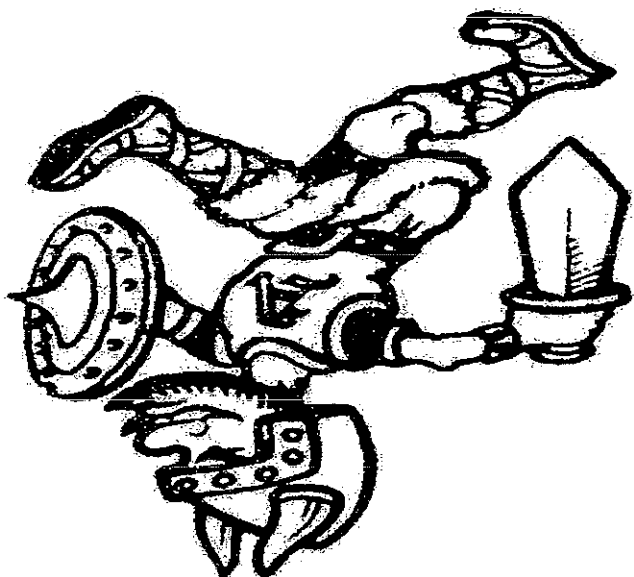


*Offensive Playbook 2001*



**FOOTBALL**

**AUGUSTANA COLLEGE**

# Augustana Football Offensive Playbook

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# Offensive Playbook 2001

## Offensive Philosophy

Of primary importance, Augustana's offensive unit will be conditioned to be amongst one of the toughest units, mentally and physically, in all of college football. Our mental toughness will be our most powerful muscle. With consistent and disciplined execution of 'mind over matter' we will demonstrate unparalleled physical toughness on the football field. We will condition ourselves Sunday through Friday to be undoubtedly the most physical football unit each and every Saturday. Our conditioned mental toughness will drive us to play with tenacity not matched by our opponents. We will never break or lose confidence mentally. Perseverance will be an unmistakable quality that will win games for us in the 4<sup>th</sup> quarter.

Strategically, we will do whatever it takes to become one of the most dominant rushing teams in college football. Our rushing scheme will utilize power, deception, speed, and option principles. A four back attack spreads the defense horizontally on the line of scrimmage. Of primary commitment to our running game is run-action pass plays designed to exploit overzealous run support out of the defense's secondary. In addition, a quick three step passing game allows us to get the ball to skill players in isolated situations outside in a hurry. Sprint passing and a concise five step game give our offense additional diversity.

Absolutely critical to our offensive attack is the maintenance of possession of the football. 'Ball security' is our #1 priority. It is imperative that we do all that we can such that on each offensive snap the ball ends up in our possession.

Lastly, though controlling the clock will be a positive result of crisp offensive execution, our objective will always be to put points on the board.

- ① Controlling the Momentum (Tempo/Pace) of a Game
  - disorientation or a variety of situations
  - mistakes opponent
- ② Playing w/ Confidence
  - raise
- ③ Adjustability of the Offense
  - our personnel / over strategies
  - our numbers, but

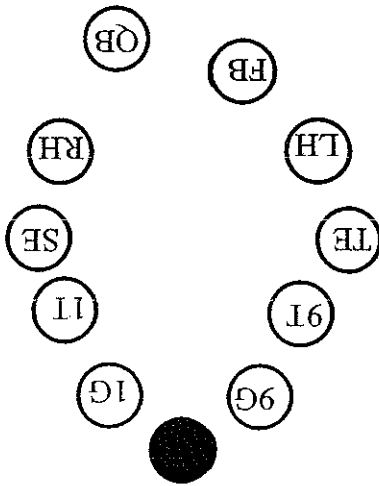
to our personnel / over strategies  
 our numbers, but  
 → disorientation or a variety of situations  
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 Adjustability of the Offense  
 → our personnel / over strategies  
 our numbers, but  
 → disorientation or a variety of situations  
 → mistakes opponent

