tr>
<th>PST:</th>
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<tbody>
<tr>
<td>PSG:</td>
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<td>BSG:</td>
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<td>BST:</td>
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<td>QB:</td>
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<tr>
<td>3:</td>
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<tr>
<td>5:</td>
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<td>2:</td>
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</tbody>
</table>

**K.C.**

<table>
<thead>
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<th>PST:</th>
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<tr>
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<td>C:</td>
</tr>
<tr>
<td>BSG :</td>
</tr>
<tr>
<td>BST:</td>
</tr>
</tbody>
</table>
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.
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)

PB: 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
<table>
<thead>
<tr>
<th><strong>QB:</strong></th>
<th>Big 3. Token Fake to Speed, Quick 3 to big 3.</th>
</tr>
</thead>
</table>
| **9:** | Split: Bottom of #’s. 
Run Bang 8. |
| **3:** | Align: R/L 
Chief PRO |
| **4:** | Align: 3 Yards Behind Tackle. 
Run Wheel – Straight expand to 2 yards below #’s. |
| **5:** | Split: 3 Above. 
Run Basic to pull Safety. |
| **2:** | Split: 8 yds Tackle. Utah Motion. Fake – check down. 
4 yds deep between #’s and Sideline. |

**CP:** √ Play, will check Steeler ‘2’ vs. Blitz
EAGLE DROP: Big 3
Progression: 5 – 2 – 3

Alignment: split difference between tackle and 5 Man
Run bubble

Alignment: Falcon
Ram Protection, and then run MID over center

Split: On #’s
Run 9 Route

Stutter flat defender and run deep bender splitting the safeties vs. 2 safeties; run bender to the far hash vs. single high safety

QB:

9: Split: On #’s
Run 9 Route

3: Align: split difference between tackle and 5 Man
Run bubble

4: Align: Falcon
Ram Protection, and then run MID over center

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

2: Split: On #’s
Run 9 Route

EAGLE

PST:

PSG:

C:

BSG:

BST:
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)

Split: On #’s
Run Vertical 9.

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

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

Split: +2 From hash. Off LOS
Fake Block On the CB. And Trail up the numbers.
Alert: Still Hot of Sam Pop!

Split: 2 above from #’s On LOS
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!
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

Split: 6 yards from tackle
Climb across gaining depth aiming for the backside safety, 14-16 yds.

Align: Oakland
Make it look like you’re blocking Oakland and look for a threat outside the tackle

Align: Falcon
Assign: Token fake Falcon and replace the pulling guard or center

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

Split: -2 from hash
Bubble, HOT off SAM or any 4 strong; track and settle at bottom of numbers
Drop: S, B, P.
Progression: 2 High: 5 – 2 – 4
Progression: 1 High: Comeback
Split: On #'s
15 yd. Comeback
Align: "R"
Chief PRO.
Fake Steeler. Rock The baby.
Split: On Hash
10 Yrd Beater and come as Flat as needed. Protect the QB.
Split: On #'s
Run 9 Route

CP: Like versus Key coverage

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

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

9: Split: Bottom #’s.
Run a 3 route.

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.

Dallas Protection. √ Call side first, then SCAN backside. Run Swing to field.

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.

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

GIVE "9" ROUTE

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

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

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

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

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.

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

Split: 3 Above #'s
Run Vertical.

Alert: QB Give "Hitch" = Run Hitch

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

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.

Alert: QB Give "Fist" = Run Slant

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)

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

Split: -1 hash (FOR)

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

COWBOY

PST:

PSG:

C:

BSG:

BST:
**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.

<table>
<thead>
<tr>
<th>QB:</th>
<th>DALLAS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Split: 3 Above #'s</td>
<td>PST:</td>
</tr>
<tr>
<td>Run Vertical.</td>
<td>PSG:</td>
</tr>
<tr>
<td>Alert: QB Give &quot;Hitch&quot; = Run Hitch</td>
<td>C:</td>
</tr>
<tr>
<td>Split: -1 hash (FOR)</td>
<td>BSG:</td>
</tr>
<tr>
<td>F.O.R. Beater Route (2-High), Seam (Single-High)</td>
<td>BST:</td>
</tr>
<tr>
<td>QB Gives Fist = Run Slant</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>CP: 5 &amp; 2 Be alert for possible Slant and hitch to the field.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>QB:</strong></td>
</tr>
<tr>
<td>Dallas Protection. √ Call side first, then SCAN backside. Run Swing to bdry.</td>
</tr>
<tr>
<td>Split: 3 Above #’s</td>
</tr>
<tr>
<td>Run Vertical.</td>
</tr>
<tr>
<td>Alert: QB Give “Hitch” = Run Hitch</td>
</tr>
</tbody>
</table>

| 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: |
| 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) |
| Align: “R”/”L” |

| 2: |
| Zin motion 2 yds from TE, run crossing route under the LB’s; tracking no deeper than 4 yards. |
COWBOY

