

**2007**

**Prairie Central H.S.**

***HAWKS***

**OFFENSE**

**Head Coach:  
Brian Hassett**

**2007**

**Prairie Central H.S.**

***HAWKS***

**Running Game**

# Terminology

COMMUNICATION BETWEEN THE COACHES AND OFFENSIVE LINE IS ESSENTIAL TO OUR SUCCESS. IT IS CRITICAL THAT PLAYERS RECOGNIZE AND BE ABLE TO DESCRIBE WHAT YOU ARE SEEING DURING THE GAME.

## HOLE NUMBERING

7      5      3      1 0 2      4      6      8

TE LT LG C RG RT TE

REC

REC

QB  
FB

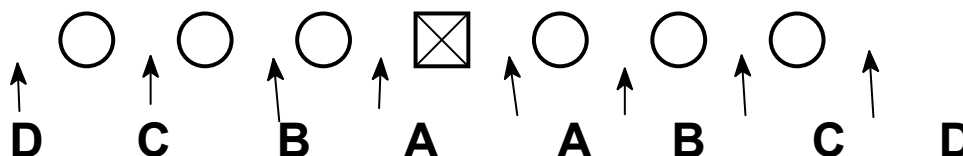
## SPLITS



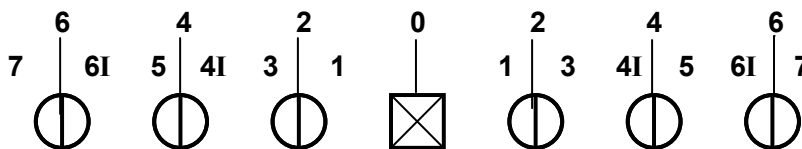
2 1/2-3 ft. 2 1/2-3 ft. 2 1/2-3 ft. 2 1/2-3 ft. 2 1/2-3 ft. 2 1/2-3 ft.

LINE SPLITS ARE 2 1/2 - 3 FEET.

## GAPS



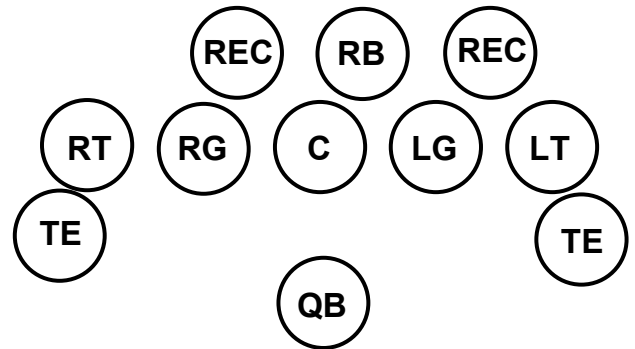
## DEFENSIVE LINEMEN ALIGNMENTS



# Terminology

## HUDDLE

AFTER A PLAY THE CENTER WILL CALL HUDDLE AND THE TEAM WILL GATHER IN THERE ASSIGNED POSITION; ONCE THE QB ENTERS THE HUDDLE THE PLAYERS WILL DIRECT THEIR ATTENTION TO THE QB AND LISTEN FOR THE PLAY CALL. RUN TO THE L.O.S. AFTER THE QB BREAKS THE HUDDLE.



**L.O.S. -** LINE OF SCRIMMAGE.

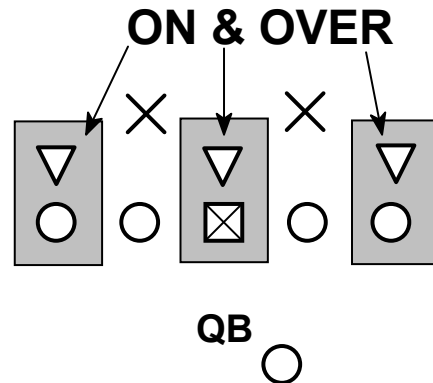
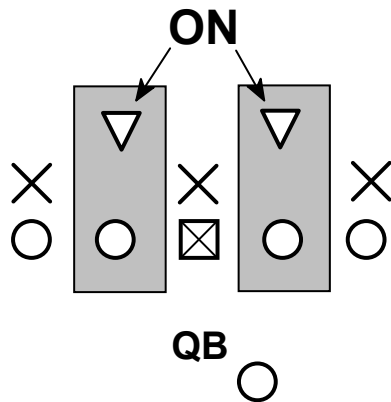
**GAP -** THE SPACE BETWEEN OFFENSIVE LINEMEN.

**FRONTSIDE (FS) -** THE SIDE IN WHICH THE PLAY IS GOING. FOR EXAMPLE ON 34 WRAP THE PLAY IS GOING IN THE 4 HOLE THEREFORE THE FS IS THE RIGHT SIDE OF THE L.O.S.

**BACKSIDE (BS) -** THE OPPOSITE SIDE IN WHICH THE PLAY IS GOING.

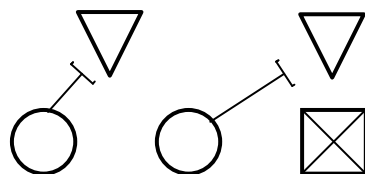
**ON -** ANY PLAYER POSITIONED ACROSS FROM YOU IN A MANER. WHICH SHADES EITHER OF YOUR SHOULDERS AND ANYWHERE IN BETWEEN. ON OR OFF THE L.O.S.

**OVER -** SAME AS "ON", EXCEPT THE "OVER" RULE CONCERNS ITSELF ONLY WITH PLAYERS DIRECTLY OVER YOU AND ON THE L.O.S. SUCH AS A NOSEGAURD OR ANY OTHER DEFENSIVE PLAYER. WHO STEPS UP ON THE L.O.S. THIS INCLUDES BLITZ SITUATIONS.



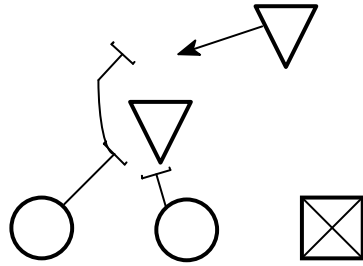
**BACKER -** ANY PLAYER ALIGNED WITHIN THE FRAMEWORK OF THE FRONT 7, 2-5 YARDS OFF THE BALL.

**DOWN BLOCK -** BLOCKING THE DEFENSIVE LINEMAN TO YOUR INSIDE GAP.

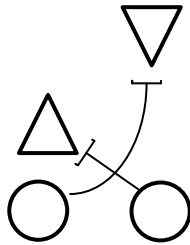


# Terminology

**COMBO BLOCK** -A TECHNIQUE IN WHICH AN OFFENSIVE PLAYER STARTS A DOUBLE TEAM WITH ANOUGHTER LINEMAN THEN SLIDES OFF (AFTER THE DOOR OPENS) TO THE NEXT LEVEL; USUALLY A LINEBACKER.

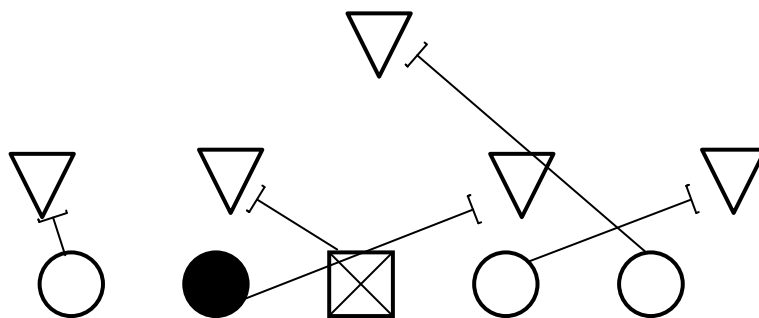


**FOLD BLOCK** -TECHNIQUE IN WHICH TWO LINEMEN SWITCH ASSIGNMENTS. ONE LINEMEN WILL BLOCK DOWN FIRST WHILE THE OTHER "FOLDS" AROUND AND BLOCK THE LINEBACKER.

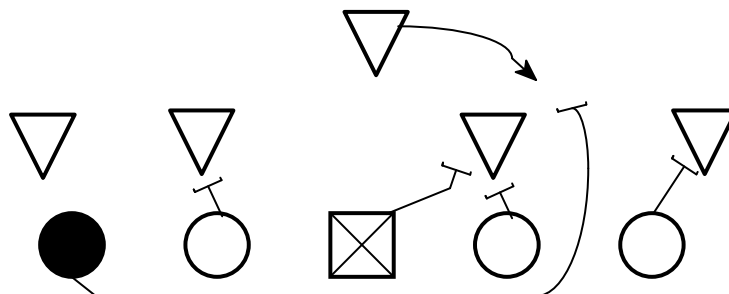


**PULL** - TECHNIQUE IN WHICH LINEMAN OPEN AND RUNS BEHIND DOWN THE L.O.S. USSALLY THIS IS A TRAP OR A WRAP.

**TRAP** - TECHNIQUE USED WHEN BLOCKING A DEFENSIVE PLAYER THAT IS ON OR ACROSS THE L.O.S. THE BALL WILL BE RAN BEHIND THIS BLOCK. LINEMAN MUST GET HIS HEAD UPFIELD.

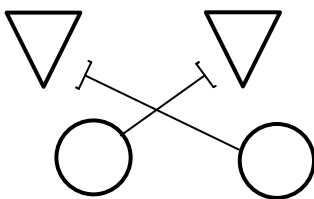


**SEAL BLOCK** -TECHNIQUE USED BY A "BS" LINEMAN FOR BLOCKING A "FS" LINEBACKER. TYPICALLY USED ON WRAP. PULLING LINEMAN MUST LOOK INSIDE FIRST WHEN TURNING UP THE HOLE.

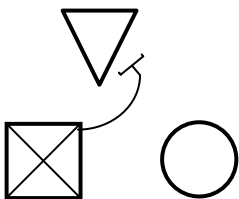


# Terminology

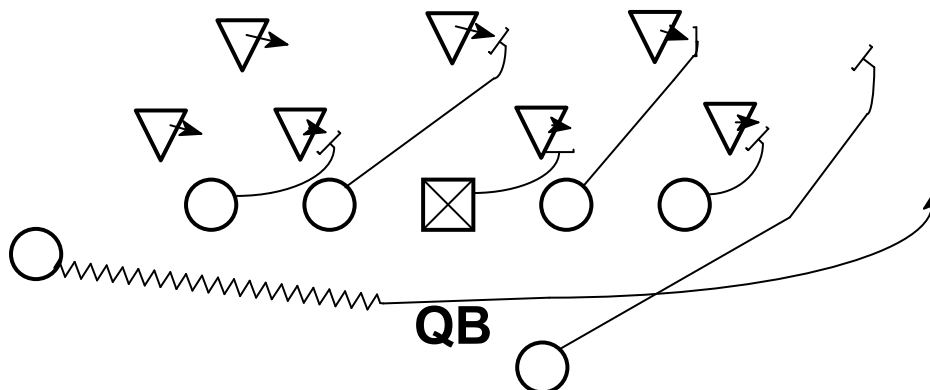
**X BLOCK** - TECHNIQUE USED IN WHICH TWO LINEMEN CROSS PATHS IN ORDER TO BLOCK TWO DEFENSIVE LINEMEN. THE OUTSIDE LINEMAN MUST GO FIRST.



**HOOK - REACH BLOCK** - A BLOCK USED BY AN OFFENSIVE LINEMAN TO POSITION HIMSELF BETWEEN HIMSELF AND THE POINT OF ATTACK. THIS BLOCK REQUIRES THE OFFENSIVE LINEMAN TO POSITION HIMSELF BETWEEN THE DEFENSIVE PLAYER AND THE POINT OF ATTACK. THE PLAYER MUST STEP WITH HIS PLAYSIDE FOOT.