① Focuses - Team to focus >

Monday

can increase  
 → great confidence and offense  
 tempo  
 field possession

# Huddle Formation and Rules



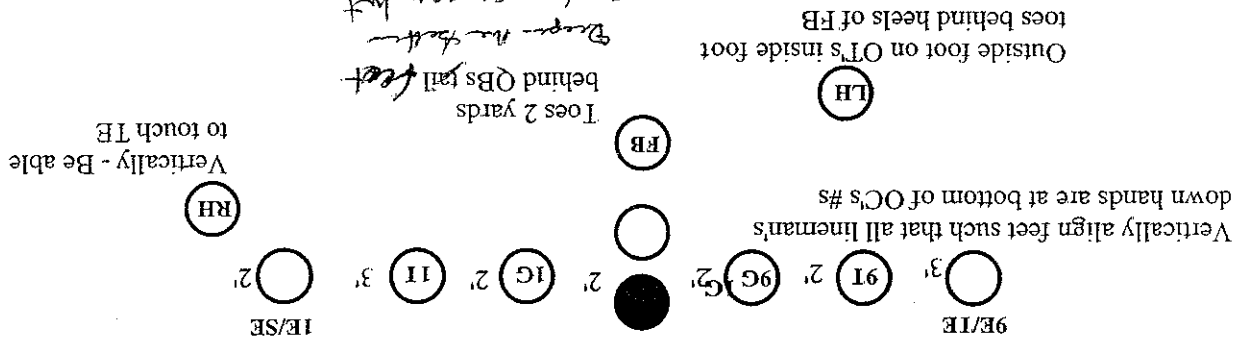
*Center - 7 yards down where FB spotted*

The offensive linemen form something similar to a V in that their backs are to the defense. The ends and halfbacks are similarly situated. The backfield is more turned in to the quarterback and a bit sideways to the linemen. When the QB steps into the huddle the FB completes the oblong shaped circle.

Huddle Commands:

1. When the QB steps into the huddle he will command every players attention and silence by calling "TEAM". After this moment the QB is the only one to speak in the huddle.
2. The QB will then make the play call in the following sequence: Snap Count/Formation-Motion/Color and Play (#)/Snap Count \* (The snap count will not be stated if on "Go").
3. The QB will then call out "RUN" at which the rest of the offense will respond verbally with "HIT" while simultaneously performing a clap.
4. The offense will take its position over the ball.

# LOS Basic Alignment Rules



# Play Calling Overview and Cadence

## Play Calling:

Plays are designated with four elements:

1. Color indicates the type of play
- Gold = Run
- Blue = Run-Action Pass (QB)
- Purple = 30, 50, or Sprint Pass Right
- Yellow = 30, 50, or Sprint Pass Left
- Red = Pressure Alert and Designated Play Response
- Orange, Green, and Black are "Dead" colors and mean nothing
- These colors all can be utilized in a "No-Huddle" situation
2. First of Two-Digit Number
- The First Digit indicates the type of Series indicating the backfield action and complimentary, dominant blocking rules
3. Second of Two Digit Number
- The Second Digit indicates either the point of attack when running the ball or the frontside run concept

4. A "Tag" may be utilized to alter a blocking scheme or route.

### Example 1: Gold 48

1. Gold means a Run
2. 40 means the Inside Belly Series (backfield action and blocking scheme)
3. 8 Means the ball is going to the back running through the 8 hole (Point-of-attack)
4. There is no "tag"

### Example 2: Blue 26 Switch

1. Blue means Run-Action Pass off of 26 action
2. 20 means FB Lead Series
3. 6 means the 6-hole play is where the fake will take place
4. "Switch" is a call for receivers in the route to switch who is running to what area

### Example 3: Yellow 33 Throwback

1. Yellow means the left side is the primary side
2. 30 means 3 Step Drop Series
3. 3 means the receivers to the left will run the 3 Concept routes
4. Throwback means the QB will look to throwback to the backside route

Cadence: We are a "rhythmic" cadence team. It is imperative we make our cadence calls in the same ~~everytime~~ such that our plays time up correctly. Our cadence is as such: "Down - Ready Set Go - Go" have the ability to go on one of three "commands"