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 \sqrt{down}. If Cover 2 work the beater to hole shot to the field. Alert Fist, Hole Shot (Pre-Snap)

Split: Bottom #s
Run a 3 route.

Align: “L”/“R”
Run 4 yard \sqrt{down} in front of the WILL. Turn out & sit. (don’t run out)

Align: 6 yd, B – Gap.
Dallas Protection. \sqrt{Call} side first, then SCAN backside. Run Ricky/Lucy Away to Field.

Split: -2 Hash
Expand release, Run Beater to the field, expect the ball vs. Cover 2
Alert: Fist vs. Outside Coverage.

Split: 3 Above #s
Run Vertical 9 Ball.
Alert Hitch vs. Loose CB.

CP: 5 & 2 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.

- Split: 3 Above #'s
  - Vertical 9 ball.
  - Alert: Hitch From QB

- Split: -2 Hash

- Split: 3 Above #'s
  - Run Beater to the field, expect the ball vs. Cover 2
  - Alert: Fist vs. Outside Leverage

- Align: 6 yd, B – Gap.
  - Dallas Protection. √ Call side first, then SCAN backside. Run Ricky Lucy away to Field.

- Align: TE
  - Split: Bottom #'s
    - Run 5 yard √ down in front of the SAM. Turn out & sit. (don’t run out)

- Split: Bottom #'s
  - Run a 3 route.
### (SPREAD) – 20 (MISMOUIR)

**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.

**Split:** On #’s
- Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline.
- **Alert:** QB signal hitch.

**Align:** “R”/”L”
- Free release run 7 route.

**4:**
- Align: 6 yd, B – Gap.
- Dallas Protection – no blitz run a MID over the ball.

**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.

**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.

---

**COWBOY**

**PST:**

**PSG:**

**C:**

**BSG:**

**BST:**
COWBOY

Drop: Big 3.
Cv. 2 = Pick a side based on the safeties leverage 7-Q.
Cv. 3 or 4 = Hitch – \( \sqrt{} \) down.
Man = 7 cut – Q/Hitch. QB- can give hitch to outside.

Split: On #'s
Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline.
Alert = QB signal hitch.

Alert = QB signal hitch.

Align: "R"/"L"
Free release run 7 route.

Align: 6 yd, B – Gap.
Dallas Protection – no blitz run a MID over the ball.

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.

Split: On #'s.
Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline.
Alert = QB signal hitch.
COWBOY

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.

Split: On #’s
Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline.
Alert = QB signal hitch.

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.

Align: 5 ½ yd, B – Gap.
Dallas Protection – no blitz run a MID over the ball.

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.

Split: On #’s.
Push 4 yards vertical, 4 steps inside to the slant, then pivot out flat towards the sideline.
Alert = QB signal hitch.
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>9:</td>
<td>Split: Bottom #’s. Run a 3 route.</td>
</tr>
<tr>
<td>3:</td>
<td>Align: Split difference, front foot at 3 yards. Run Basic Route, but at 12 yards deep!</td>
</tr>
<tr>
<td>2:</td>
<td>Split: Top of #’s. Run 5 yard Caboose under route. Stay on the move.</td>
</tr>
<tr>
<td>COWBOY</td>
<td>COWBOY</td>
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<tr>
<td>PST:</td>
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<td>PSG:</td>
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<td>BSG:</td>
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<td>BST:</td>
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</tbody>
</table>
DROP: Quick 3.
Progression: 3 – 6 – 2. Pre-Snap: Read safeties leverage.
Free Access, take the 9 man.

Split: Bottom #’s.
Run a 3 route.

Align: TE
Expand, Run Basic Route, but at 12 yards deep!