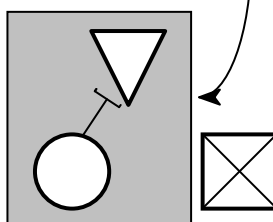
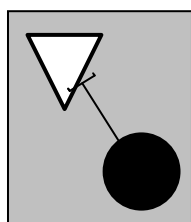
**REACH AND RUN** - THIS BLOCK IS USED DURING "FLY SWEEP" AND REQUIRES A LINEMAN TO USE THE "HOOK"/"REACH BLOCK" TECHNIQUE WHILE RUNNING AND WORKING TO THE NEXT LEVEL. LINEMEN ARE TO BLOCK THE DEFENSIVE PLAYER TO THE NEXT GAP OVER TOWARDS THE PLAY.



**OUT BLOCK** - A BLOCK USED TO MOVE A DEFENSIVE LINEMAN IN ORDER TO WIDEN THE HOLE / POINT OF ATTACK. THIS BLOCK WILL BE USED BY A PLAYSIDE TACKLE ON WRAP.

**OUT BLOCK**

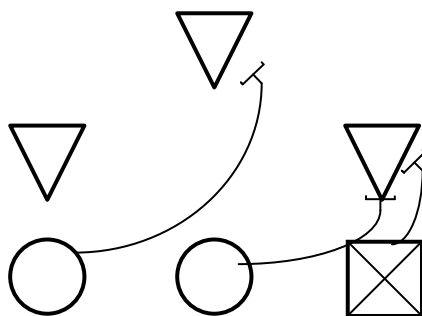
**DOWN BLOCK**



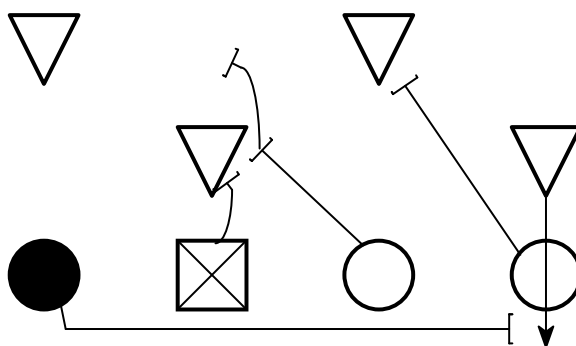
# Terminology

**SCOOP -** THIS REFERS TO BACKSIDE BLOCK USED BY LINEMEN TO "SCOOP" OR CUT OFF DEFENSIVE PLAYERS BETWEEN HIMSELF AND THE POINT OF ATTACK. THE DEFENSIVE PLAYER MAY OR MAY NOT BO ON THE L.O.S. THE LINEMAN WILL STEP WITH THE PLAYSIDE FOOT AND TRY TO GET HIS HELMET ACROSS THE FRONT OF THE DEFENSIVE PLAYER AND WORK UP FIELD.

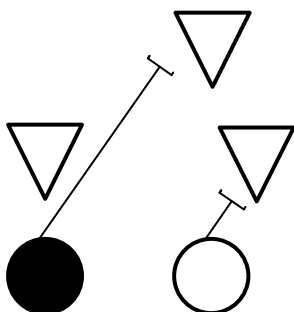
**FLOW BLOCK** -THIS BLOCK REQUIRES ALL BACKSIDE OFFENSIVE LINEMEN TO "SCOOP" AS ONE UNIT IN UNISON. THIS WILL BE USED COMMONLLY AGAINST A ODD MAN DEFENSIVE FRONT.



**KICK OUT -** TECHNIQUE USED BY A LINEMAN TO "PULL" DOWN THE L.O.S. AND "KICK OUT" A DEFENSIVE PLAYER.



**VEER STEP -** TECHNIQUE USED BY A OFFENSIVE LINEMAN WITH A DEFENSIVE LINEMAN LINED UP "ON" YOU BUT HE NEEDS TO BLOCK A INSIDE LINEBACKER. THE LINEMAN MUST STEP TOWARDS THE LINEBACKER AND RIP HIS SHOULDERS SO THEY ARE PERPENDICULAR TO THE L.O.S. THEN THEY MUST SQUARE UP AGAIN IN ORDER TO BLOCK THE LINEBACKER.



# Terminology

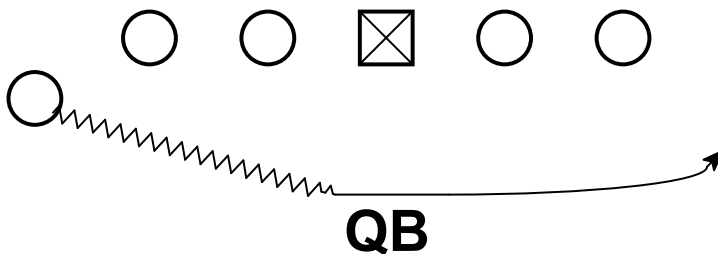
## RECEIVER ASSIGNMENTS



**QB**

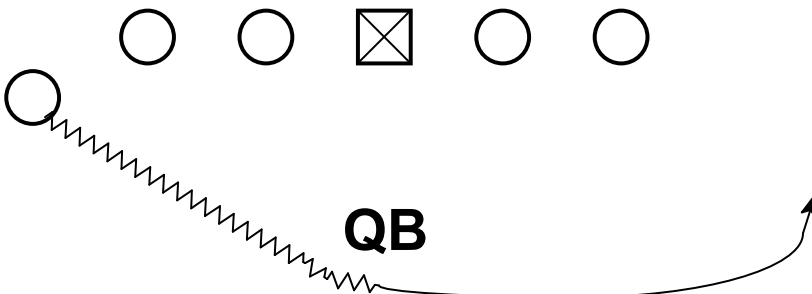
**MOTION** - TECHNIQUE USED BY AN OFFENSIVE BACK SO THAT THEY CAN MOVE BEFORE THE BALL IS SNAPPED. ONLY ONE BACK CAN BE IN MOTION AT A TIME.