1. First Sound - There are no audible possibilities if this is the huddle cadence call

2. Go -

3. Second Go

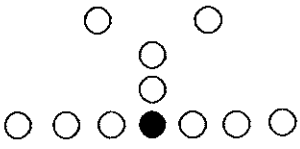
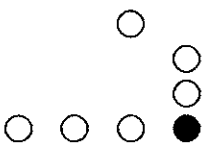
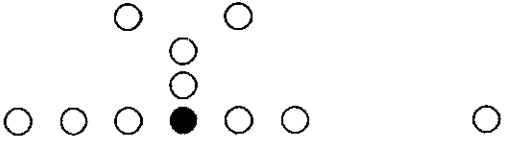
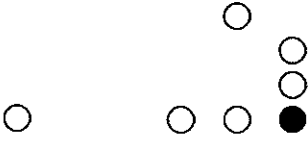
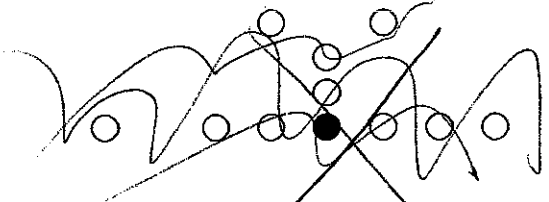
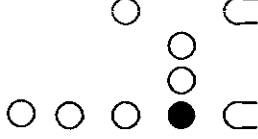
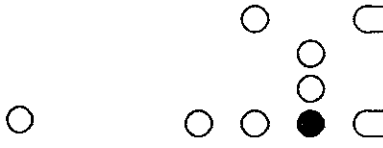
"Check with Me" Calls: There may be times where it serves us well to designate a type of play (FB or sweep, hitch routes) but not designate the side until we see the alignment of the defense. The QB may conclude the call in the huddle prior to the break out with "check with me". If so we can then use our color scheme and digit system to make play calls at the LOS. ALT. "CHECK WITH ME" PLAY CALLS ARE ON GO

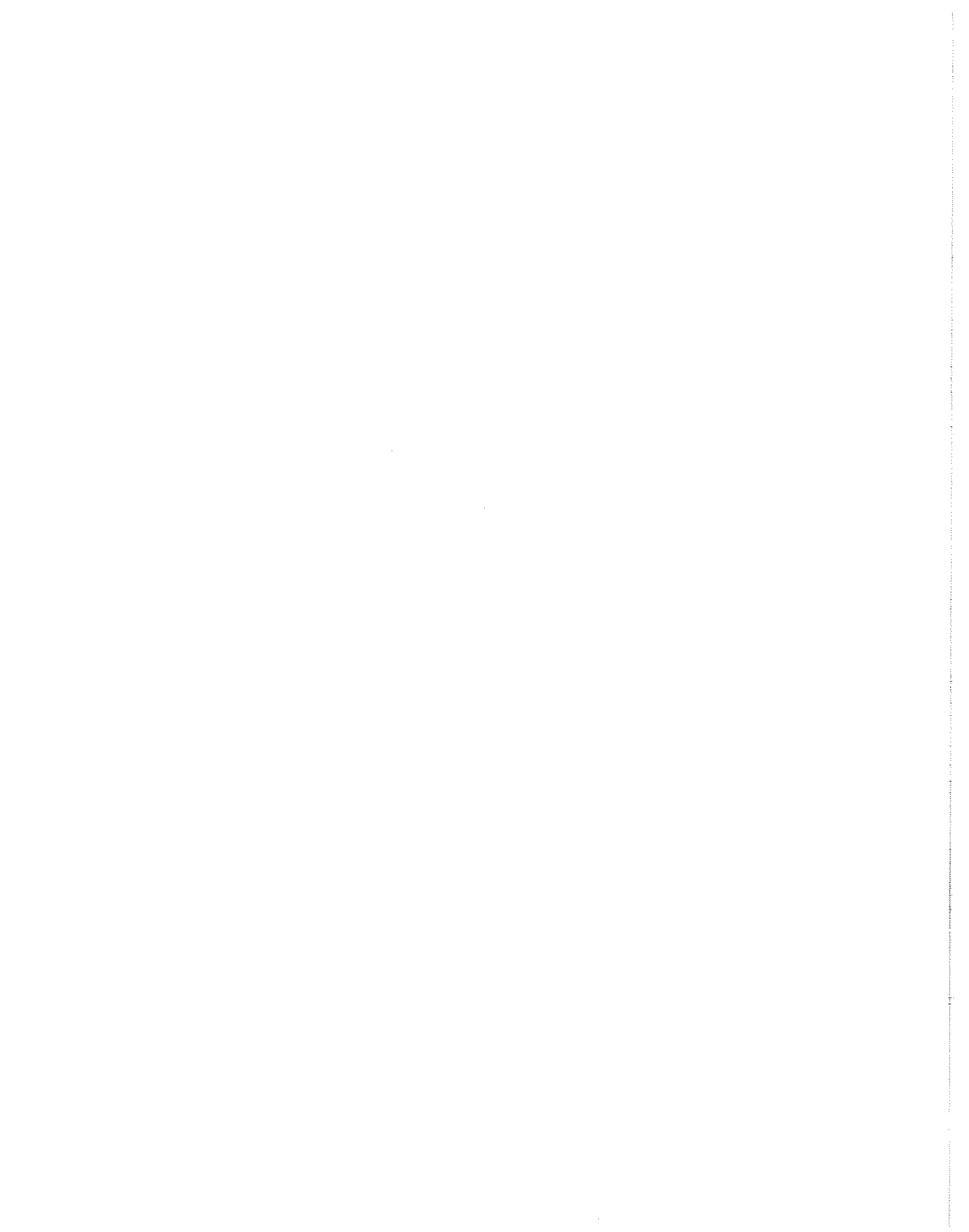
*Handwritten notes:*  
"Always" (with arrow pointing to "CALLS ARE ON GO")  
"b" (with arrow pointing to "FB or sweep")  
"this sound" (with arrow pointing to "First Sound")  
"why we" (with arrow pointing to "have the ability to go on one of three 'commands'")