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

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

Split: Top of #’s.
Run 5 yard Caboose under route. Stay on the move.
**QB:**

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

**9:**

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

**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.

**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.

**5:**

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

<p>| | |</p>
<table>
<thead>
<tr>
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<tbody>
<tr>
<td><strong>QB:</strong></td>
<td><strong>COWBOY (BDRY)</strong></td>
</tr>
<tr>
<td>DROP: Quick 3 to Big 3.</td>
<td>PST:</td>
</tr>
<tr>
<td>Progression: 3 – 9 – 4 vs. cv. 2 / Single high 9 - 4</td>
<td>PSG:</td>
</tr>
<tr>
<td>9: Split: On #’s</td>
<td>C:</td>
</tr>
<tr>
<td>Run Basic.  You have to Win vs. Man!</td>
<td>BSG:</td>
</tr>
<tr>
<td>3: Align: split difference between tackle and 5 Man</td>
<td>BST:</td>
</tr>
<tr>
<td>Run Vertical splitting the safeties &amp; trying to clear the MLB in the middle seam.  Look for ball after clearing MLB.</td>
<td></td>
</tr>
<tr>
<td>Dallas Protection.  Call side first, then SCAN backside.  Run Spot to bdry, try to pull WLB out of box.</td>
<td></td>
</tr>
<tr>
<td>5: Split: On Hash</td>
<td></td>
</tr>
<tr>
<td>Run Seam down the hash at the onside safety</td>
<td></td>
</tr>
<tr>
<td>2: Split: On #’s</td>
<td></td>
</tr>
<tr>
<td>9 ball vertical.</td>
<td></td>
</tr>
</tbody>
</table>
**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.

**SPLIT:** On #’s

| 9: 12 Yd BASIC |

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

| 3: Dallas Protection. \(\sqrt{\text{Call side first, then SCAN backside. Run Swing to field.}}\) |

| 4: \(\text{BSG:}\) 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. |

| 2: SPLIT: 3 Above #’s Curl Route. | **COWBOY** |

| **PST:** |

| **PSG:** |

| **C:** |

| **BSG:** |

| **BST:** |
COWBOY

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.

SPLIT: 3 Above #'s
8 Route
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.

5 ½ yd, B – Gap.

Align: 5 ½ yd, B – Gap.
Dallas Protection. √ Call side first, then SCAN backside. Run Swing to field.

SPLIT: TE
Run 5 yard Option route turning outside, run out of it.

SPLIT: On #'s
12 Yd Basic

QB:

COWBOY

PST:

PSG:

C:

BSG:

BST:
COWBOY

Drop: Big 3.
Man: 3 – 9 – 4.
Hot will be to the call side (Slant)

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.

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.

Align: split difference.
Step up field 2 steps and explode on 6 route, rubbing “underneath” the mesh of the other crosser.

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.

Split: On #’s.
Run 15 Dig

QB:

COWBOY

PST:

PSG:

C:

BSG:

BST:
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
Block Packer Rules

Pull and Block 1st that shows of tackle

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.

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

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

Split: 3 Above #’s
Run HR 8 route Post

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 bdry comeback. Cover 2… Settle @18 SL Hash.

3:
Align: “R”/”L”

4:
Align: B – Gap.

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)
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
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 QBs 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.
(TWINS) GREEN ATLANTA ‘MAX’

CP: vs. Blitz, QB abort fake get depth and get ball to 5 man on 1 route.

QB:
- Angle step, fake Falcon and roll out strong gaining depth to 8 yards
- Progression: 5 – 9 – 2
- 5-man is “Hot” vs. any edge pressure.

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

3:
- Align: “R”/“L”
- Attack straight at the DE inviting him inside, then log.

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

5:
- Split: 6 yds from 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

2:
- Split: 3 Above #’s
- Run 20 yard Deep comeback

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
Block Colt Rules

Pull and block 1st off tackle.

B gap (No Hinge)

Align: "R"
Pull through the hole just like you would block the LB on Colt.

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.

QB:
9: Split: 6 yards from tackle.
Run 10-12 yard Crossing route

3: Align: "R"
Pull through the hole just like you would block the LB on Colt.

Align: B – Gap.
Fake Colt and carry out fake mechanics; Keep the fake play side, do NOT cut back side

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

2: Split: 3 Above #’s.
20 yard Deep comeback

PST: Block Colt Rules

PSG: Block Colt Rules

C: Block Colt Rules

BSG: Pull and block 1st off tackle.

BST: B gap (No Hinge)
Behind, fake Seahawk and roll out strong gaining depth to 8 yards. Attack the LOS and read 2 - 9 - 5. 5 man hot vs. blitz. Run Option is there if nobody is open.