**FLY MOTION**



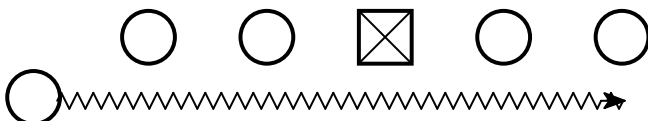
**QB**

**FLY JET MOTION**



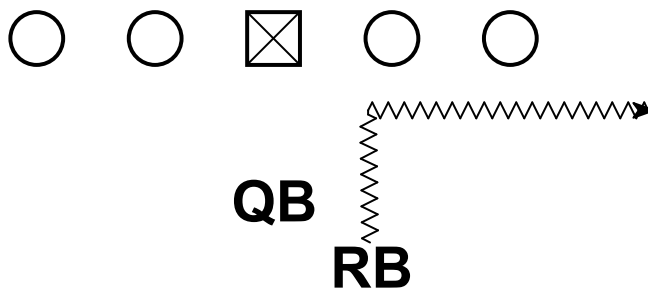
**QB**

**ZIP MOTION**



**QB**

**H MOTION**



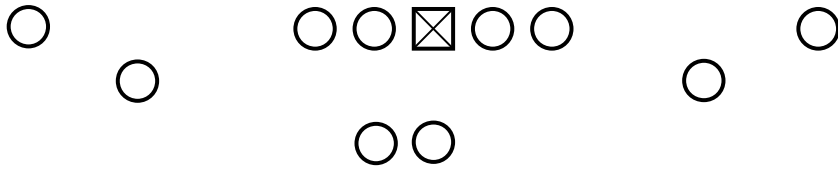
**QB**

**RB**

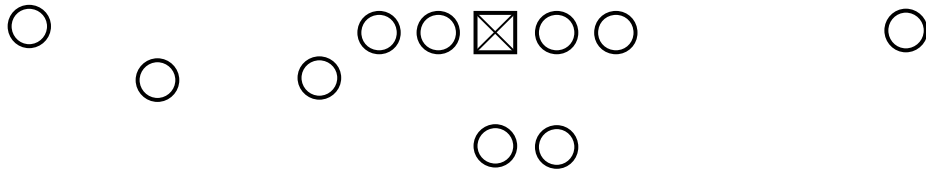


**FORMATIONS**

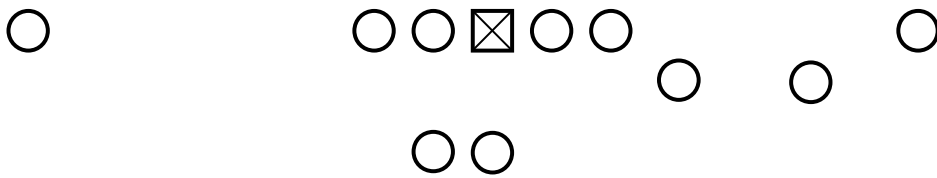
**ACE**



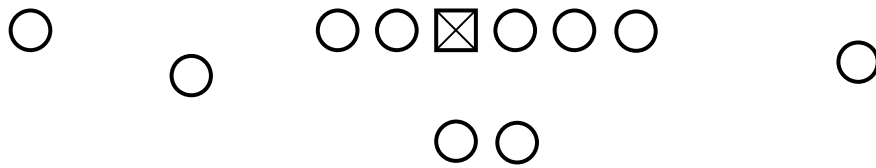
**LION**



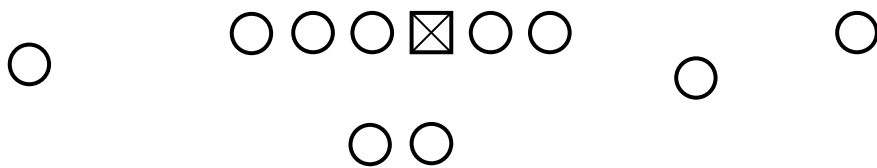
**RAM**



**SPREAD RT.**

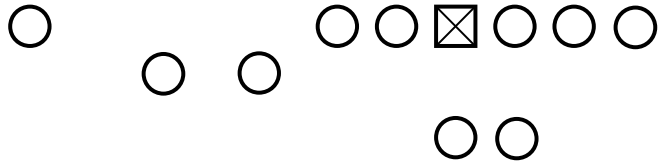


**SPREAD LEFT**

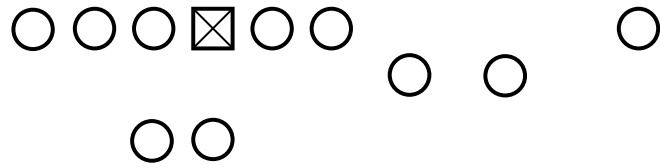


# FORMATIONS

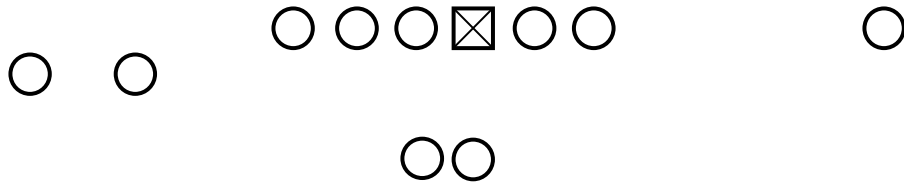
## TIGHT LION



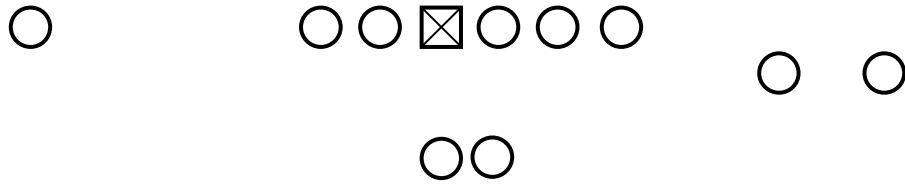
## TIGHT RAM



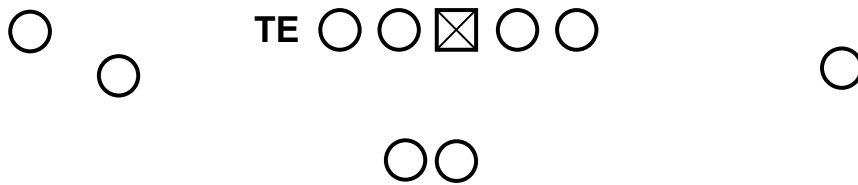
## LAKE



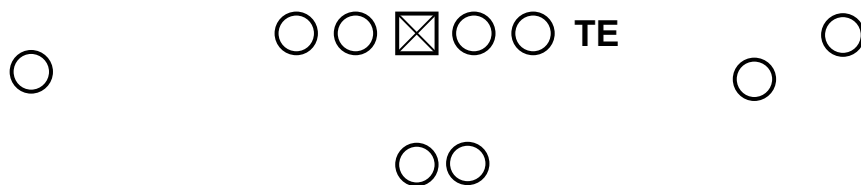
## RIVER



## OVER LEFT

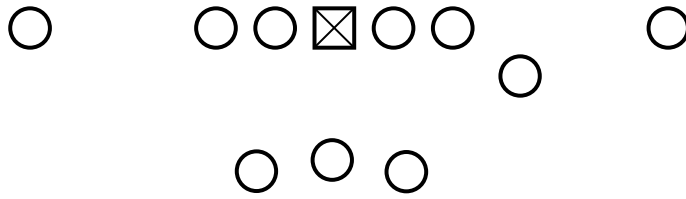


## OVER RIGHT

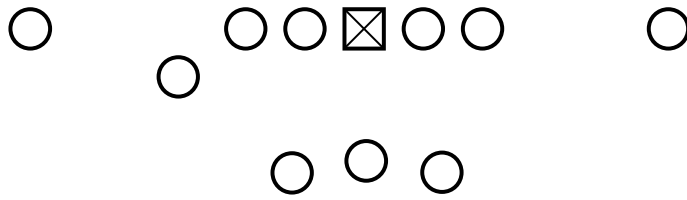


# FORMATIONS

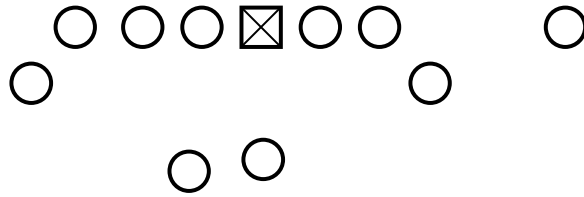
## PRO RIGHT



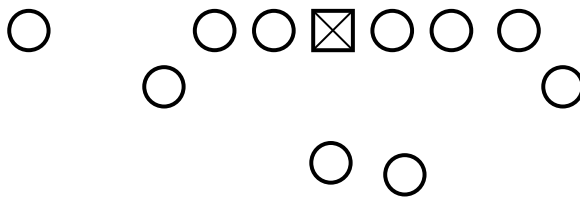
## PRO LEFT



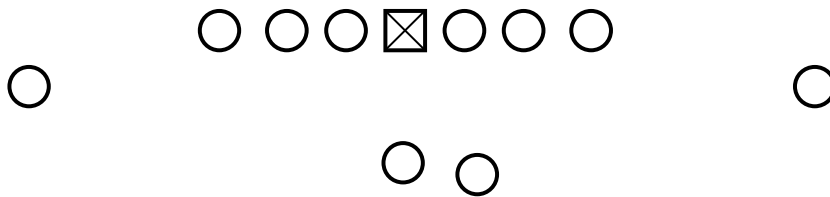
## LOU



## ROSE

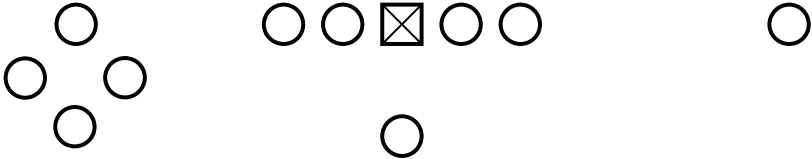


## DOUBLES

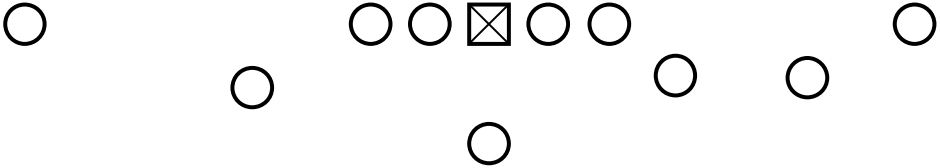


**FORMATIONS**

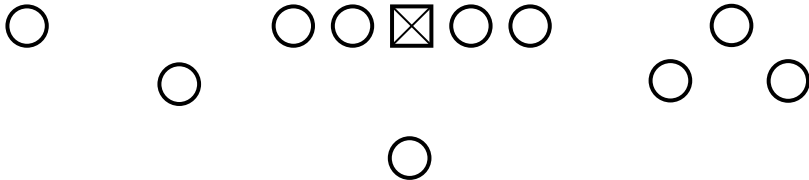
**DIAMOND**



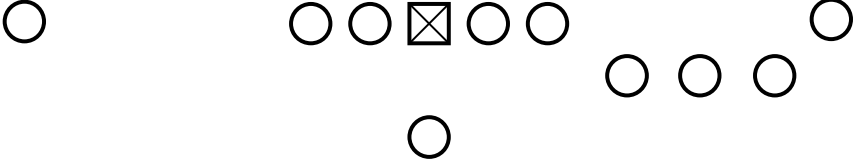
**EMPTY**



**EMPTY BUNCH**



**QUATRO**



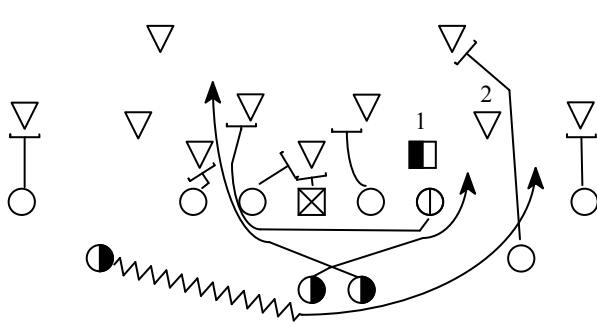
**CALL IS TO THE FIELD (WIDE SIDE)**

## Blocking Assignments - Study Guide

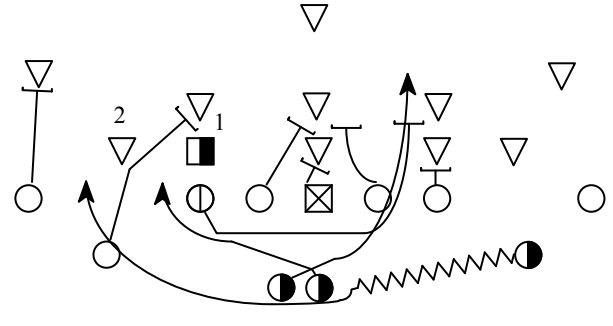
<b>Center</b>	33/34; 13/14 Wrap		Combo NG to "1 Tech." to ILB	
	13/14 Veer		Step playside A gap. Combo NG to ILB.	
	Fly Sweep		Reach and Run, step frontside, keep working to next level.	
	30/31; 10/11 Trap		Over, Backside Lineman.	
	Shovel Pass		Over, Backside Lineman.	
	33/34 ISO		Over, Combo Backside Lineman to ILB.	
	18/19 Speed		Over, Combo to LB.	
	18/19 Double		Over, Combo to LB.	
	Jersey/Jello		Pass set for 2 count, Block MLB.	
	35/36 GT		Over, Backside Lineman.	
	48/49 Belly		Gap, Over, Backer.	
<b>Guard</b>	33/34; 13/14 Wrap	FS- BS-	Combo NG to "1 Tech." to ILB "3 Tech."	
	13/14 Veer	FS- BS-	Combo #1 DL to ILB. Scoop playside A gap (Gap Over Backer).	
	Fly Sweep	FS- BS-	Reach and Run, step frontside, keep working to next level. Reach and Run, step frontside, keep working to next level.	
	30/31; 10/11 Trap	FS- BS-	Inside Lineman, Pull Outside. ("Twins" Backside LB). Short Trap.	
	Shovel Pass	FS- BS-	Gap, Over, BS LB. Pull frontside into B gap attack ILB.	
	33/34 ISO	FS- BS-	Gap Over Backer. Gap Over Backer. ("Odd Front" Fold around C and PSG).	
	18/19 Speed	FS- BS-	Gap Over Backer. Gap Over Backer.	
	18/19 Double	FS- BS-	Gap Over Backer. Gap Over Backer.	
	Jersey/Jello	FS- BS-	Pass set, Block OLB. Pass set, Block MLB.	
	35/36 GT	FS- BS-	Combo to ILB. Pull and Trap first man in C gap.	
	48/49 Belly	FS- BS-	Gap, Over, Backer. Gap, Over, Backer.	
	<b>Tackle</b>	33/34; 13/14 Wrap	FS- BS-	Inside Step B Gap. Block out. Long pull to playside B gap, look ILB.
		13/14 Veer	FS- BS-	Veer Step to ILB. Scoop playside B gap (Gap Over Backer).
		Fly Sweep	FS- BS-	Reach and Run, step frontside, keep working to next level. Reach and Run, step frontside, keep working to next level.
30/31; 10/11 Trap		FS- BS-	Veer Step to ILB. Gap Over Backer.	
Shovel Pass		FS- BS-	Veer Step to ILB. ("Odd Front" Outside release to Safety). Pass Set, Kick out DE.	
33/34 ISO		FS- BS-	Gap Over Backer. Gap Over Backer.	
18/19 Speed		FS- BS-	Veer Step to ILB. Gap Over Backer.	
18/19 Double		FS- BS-	Gap Over Backer. Gap Over Backer.	
Jersey/Jello		FS- BS-	Pass set, Block OLB. Pass set, Block DE.	
35/36 GT		FS- BS-	Block down to ILB Pull and seal inside guards block.	
48/49 Belly		FS- BS- TE	Gap, Over, Backer. Gap, Over, Backer. Gap, Over Tackle, Backer.	