*Handwritten note:* trap

AUGUSTANA COLLEGE OFFENSE

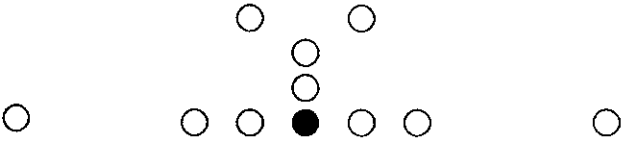
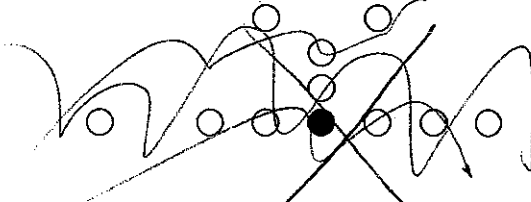
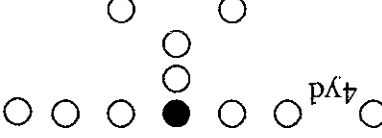
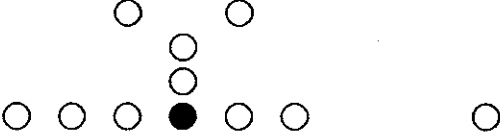
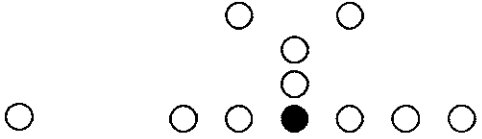
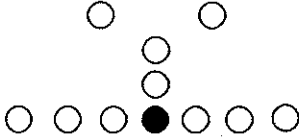
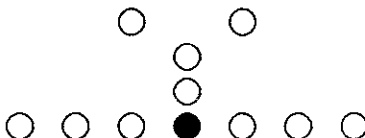
End Formation Adjustments

<p>CLOSE = 6" SPLITS</p> 	<p>- end formation call is made, it in this formation)</p> 
<p>SPLIT = SPLIT END SPLITS OUT TO LEFT TO RIGHT</p> 	<p>CS OUT TO RIGHT</p> 
<p>Adjustments:              Max - take split out to bottom of #              Flex 4-5 yards (Box/Box)              open - log <del>splits</del> <del>rules</del>              swing - 2 yards (Box/Box)</p>	<p>≡ - Align between #s and hash              ≡ - Align on top of #s              ≡ - Align on bottom of #s</p>
<p>MIN = SPLIT END 4 YARDS FROM TACKLE</p> 	<p>ARDS FROM TACKLE</p> 
<p></p>	<p>TH SIDES</p> 
<p></p>	<p></p>



# AUGUSTANA COLLEGE OFFENSE

## End Formation Adjustments

	 <p>OPEN = "OPEN" ON BOTH SIDES</p>
 <p>MIN = SPLIT END 4 YARDS FROM TACKLE</p>	 <p>FLEX = TIGHT END 4 YARDS FROM TACKLE</p>
<p>Adjustments:          Max - take split out to bottom of #s          Flex 4-5 yards          open - log <del>split</del> ends          (log/rog)          (log/rog)</p>	<p>Normal Spread/Split Rules          Ball on Opposite hash - Align between #s and hash          Ball between goalposts - Align on top of #s          Ball on near hash - Align on bottom of #s</p>
 <p>SPLIT = SPLIT END SPLITS OUT TO LEFT          IE TO RIGHT</p>	 <p>SPREAD = SE SPREADS OUT TO RIGHT</p>
 <p>CLOSE = 6" SPLITS</p>	 <p>TIGHT = 2TE (If no other end formation call is made, it is intended we will line up in this formation)</p>