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

3: Align: “R”/“L” opposite the call.
“Max” tells you to seal the DE to the naked side. Attack straight at the DE inviting him inside, then log.

Fake Seahawk and carry out fake mechanics; Keep the fake play side, do NOT cut back side. **Do not Squeeze QB!**

5: Split: -2 from the hash.
Run Corner Route.

2: Split: 3 Above #’s
Run 3 route, slide to SL.

(PST) GREEN SEATTLE ‘MAX’

**SEATTLE**

**PST:** Block Seahawk Rules

**PSG:** Block Seahawk Rules

**C:** Block Seahawk Rules

**BSG:** Block Seahawk Rules

**BST:** Block Seahawk Rules
Fake Steeler and roll out opposite gaining depth to 8 yards. Progression: 3 – 5 – 9

9: Split: Bottom of #’s
Run 20 yard comeback

3: Attack the backside defensive end as if you were going to Kick him out, and then slip into the flats, 4 yards deep

4: Align: Steeler (6 & 4)
Fake Steeler – carry out fake mechanics with speed.

5: Split: 6 yards from tackle
Climb 10-12 yards – show fast in QBs vision

2: Split: 3 above #’s
Run HR 8 Post

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
Elephants to the Call

Fake Steeler and roll out strong gaining depth to 8 yards
Progression: 5 – 9 – 2
5-man is "Hot"

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

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

4: Align: Saint
Fake Steeler – carry out fake mechanics. If blitz, alert for EMOL on
the backside.

5: Split: +3 from the hash.
Clear through the playside Safety vs. Cov. 2. Fix Seam vs. Cov. 3

2: Split: Top of #s
Run 20 yard comeback

ELEPHANTS

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
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
20 yard Deep comeback. Cover 2… Settle @18 SL Hash.

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.

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

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

Split: 3 Above #’s
Run 8 route Post

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
AUBURN OFFENSE
FALL 2013

REVERSES

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

RELENTLESS
AUBURN FOOTBALL
**CP:** 3 Back must get play started.

<table>
<thead>
<tr>
<th>QB: Square step, fake ball to 4, hand reverse to 2, and 3-step &amp; set up.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>9:</strong> Split: 6 yd from tackle. Block the flat defender.</td>
</tr>
<tr>
<td><strong>3:</strong> Align: “R” / “L” Falcon Back fake; Secure the DE to CB.</td>
</tr>
<tr>
<td><strong>4:</strong> Align: 6 yd, B-Gap. Track middle of center, roll over fake. Keep play side to block MLB.</td>
</tr>
<tr>
<td><strong>5:</strong> Split: 6 yd from tackle Dig out flat defender</td>
</tr>
<tr>
<td><strong>2:</strong> Split: 10 yds from tackle. Utah motion, aiming 8 yards deep behind the QB and take reverse hand-off.</td>
</tr>
</tbody>
</table>

**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) 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.
Square step, hand ball to 4, read DE for squeeze. Secure DE up to WLB.


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

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

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

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

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


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


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

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

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

Split: 3 above #’s.
Cut off CB

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

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

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


**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.

**Align:** 6 yd, B-Gap.

**4:** 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
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.

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

Split: Max split on #'s
Block the CB. Stay Square.

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.

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.

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.

CP: Ball with hit up the hash.
Note: If Mike LB is making the play, need to run $Money 2.
**Note:** OL does **NOT** have CB to the BDRY, or flat defender to field.

<table>
<thead>
<tr>
<th>Position</th>
<th>COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>PST:</td>
<td>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.</td>
</tr>
<tr>
<td>PSG:</td>
<td>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</td>
</tr>
<tr>
<td>C:</td>
<td>On- Set backside – Bim defender-release flat, progress up field for #3 defender. A) Jam Call</td>
</tr>
<tr>
<td>BSG:</td>
<td>On-Over – Bim defender- release flat to block #2 defender. A) Fan Call B) Jam Call</td>
</tr>
<tr>
<td>BST:</td>
<td>On-Outside, widest rusher. A) Hot Call</td>
</tr>
<tr>
<td>4:</td>
<td>Sprint to hash, turn and show QB #’s. Secure catch and explode vertical down hash.</td>
</tr>
<tr>
<td>QB:</td>
<td></td>
</tr>
</tbody>
</table>
(MALONE)
DEFENSIVE LOOKS
**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”).

- **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.

- **3:**
  - Split: In between tackle & 5 man, 3 yds deep.
  - Vertical release to cut off backside safety. Vs MOFC – block FS.