# WRAP

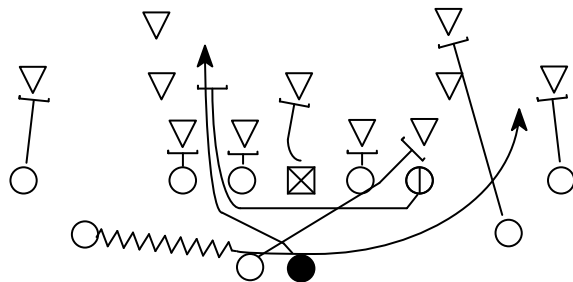
33-34  
13-14 QB



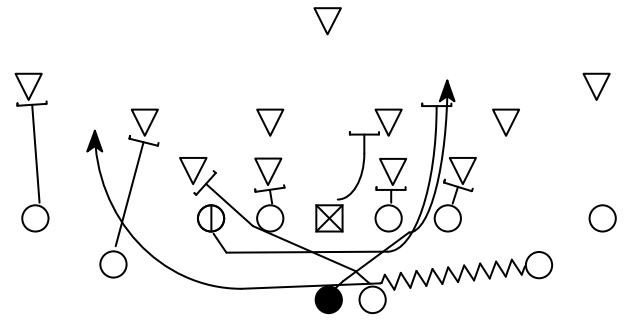
33 WRAP



34 WRAP



13 WRAP

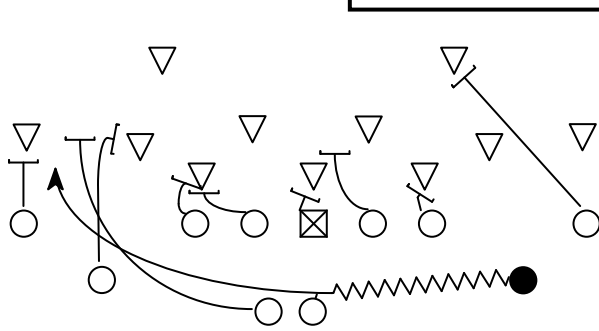


14 WRAP

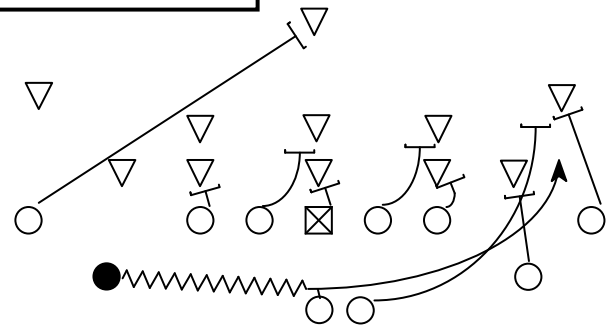
## BLOCKING ASSIGNMENTS

- FS END - DEEPBACK (CORNER)
- FS SLOT - CRACK CALL LOAD LB TO SAFETY
- PST - INSIDE STEP "B" GAP  
HEAD UP, KICK OUT A "5 TECH."
- PSG - COMBO NG TO "1 TECH." TO ILB
- C - COMBO NG TO "1 TECH." TO ILB
- BSG - "3 TECH."
- BST - LONG PULL TO PLAYSIDE "B" GAP- LOOK ILB
- BS SLOT- MOTION BY QB (BEHIND) □ PITCH MAN  
MOTION BY QB (IN FRONT) FAKE FLY SWEEP
- BS END - SEAL CORNER
- RB - RUN 3 OR 4 HOLE MESH WITH QB FOR RUN OR  
FAKE 13-14 QB WRAP - BLOCK BS DEF. END
- QB - READ #1 DEF. END - IF HE SITS GIVE TO RB  
IF HE FOLLOWS PULLING TACKLE - KEEP AND  
PITCH OFF OF #2

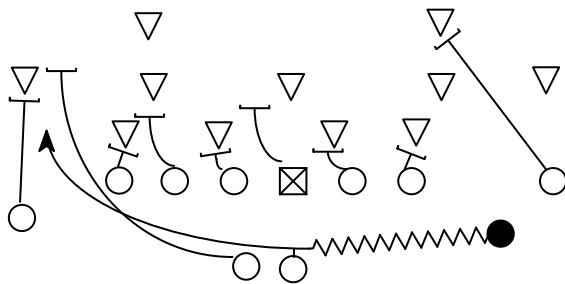
## FLY SWEEP



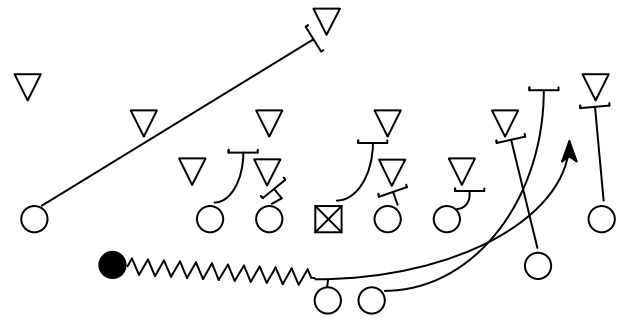
ACE FLY SWEEP LEFT



ACE FLY SWEEP RIGHT



SPREAD LEFT FLY SWEEP LEFT

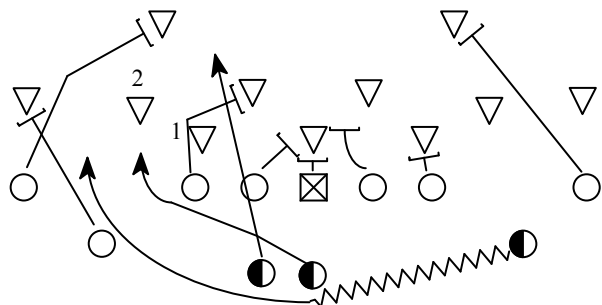


ACE FLY SWEEP RIGHT

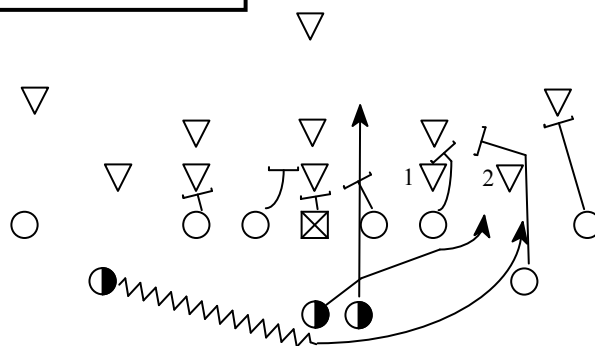
## **BLOCKING ASSIGNMENTS**

- FS END - STALK CORNER**
- FS SLOT - CRACK OLB TO SAFETY**
- PST - STEP FRONTSIDE RUN CALL NOBODY CROSSES  
FACE GET TO NEXT LEVEL**
- PSG - STEP FRONTSIDE RUN CALL NOBODY CROSSES  
FACE GET TO NEXT LEVEL**
- C - STEP FRONTSIDE RUN CALL NOBODY CROSSES  
FACE GET TO NEXT LEVEL**
- BSG - STEP FRONTSIDE RUN CALL NOBODY CROSSES  
FACE GET TO NEXT LEVEL**
- BST - STEP FRONTSIDE RUN CALL NOBODY CROSSES  
FACE GET TO NEXT LEVEL**
- BS SLOT- MOTION BY QB (IN FRONT) TAKE HANDOFF  
RUN TO CORNER**
- BS END - SEAL CORNER**
- RB - SEAL FRONTSIDE DEF. END TO OLB (INSIDE)**
- QB - HAND OFF TO MOTION SLOT (IN FRONT)**

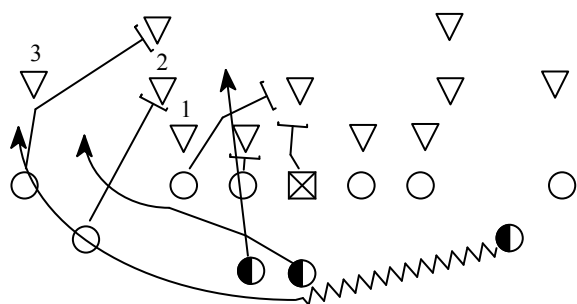
# 13-14 VEER



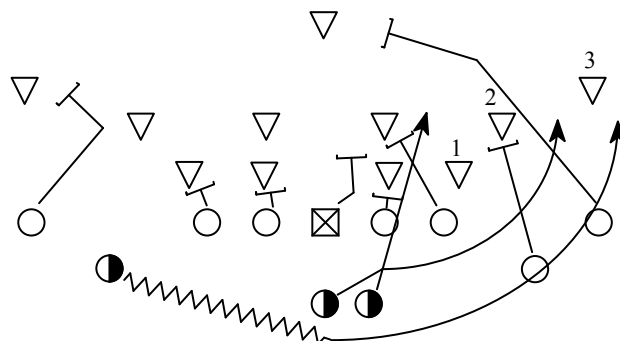
13 VEER 2 CALL



14 VEER 1 CALL



13 CRACK



14 CRACK

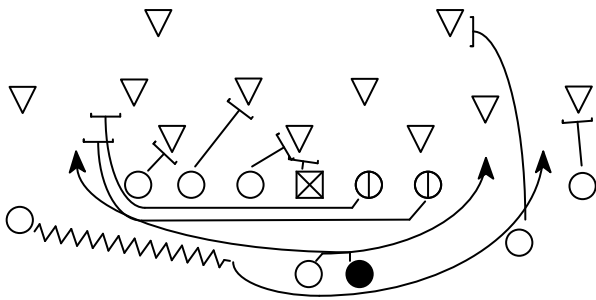
## **BLOCKING ASSIGNMENTS**

- FS END - 1ST DB ON OR OUTSIDE THE TACKLE
- FS SLOT - 2 CALL ARC ON CONTAIN  
1 CALL LOAD LB TO SAFETY
- PST - INSIDE LB (IF GUARD IS COVERED RELEASE INSIDE)
- PSG - COMBO NG TO ILB (GAP OVER BACKER)
- C - STEP PLAYSIDE A GAP COMBO NG TO ILB
- BSG - SCOOP PLAYSIDE A GAP (GAP OVER BACKER)
- BST - SCOOP PLAYSIDE B GAP (GAP OVER BACKER)
- BS SLOT- MOTION BEHIND QB (BEHIND) □ PITCH MAN
- BS END - SEAL CORNER
- RB - RUN CRACK OF PSG (READ THE 1ST MAN INSIDE THE  
QB READ 3 TECH). IF HE IS OUTSIDE (GO INSIDE)
- QB - READ #1 PITCH OFF #2

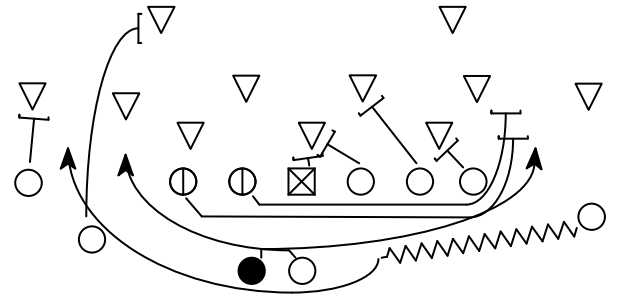
CRACK CALL - FS SLOT WILL BLOCK #2  
FS END BLOCK DEEPBACK  
QB WILL PITCH OFF #3 (CB)



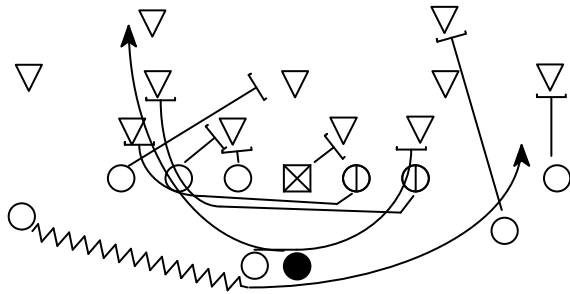
***SPREAD 35-36 G.T.***



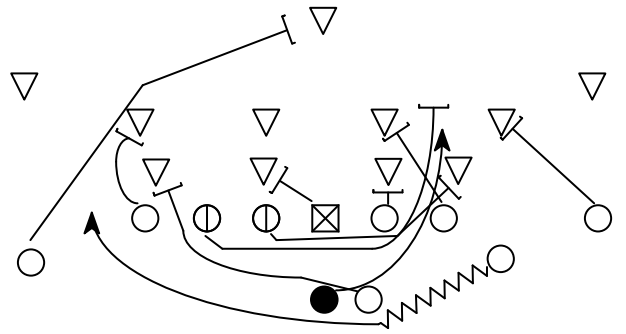
***35 G.T.***



***36 G.T.***



***15 G.T.***



***16 G.T.***

**BLOCKING ASSIGNMENTS**

**FSE - STALK CORNER**

**FS SLOT- ILB TO SAFETY**

**PST - DOWN BLOCK TO ILB**

**PSG - COMBO ON NOSE TO ILB**

**C - COMBO ON NOSE TO ILB**

**BSG - PULL AND TRAP FIRST MAN IN "C" GAP**

**BST - PULL AND SEAL INSIDE GUARDS BLOCK (LB)**

**TE - DOWN BLOCK ON DE (5) TECH.**

**BS SLOT - MOTION BEHIND QB - PITCH POSITION**

**RB - HAND OFF FOLLOW TACKLE INTO HOLE**

**QB - HAND TO RB CARRY OUT WRAP FAKE WITH BS**

**SLOT (15-16) FOLLOW LINE BLOCKING**

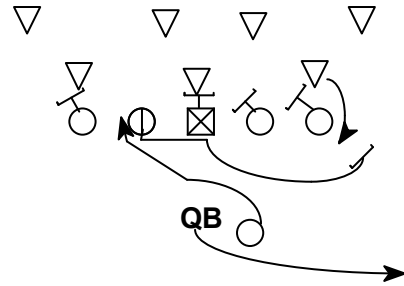
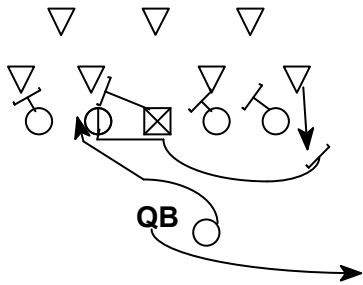
**2007**