Dogent Effect Light

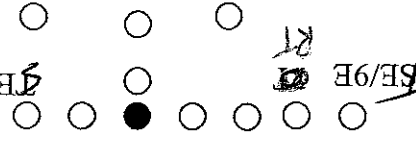
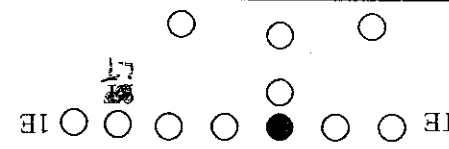
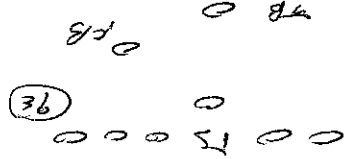
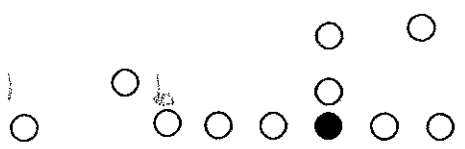
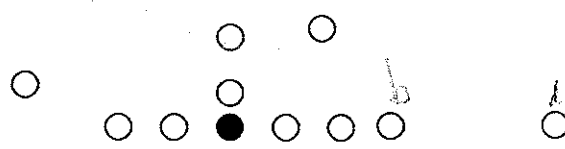
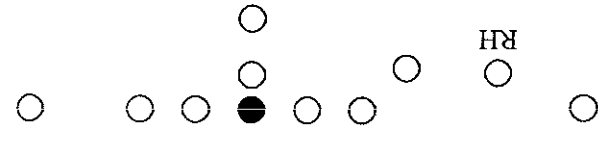
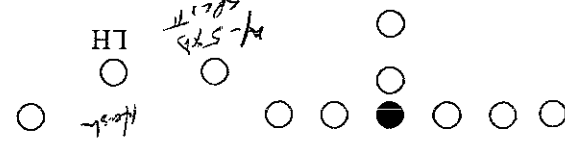
AUGUSTANA COLLEGE OFFENSE

Backfield Formation Adjustments

<p>ACE</p>	<p>BONE</p>
<p>LEFT</p>	<p>RIGHT</p>
<p>(RIGHT) STRONG (RIGHT)</p>	<p>(RIGHT) HEAVY (RIGHT)</p>
<p>FB</p>	<p>FB</p>
<p>FB</p>	<p>FB</p>
<p>FB</p>	<p>FB</p>

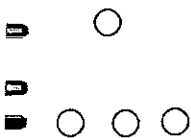
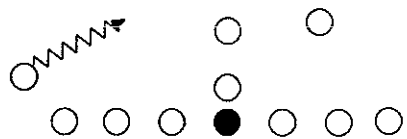

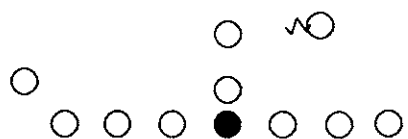
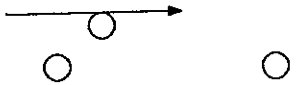
AUGUSTANA COLLEGE OFFENSE

Other Formation Adjustments

 <p>LIGHTNING - I/RI comes over to align to o/s of LI</p>	 <p>THUNDER - 9/LI comes over to align o/s of RI</p>
 <p>Thunder</p>	
 <p>TRADE = 1B "trades" to other side and 1E spreads out</p>	 <p>OVER = 1E/SE goes "over" to spread on left side</p>
	<p>Spreading</p>
 <p>(OPEN) LION</p>	 <p>RAM</p>

AUGUSTANA COLLEGE OFFENSE

*Motions*

<p><i>Lead</i></p> 	<p><i>3 Step</i></p> 
<p><i>Flat</i></p> 	<p><i>1 Step</i></p> 
<p><i>Liz - must clear QB, tap w-</i></p> 	<p><i>Rip - must clear QB, tap when going by)</i></p> 