- **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. and find SAM LB, to trash flowing to ball.

- **5:**
  - Vertical release down the middle of the field and try to block the onside safety. MOFC secure FS to CB.

- **2:**
  - Split: On #’s.
  - Cut off CB.

**RODGERS**

- **PST:**
- **PSG:**
- **C:**
- **BSG:**
- **BST:**

**CP:** No flat defender, loose CB. Vs. 4 trace.
CELTIC

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").

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.

3:
- Align: Hash
  - Vertical release down the middle of the field and try to cut off the backside safety.

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.

6:
- Split: Tight End
  - Release vertical down the middle of the field, trying to cut off boundary safety. Vs MOFC block single high safety.

2:
- Split: On #'s.
  - Cut off CB

CP: No flat defender wk, loose CB, 4 trace.
<table>
<thead>
<tr>
<th>Position</th>
<th>COACHING POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>PST:</td>
<td>Block Power – Check/Cage call back to backside WLB, turn &amp; pin. (Slip up to backside LB’er if free)</td>
</tr>
<tr>
<td>PSG:</td>
<td>Block Power – Check/Cage call back to backside WLB, turn &amp; pin. (Slip up to backside LB’er if free)</td>
</tr>
<tr>
<td>C:</td>
<td>Block Power then release to block alley to funnel (#2).</td>
</tr>
<tr>
<td>BSG:</td>
<td>Block Power.</td>
</tr>
<tr>
<td>BST:</td>
<td>Low pads, 2 quick steps in B Gap, release flat to kick out CB.</td>
</tr>
<tr>
<td>T:</td>
<td></td>
</tr>
<tr>
<td>QB:</td>
<td></td>
</tr>
</tbody>
</table>
(BOSTON) DEFENSIVE LOOKS

Under

Under G

Over

Over G

Odd

Bear

Cage

Cage

Down
ORLANDO

| QB: | DROP: Quick 3, then drift back away from the rush and deliver the ball to the 4 back’s outside arm |
|-----|-------------------------------------------------------------------------------------------------
| 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 # |
| 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 #. |
| 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. |
| 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 |
| 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. |

PST:  

PSG:  

C:  

BSG:  

BST:  

CP: MAN SCREEN
**COACHING POINTS**

<table>
<thead>
<tr>
<th>Position</th>
<th>COACHING POINTS</th>
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</thead>
<tbody>
<tr>
<td>PST:</td>
<td>Block on-outside – then release upfield to pin downfield shoulder of onside LB’er. Do not get beat over the top.</td>
</tr>
<tr>
<td>PSG:</td>
<td>Block Black Dallas Protection 2 counts then release to double onside LB’er with PST. Do not let him split y’all.</td>
</tr>
<tr>
<td>C:</td>
<td>Block Black Dallas Protection 2 counts then release flat block #2 LB in box.</td>
</tr>
<tr>
<td>BSG:</td>
<td>Block Black Dallas Protection</td>
</tr>
<tr>
<td>BST:</td>
<td>Block Black Dallas Protection</td>
</tr>
<tr>
<td>T:</td>
<td></td>
</tr>
<tr>
<td>QB:</td>
<td></td>
</tr>
</tbody>
</table>
(ORLANDLO) DEFENSIVE LOOKS

Under

Under G

Over

Over G

Odd

Bear

Roger

Okie Roger

Jam
(TWINS) PACER ✓

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.

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
**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.

---

**QB:**

DROP: Catch and throw. Heels at 4 ½ to 5, deliver the ball to the receivers up field #.
Tight CB (less than 5 yds) – send motion on 1st color.
Lose CB (deeper than 5 yds) – on 2nd color

---

9: Split: #’s
Backside cut off the CB; check to see if Hurricane is there

---

3: Align: “L”
Zip Motion Close to L.O.S. – aiming point is the front foot of the outside WR then work up to kick out the CB

---

4: Align: Even with QB
Fake across & seal backside end.

---

5: Split: -2 (or tighter if SAM will let you)
Attack outside # of the flat defender and block him, stay square.

---

2: Split: 3 Above #’s.
2 steps up field and return to your original spot
Catch, tight turn and get vertical now!
DROP: Token fake to 4 back Utah, get depth & deliver ball to 4 back.

Split: 10 yards from tackle Utah motion, not squeezing QB.

√ 4 yards from LOS between the #’s & Sidelines.