**Prairie Central H.S.**

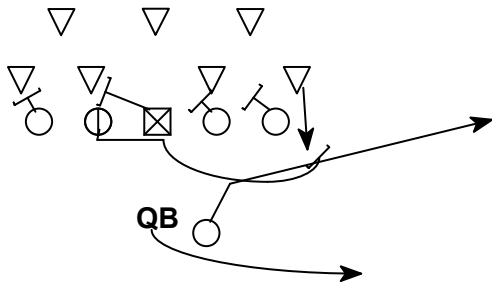
***HAWKS***

**Passing Game**

# Bootleg / Counterpass Right Protection



## Counter Pass



### Rules

BST = Block #2 defender

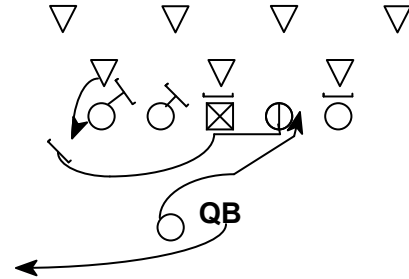
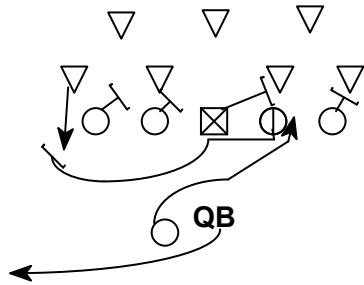
BSG = Boot block.

C = Fill for pulling BSG.

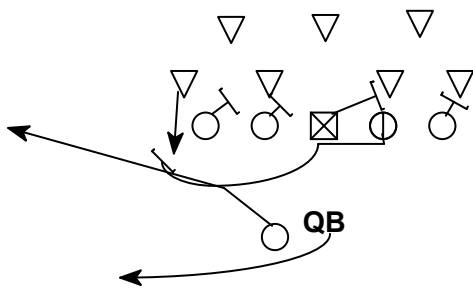
PSG and PST = Block down, be aggressive.  
Make it look like a run block, but don't go  
down field.

RB = Fake 33 Wrap  
CNTR Pass go to flats

# Bootleg / Counterpass Left Protection



## Counter Pass



## Rules

BST = Block #2 defender

BSG = Boot block.

C = Fill for pulling BSG.

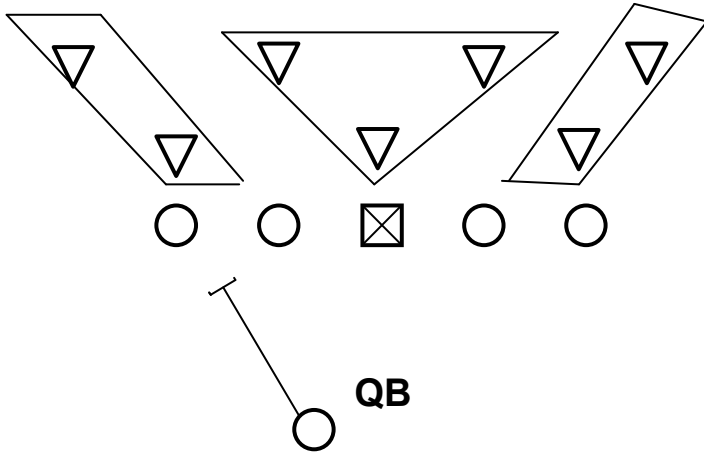
PSG and PST = Block down, be aggressive. Make it look like a run block, but don't go down field.

RB = Fake 34 Wrap

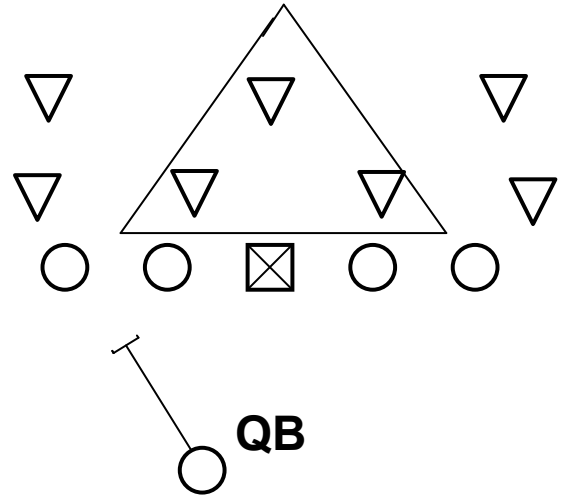
CNTR Pass go to flats

## 90 Protection (3 Step Drop) - Triangle and 2

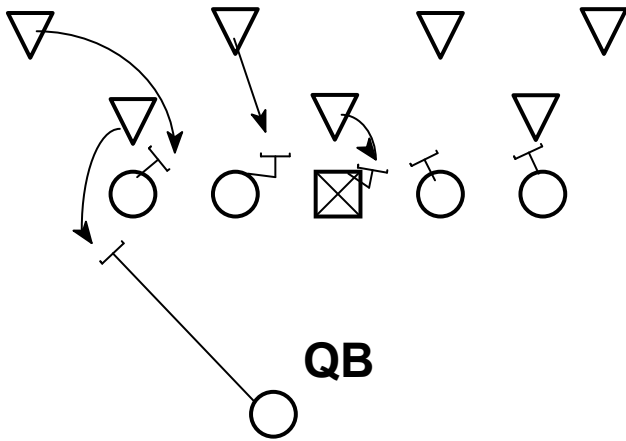
3-4



4-3



vs. Stunt



### Rules

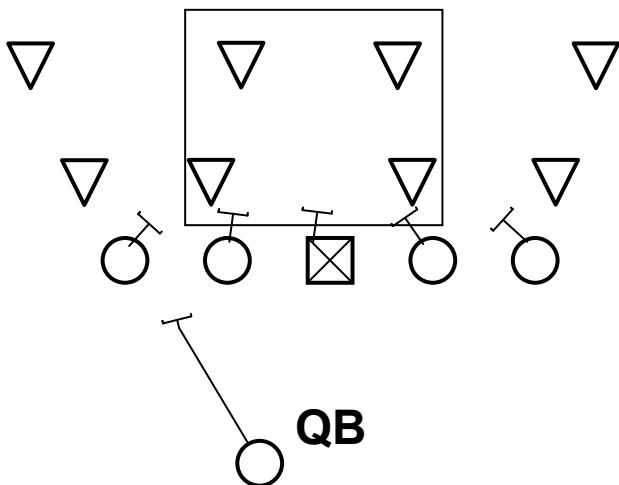
C and G's = Inside three.

T's = DE or LB, whoever comes inside gap. Get defenders hands down, cut your man.

RB = Block left, whoever is first man outside of T.

## 90 Protection - Stack

4-4



Stack - If C counts 4 DL/LB

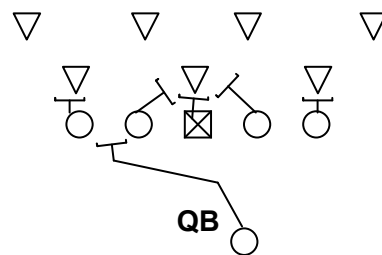
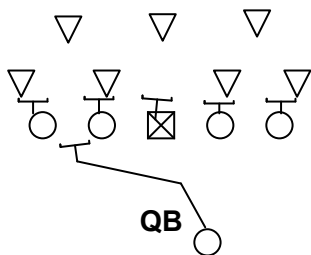
### Rules

O Line = Block inside gap.

T's = Block inside gap, if no work look outside.

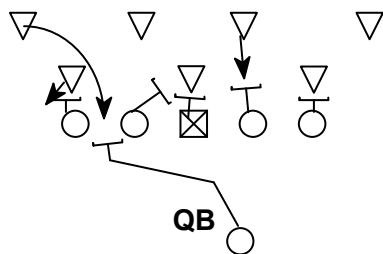
RB = Block left, whoever is first man outside of T.

# 80 Protection - Big On Big (BOB)



\* Nose Guard is always a #1 defender

## Stunt



## Rules

G's = Block #1 defender.

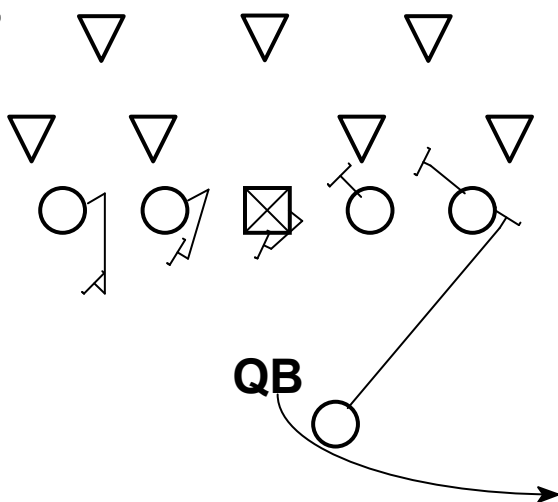
T's = Block #2 defender.

C = If uncovered look for work.

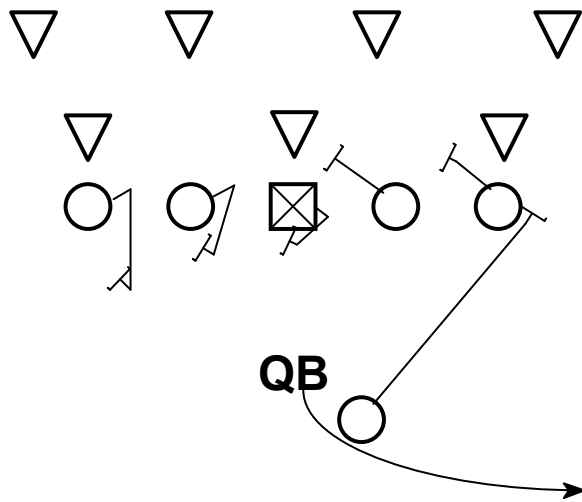
RB = Left B to C gap. Back On Backer

# 60 Protection - Gap Protection Left

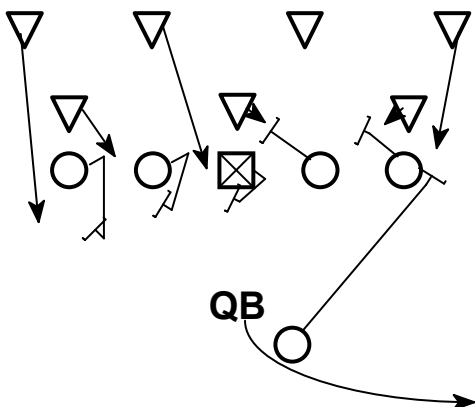
4-3



3-4



**vs. Stunt**



## Rules

OL = Everyone is responsible for the gap to your left.