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. Expect ball between hash & #’s

Split: 10 yards from tackle

Utah motion, not squeezing QB. √ 4 yards from LOS between the #’s & Sidelines.

CP: Like to call when $ is matching the 5 man.
(Maverick) DEFENSIVE LOOKS

Under
FS

Under G
FS

Over
FS

Over G
FS

Odd

Bear

Roger

Roger

Okie Roger

Jam
(SPREAD) THUNDER

QB:
DROP: Fake Jazz Screen.
Throw Tunnel to bdry.

Split: 1 Below #’s
Take three jab steps forward and come back to the QB flat 1 yard behind the L.O.S.

Align: Split Difference
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.

Align: 6 yd B – Gap
Swing to Field.

Split: Hash
Vertical release down the middle of the field and try to block the onside safety. MOFC secure FS to CB.

2:
Split: On #’s.
Cut off CB

PST:

PSG:

C:

BSG:

BST:
(Thunder) DEFENSIVE LOOKS

**Under**

- FS
- $W M E T S$

**Under G**

- FS
- $W M E T S$

**Over**

- FS
- $W M E T S$

**Over G**

- FS
- $W M E T S$

**Odd**

- FS
- $B E T M W E S$

**Bear**

- FS
- $W E T M S E$

Roger

Okie Roger

Jam
AUBURN OFFENSE
FALL 2013

QUICKS

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

**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

**9:**
- SPLIT: Bottom #’s
- “FOR” 9 Route
- 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

**3:**
- Align: 6 yd, B – Gap.
- Dallas Protection, MID.

**4:**
- 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

**2:**
- SPLIT: Bottom #’s
- “FOR” 9 Route

<table>
<thead>
<tr>
<th>PST:</th>
<th>COWBOY Jump</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<th>PSG:</th>
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<th>BSG:</th>
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</table>
(TWINS) zip 22 (Sammie)

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

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.

9:
- Split: Bottom #’s
- Run 2 Route, slant

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.

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

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.

2:
- Split: 1 Above #’s
- Run 2 Route, slant. 4 yards then break at 45º angle.
**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.

9:
Split: 1 Above #'s
Run 2 Route, slant. 4 yards then break at 45º angle.

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.

4:
Align: 5 ½ yd, B – Gap.
Quincy protection

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.

2:
Split: Bottom #’s
Run 2 Route, slant

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

**QUINCY**

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**QUINCY**

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

**Split:** Bottom #'s  
9 Route.

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

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

**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.

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

**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

---

Possession Throw (TE Leverage)
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
QB: DROP: Quick 3  
Single High take 3 Route. Work smash vs. 2 high.  
Alert: Can give slants to field.

9:  Align: Bottom of #’s  
Run 3 Route.

3:  Align: -2  
Run 7 cut.  
Alert: QB may give fist (Slant)

4:  Align: 6 yds B – Gap  
Minnesota PRO.

5:  Align: TE  
Minnesota PRO

2:  Align: 3 Above #’s  
Run Q Route.  
Alert: QB may give Hitch, Or Fist (Slant).
**Drop: Quick 3.**
Best look side pre-snap. Want to go to 1 Route but if taken away, take the ‘gift’ hitch.

**Split: On the hash.**
Run 1 Route.

**Align: “L”**
Run vertical seam.

**Align: 5 ½ yd, B – Gap.**
Minnesota PRO.

**Align: TE**
Minnesota PRO.

**Align: Bottom of #’s.**
Run hitch.
AUBURN OFFENSE
FALL 2013

SPRINTS

-37 (Royal)
-20 RZ (Mizz RZ)
-31 (Cub)
QB: Sprint out to 8 yds depth. Read flat defender. 2-3-9.

9: Split: Bottom of #’s
Run Climb route at 10-12 yds. Get in QB’s vision.

Split: -2
Run speed cut 7 route breaking at 10-12 yds. Run off safeties leverage vs 2 high safeties.

4: Align: B - Gap
Aggressive protection off the tight end’s hip for widest rusher.

6: Split: TE
San Diego protection.

2: Split: Top #’s.
Run Hitch @ 6 yds, if you do not get the ball immediately, work flat towards the sidelines with the QB.
NOW PRO.

QB: DROP: Sprint Out. Progression 2 – 5 – 9, Read flat defender.


3: Align: “R”. NOW PRO.

Align: 5 ½ yd, B - Gap

4: NOW protection, widest threat outside the tackle. No blitz, help on the DE.

5: Split: -1 from Hash Run 7 route. Get depth to at least 10 yards.

Split: 2 Above #’s

2: Run 6 yard hitch, if you don’t get it, work flat to the sidelines with the QB as he rolls.

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:** 2 – 3 – 5 – 9.

**SAN DIEGO**

- **PST:**

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- **PSG:**

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- **C:**

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</table>

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

**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**

**4:**

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

**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**

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

Split: 6 yd. from tackle
Block Safety.

Align: "R"

Come tight off tackle and block playside LB

Align: Steeler, Over Tackle
Block Corner.

Split: 6 yd. from tackle
Dig out flat defender

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

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

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

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

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

B Gap hinge
### (CADILLAC) UTAH ATLANTA ‘2’

<table>
<thead>
<tr>
<th>QB:</th>
<th>Token Fake Seahawk to 4-Man then hand off falcon to 2 man.</th>
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</thead>
<tbody>
<tr>
<td>9:</td>
<td>Split: 6 yd. from tackle Block flat defender (MDM)</td>
</tr>
<tr>
<td>3:</td>
<td>Align: “R” Alert Tackle with “I’m here” call; block backside End</td>
</tr>
<tr>
<td>4:</td>
<td>Align: Steeler – Wide Carry out fake in front of QB ready to protect edge pressure. Go 1&lt;sup&gt;st&lt;/sup&gt;</td>
</tr>
<tr>
<td>5:</td>
<td>Split: 5 yd. from tackle Block flat defender</td>
</tr>
<tr>
<td>2:</td>
<td>Split: 10 yd. from tackle, Utah motion, settle 8 yards deep behind tackle, Track centers midline. Wait for 4 to clear.</td>
</tr>
<tr>
<td>PST:</td>
<td>Zone C Gap – Eat/Tag</td>
</tr>
<tr>
<td>PSG:</td>
<td>Zone B Gap – Tag/Car/Cali</td>
</tr>
<tr>
<td>C:</td>
<td>Zone A Gap – Tag/Car/Cali</td>
</tr>
<tr>
<td>BSG:</td>
<td>Zone backside A Gap – Tiger/Car/Cali to backside LB</td>
</tr>
<tr>
<td>BST:</td>
<td>Zone B Gap – Tiger/Tator to backside LB</td>
</tr>
</tbody>
</table>
CP: Play starts at the point of attack. 
Note: 3 Back must control end man on LOS.

| QB: | Split: Top # *(tight as 6 yd from 'T')
Dig Out flat defender (MDM) |
<table>
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<tbody>
<tr>
<td>9:</td>
<td>Split: 6 yds push up two steps, crack 1st LB in box. Cannot get beat underneath.</td>
</tr>
<tr>
<td>4:</td>
<td>Split: 10 yd from tackle. Utah Rules.</td>
</tr>
</tbody>
</table>

| PST: | Vs. 3 Tech-Down Block 3
Vs. 2i – Check 2i to backside LB'er
Vs. Gd uncovered release inside for backside LB'er |
|------|----------------------------------------------------------------|
| PSG: | Vs. 3 Tech – Pull and Block support
Vs. 2i – Check 2i to backside Lb'er |
| C:   | Vs. Even – Block back
Vs. Odd – Base Nose |
| BST: | Pull for Backside LB'er
Check 2i call – pull for support |

B Gap to Hinge
(TWINS) LIGHTNING STEELER

Secure snap, hand ball to 2 man clear and carry fake downhill A – Gap.

PST: Deuce = B Gap to 2nd LB

9: Split: Tight Split 4yds From Tackle. Push Crack Safety

PSG: Deuce = A Gap to 2nd LB

Align: “R”

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

3: Cut Outside Leg of end man on L.O.S.

BSG: Shuffle-pull to block 1st LB

4: Align: Normal Kick out CB.

BST: B Gap hinge

5: Split: 3 Above. Block CB.

Split: Speed

Lightning Motion. Take Speed Sweep and get outside.
**QB:** Bring Utah motion, Read DE
(Give) Carry Fake out Down hill
A – Gap. (Keep) Press A – Gap
Down Hill.

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

**3:** Align: “R”
Come tight off tackle and block
playside LB

**4:** Align: Steeler, Over Tackle
Block Corner.

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

**2:** Split: 10 yd. from tackle, Utah
motion, Steeler.

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

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

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

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

**BST:** B Gap hinge
Bring speed motion well-timed, and hand the ball off. Finish fake inside like keeping the zone.

9: Split: 6 yds. from tackle, 4 yds. deep. Take speed sweep hand off and try to get outside.