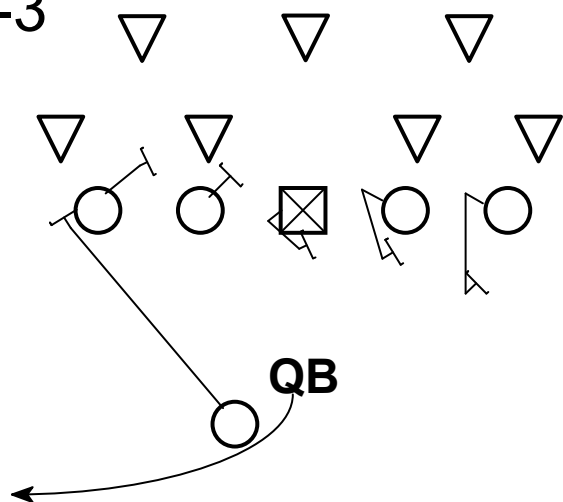
PSG and PST = Block Down.

C, BSG, and BST = Step inside and hinge

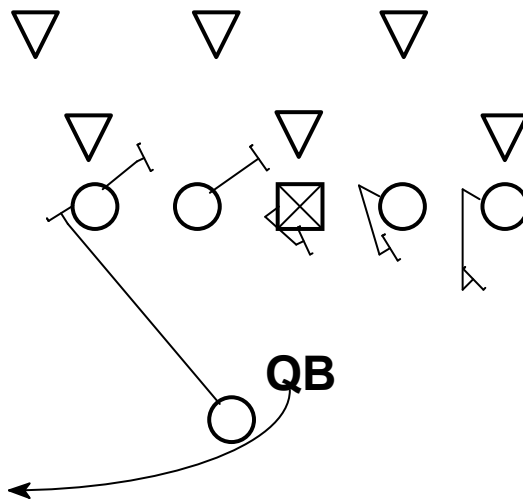
RB = Block off PST down block.

# 70 Protection - Gap Protection Right

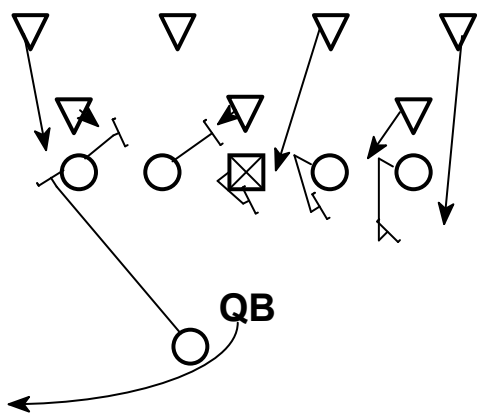
4-3



3-4



**vs. Stunt**



## Rules

OL = Everyone is responsible for the gap to your right.

PSG and PST = Block Down.

C, BSG, and BST = Step inside and hinge

RB = Block off PST down block.



# Pass Protection - Study Guide

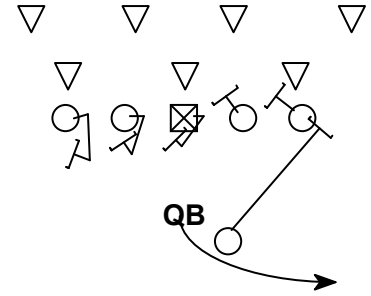
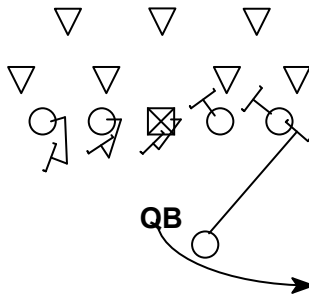
## Rules

## VS. 4-3

## VS. 3-4

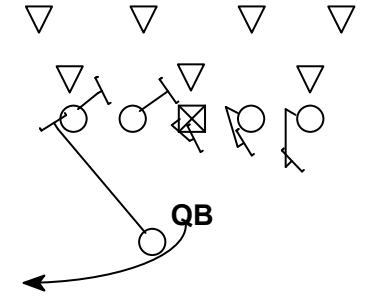
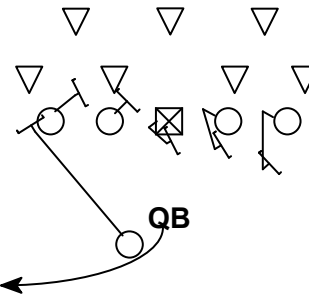
### 60 Protection - Gap Protection Left

**OL** = Everyone is responsible for the gap to your left.  
**PSG** and **PST** = Block Down.  
**C**, **BSG**, and **BST** = Step inside and hinge  
**RB** = Block off PST down block.



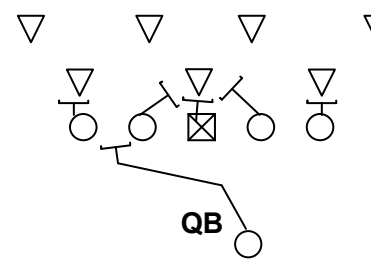
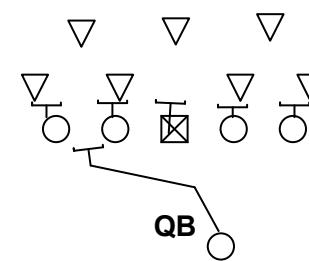
### 70 Protection - Gap Protection Right

**OL** = Everyone is responsible for the gap to your right.  
**PSG** and **PST** = Block Down.  
**C**, **BSG**, and **BST** = Step inside and hinge  
**RB** = Block off PST down block.



### 80 Protection - Big On Big (BOB)

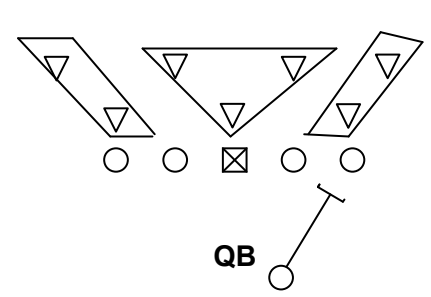
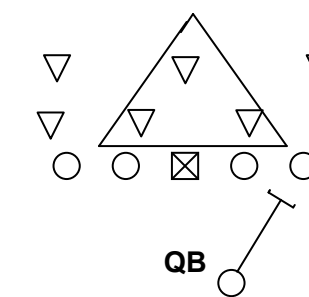
**G's** = Block #1 defender.  
**T's** = Block #2 defender.  
**C** = If uncovered look for work.  
**RB** = Left B to C gap. Back On Backer



\* Nose Guard is always a #1 defender

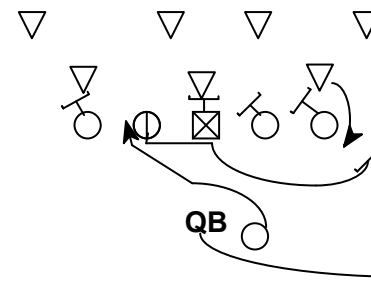
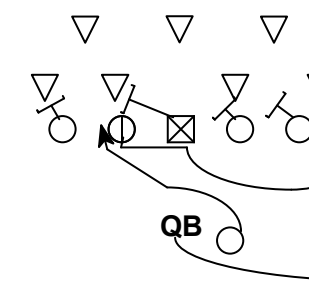
### 90 Protection - Triange and 2

**C** and **G's** = Inside three  
**T's** = DE or LB, whoever comes inside gap. Get defenders hands down, cut your man.  
**RB** = Block playside, whoever is fist man outside of T



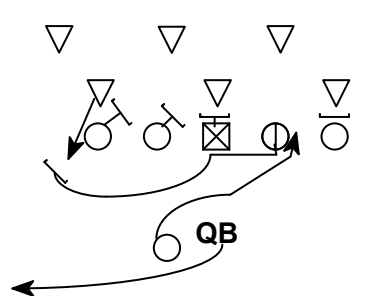
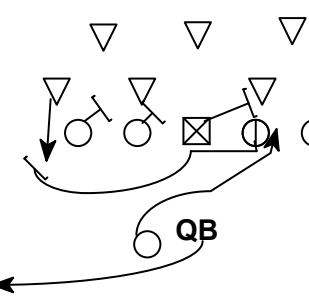
### Bootleg / Counter Pass Right

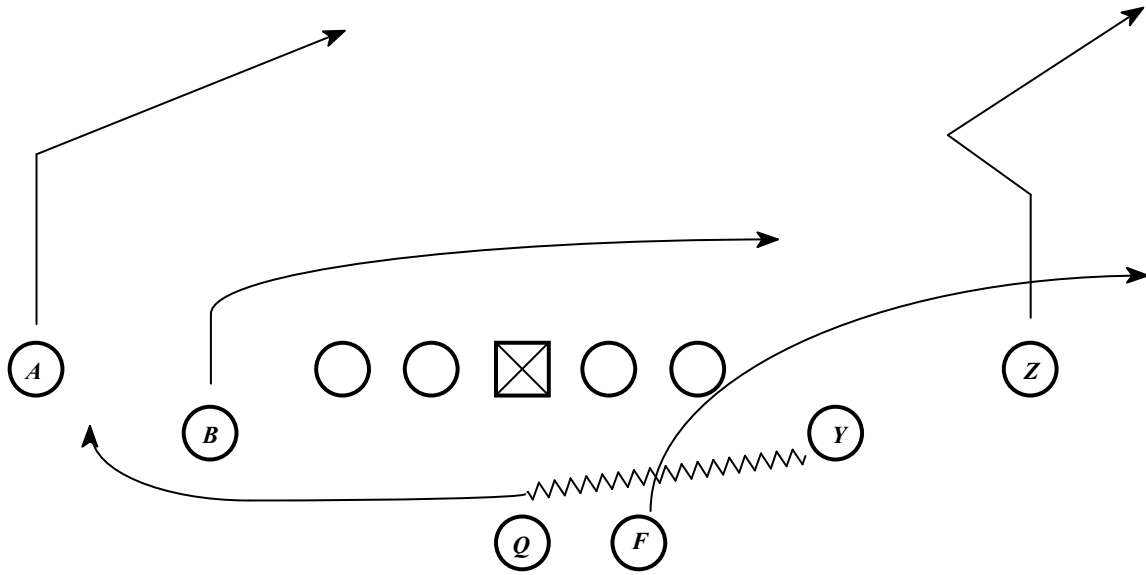
**BST** = Block #2 defender  
**BSG** = Boot block.  
**C** = Fill for pulling BSG.  
**PSG** and **PST** = Block down, be aggressive. Make it look like a run block, but don't go down field.  
**RB** = Fake 33 Wrap; CNTR Pass go to flats



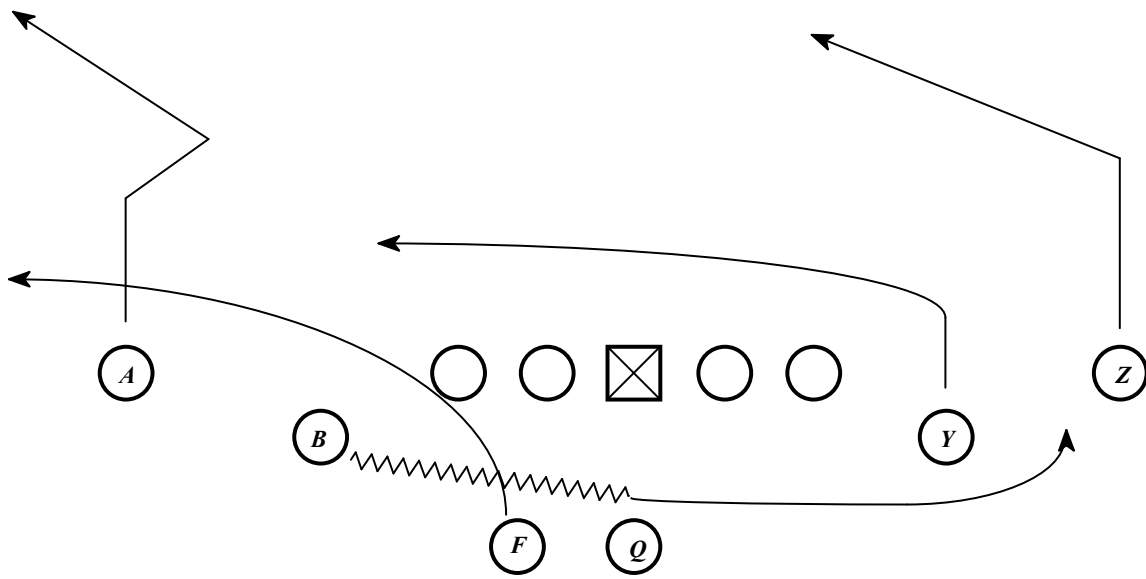
### Bootleg / Counter Pass Left

**BST** = Block #2 defender  
**BSG** = Boot block.  
**C** = Fill for pulling BSG.  
**PSG** and **PST** = Block down, be aggressive. Make it look like a run block, but don't go down field.  
**RB** = Fake 34 Wrap. CNTR Pass go to flats

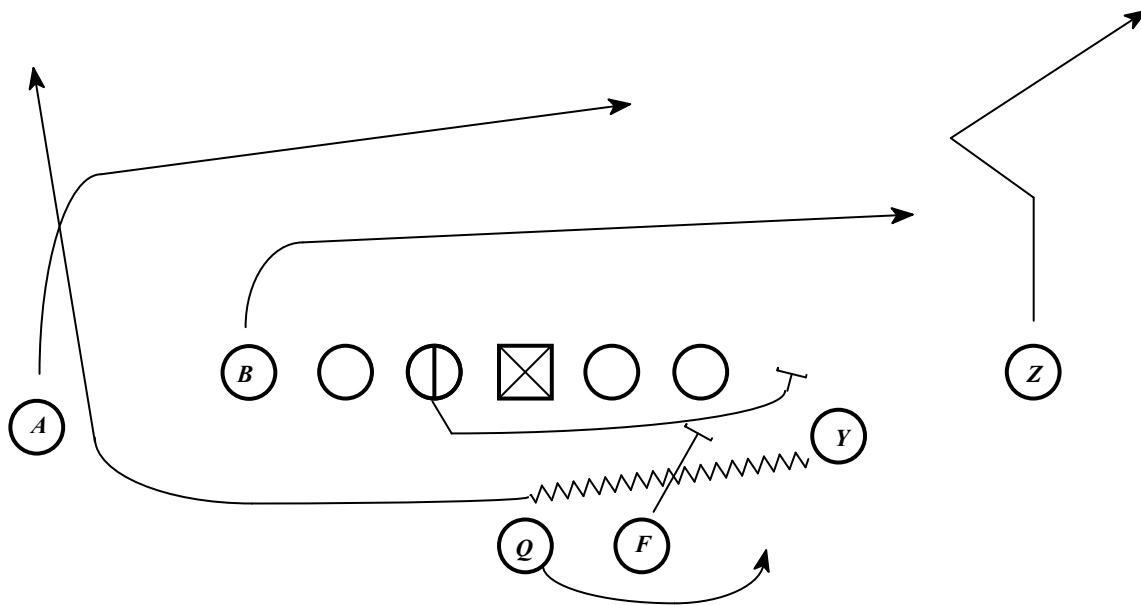




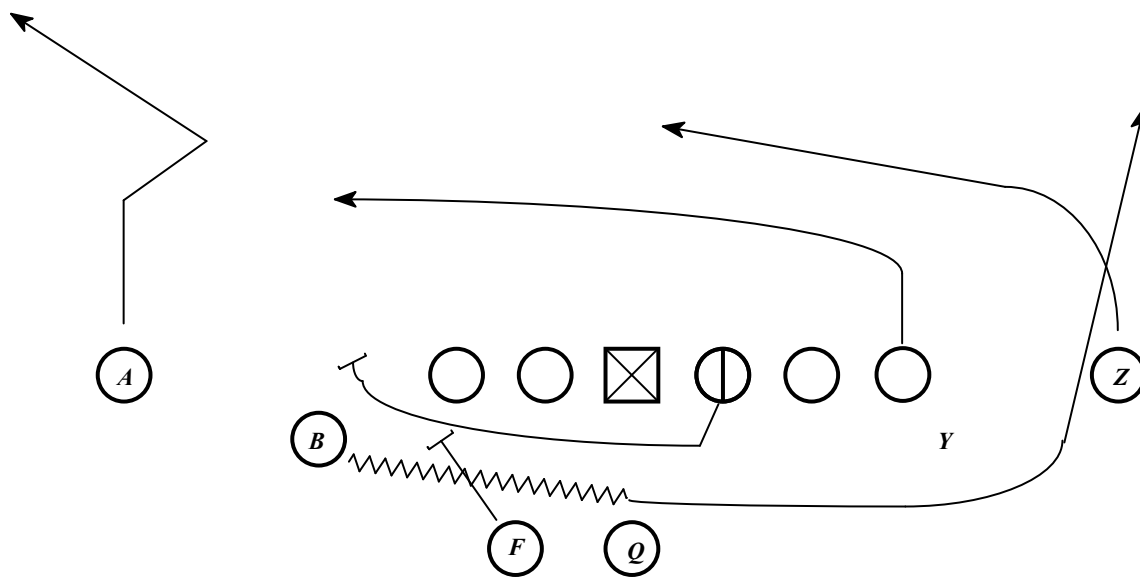
**ACE Y FLY COUNTER PASS RIGHT**



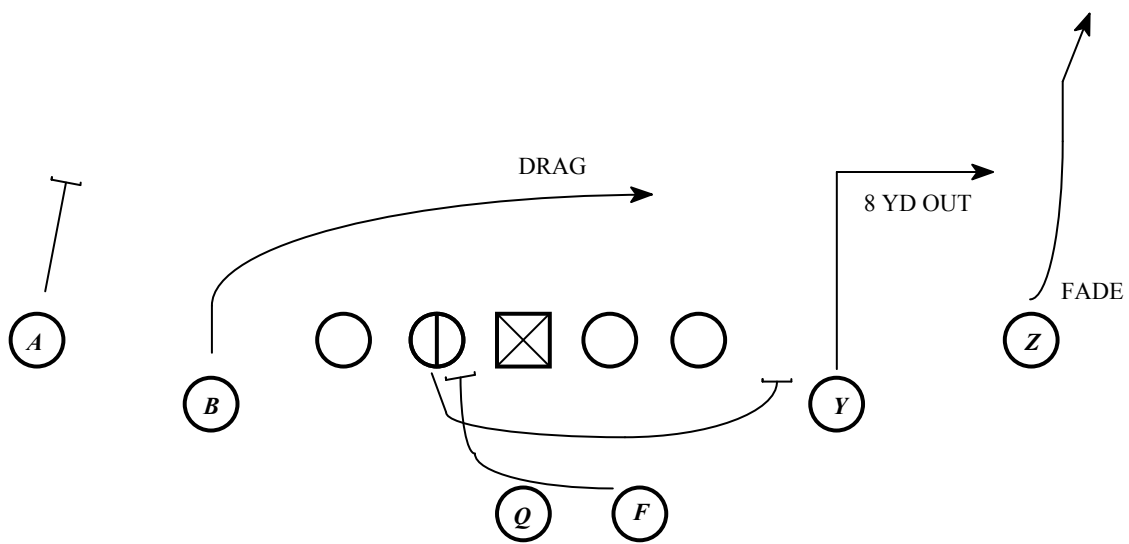
**ACE B FLY COUNTER PASS LEFT**



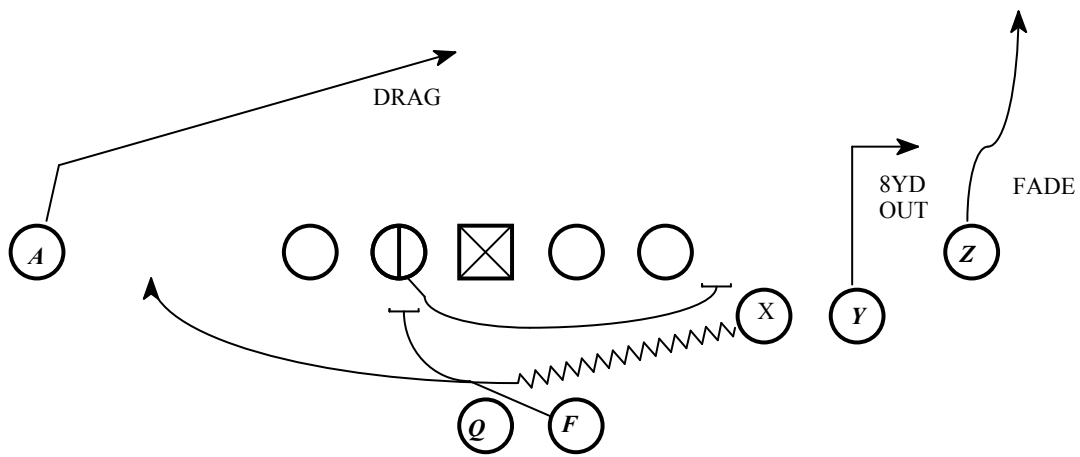
**COUNTER PASS RIGHT "SAGGY"**



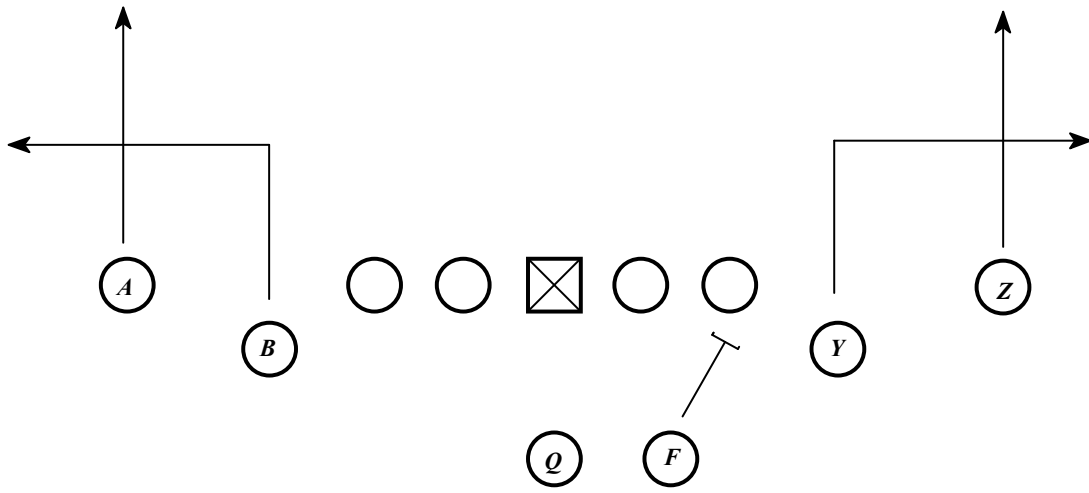
**COUNTER PASS LEFT "SAGGY"**



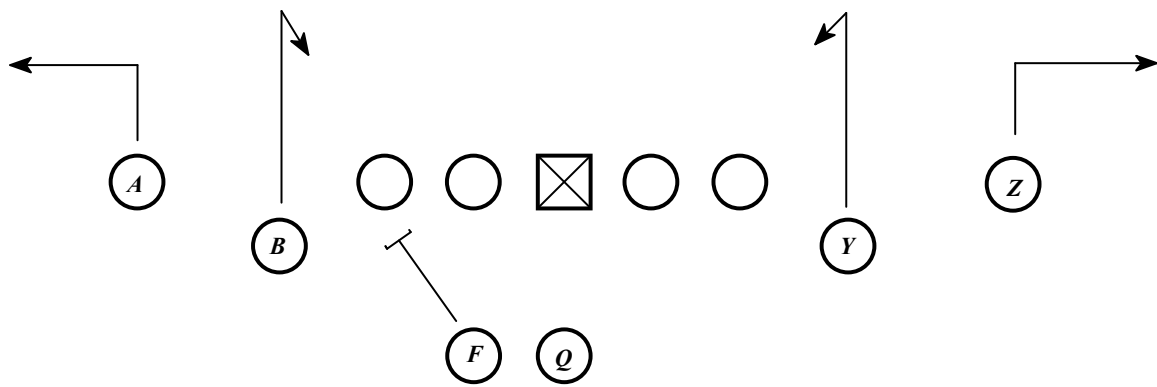