3: Align: “R”
Arc release off the 5 man’s hip, look inside for run through, and take first threat outside.

4: Align: Steeler - Wide
Arc release with speed and take the first threat outside the 3 back’s hip. Look for the safety.

5: Split: 4-5 yd. from tackle
Block flat defender. Do not let him shoot inside up field.

2: Split: On #’s (ON L.O.S.)
Block CB, if 100% sure man you can run him off and block him.
<table>
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<tr>
<th>Position</th>
<th>Instruction</th>
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<tbody>
<tr>
<td>QB</td>
<td>Secure snap, let the 4 man clear and press downhill A Gap.</td>
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<tr>
<td>9</td>
<td>Split: On #’s Block man on</td>
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<tr>
<td>3</td>
<td>Align: “R” Kick out DE</td>
</tr>
<tr>
<td>4</td>
<td>Align: Speed Speed motion in front of QB, do not squeeze the QB.</td>
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<tr>
<td>5</td>
<td>Split: 6 yards from tackle Block flat defender</td>
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<tr>
<td>2</td>
<td>Split: On #’s Block man on</td>
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</table>

- **PST**: Deuce = B Gap to 2nd LB
- **PSG**: Deuce = A Gap to 2nd LB
- **C**: Block back on 1st threat vs Even Ace vs Odd
- **BSG**: Shuffle-pull to block 1st LB
- **BST**: B Gap hinge
<table>
<thead>
<tr>
<th>QB:</th>
<th>Fake to 2-man; read man or zone behind pulling guards</th>
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<tbody>
<tr>
<td>9:</td>
<td>Split: On #’s Block man on</td>
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<tr>
<td></td>
<td>Align: “R”</td>
</tr>
<tr>
<td>3:</td>
<td>Attack midline of DE, engage &amp; log. Must keep on L.O.S</td>
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<tr>
<td>4:</td>
<td>Align: Steeler Block flat defender, to Safety.</td>
</tr>
<tr>
<td>5:</td>
<td>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</td>
</tr>
<tr>
<td>2:</td>
<td>Split: 10 yards from tackle Utah motion faking reverse</td>
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<tr>
<td>PST:</td>
<td>vs 3 Tech- block down on 3</td>
</tr>
<tr>
<td></td>
<td>vs 1 Tech- Deuce to backside LB</td>
</tr>
<tr>
<td></td>
<td>vs 3 Tech- pull playside to block support</td>
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<tr>
<td></td>
<td>vs 1 Tech- Deuce back to 2nd LB</td>
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<tr>
<td></td>
<td>vs Man- Think Log</td>
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<td>vs Zone- Think Kick-out</td>
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<td>vs Even- block back</td>
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<td>vs Odd- base N</td>
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<td>vs Bear- block down</td>
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<tr>
<td>PSG:</td>
<td>pull playside for backside LB</td>
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<td>Deuce call- pull for support</td>
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<tr>
<td>C:</td>
<td>pull playside for backside LB</td>
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<td></td>
<td>Deuce call- pull for support</td>
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<tr>
<td>BSG:</td>
<td>B Gap hinge</td>
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**Diagram:**
- FS
- W
- M
- S
- E
- N
- T
- E
- 3
- 5
- 2
- C
- 9
- 4

**Alignment:**
- Align: Steeler
- Block flat defender, to Safety.
**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.
| **QB:** Bring speed motion well-timed, and hand the ball off. Finish fake inside like keeping the zone. |
| **9:** Split: 6 yds. from tackle, 4 yds. deep. Take speed sweep hand off and try to get outside. |
| **3:** Align: “R” Arc release off the 5 man’s hip, look inside for run through, and take first threat outside. |
| **4:** Align: Steeler - Wide Arc release with speed and take the first threat outside the 3 back’s hip. Look for the safety. |
| **5:** Split: 4-5 yd. from tackle Block flat defender. Do not let him shoot inside up field. |
| **2:** Split: On #’s (ON L.O.S.) Block CB, if 100% sure man you can run him off and block him. |
| **PST:** Full Zone (Ringo/Lucky) |
| **PSG:** Full Zone (Ringo/Lucky) |
| **C:** Full Zone (Ringo/Lucky) |
| **BSG:** Full Zone (Ringo/Lucky) |
| **BST:** Full Zone (Ringo/Lucky) |