**ACE BOOTLEG RIGHT PASS**



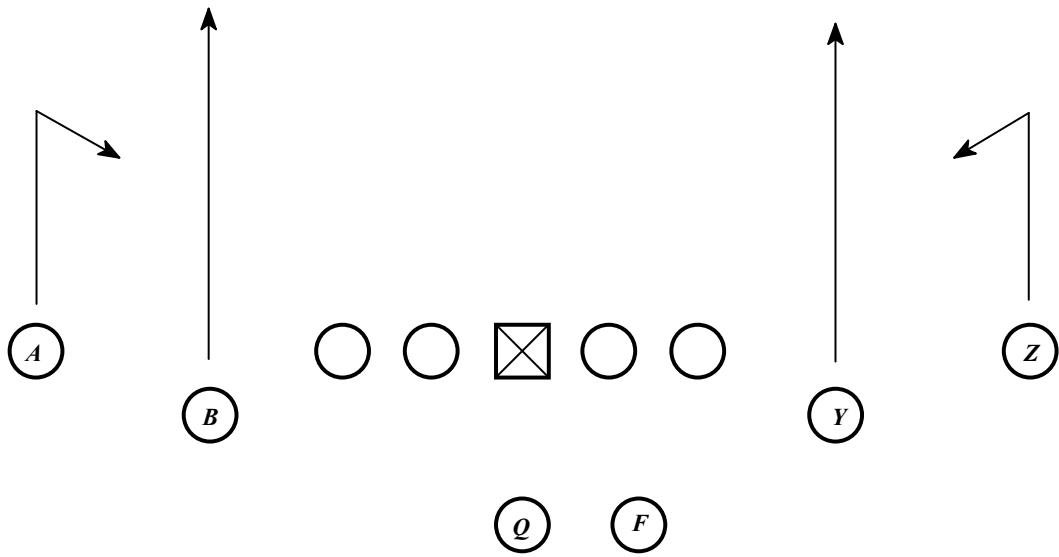
**RAM "X" FLY JET BOOTLEG RIGHT**



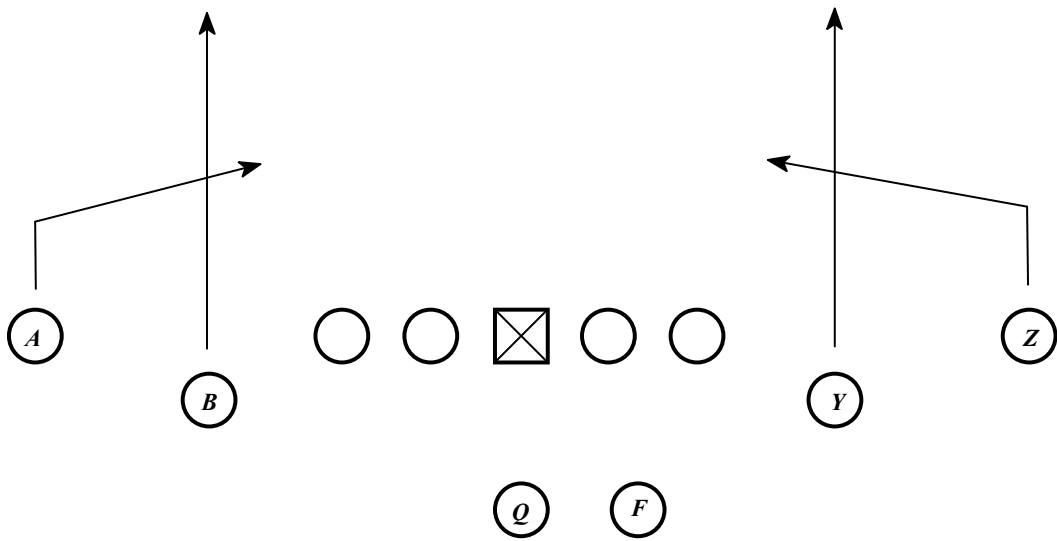
**ACE RIGHT 909**



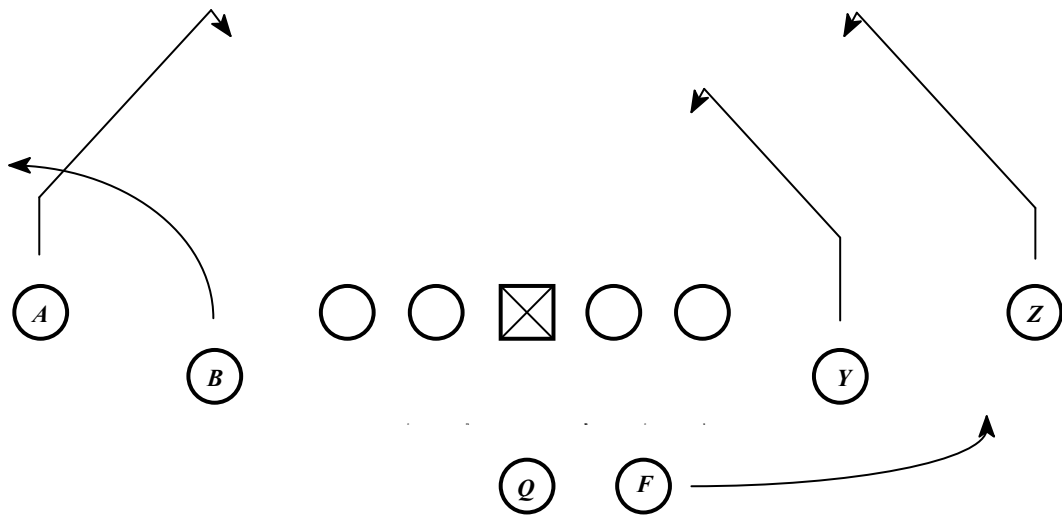
**ACE LEFT 910**



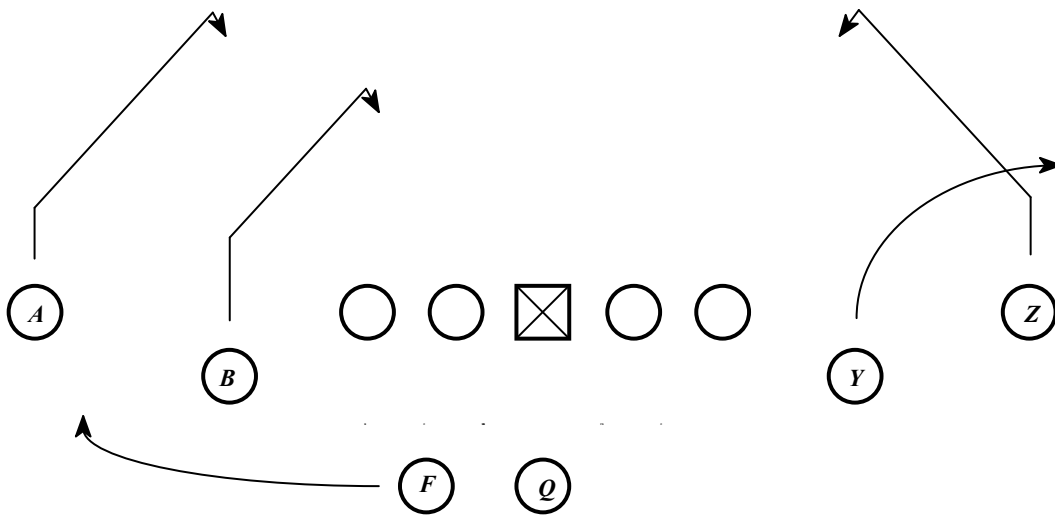
ACE 991



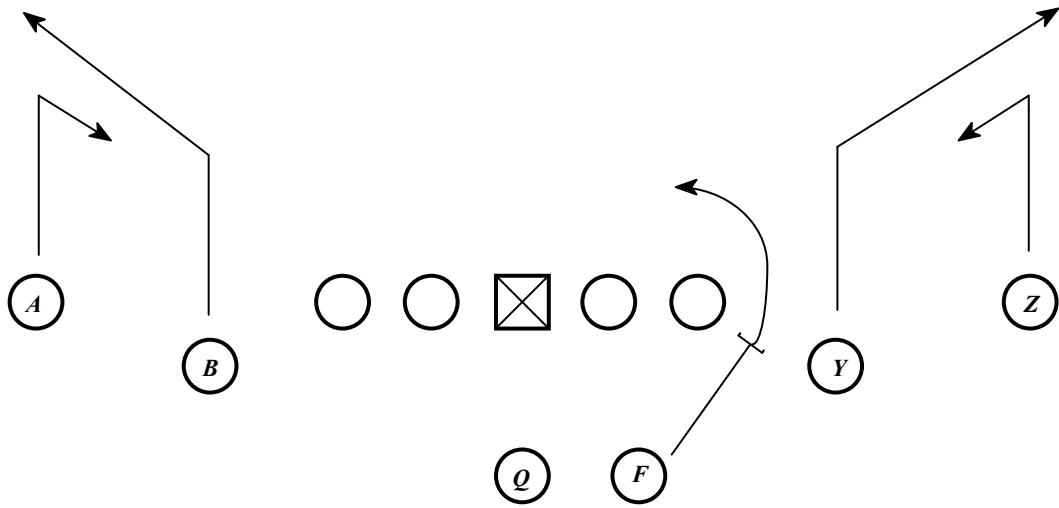
ACE 996



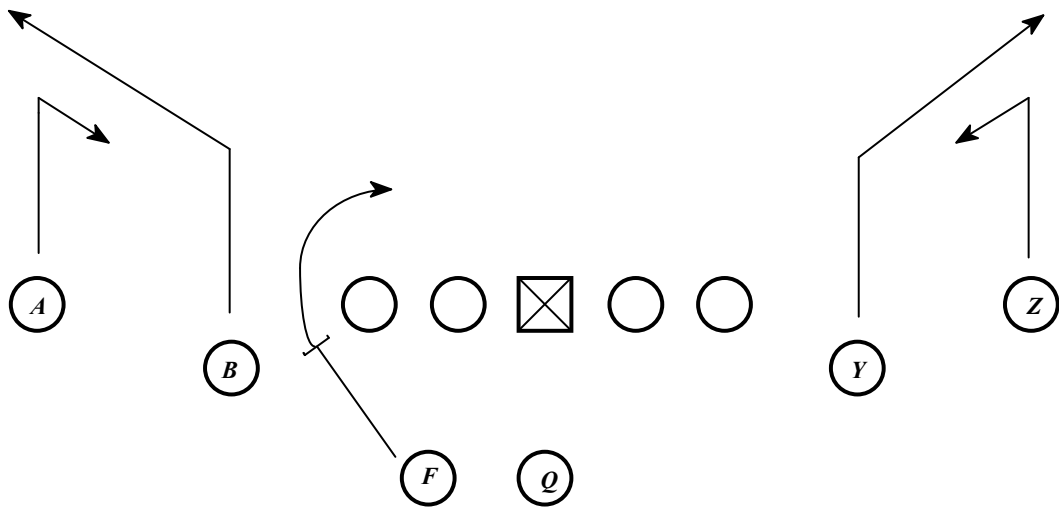
ACE 80 SPOT RIP



ACE 80 SPOT LIZ

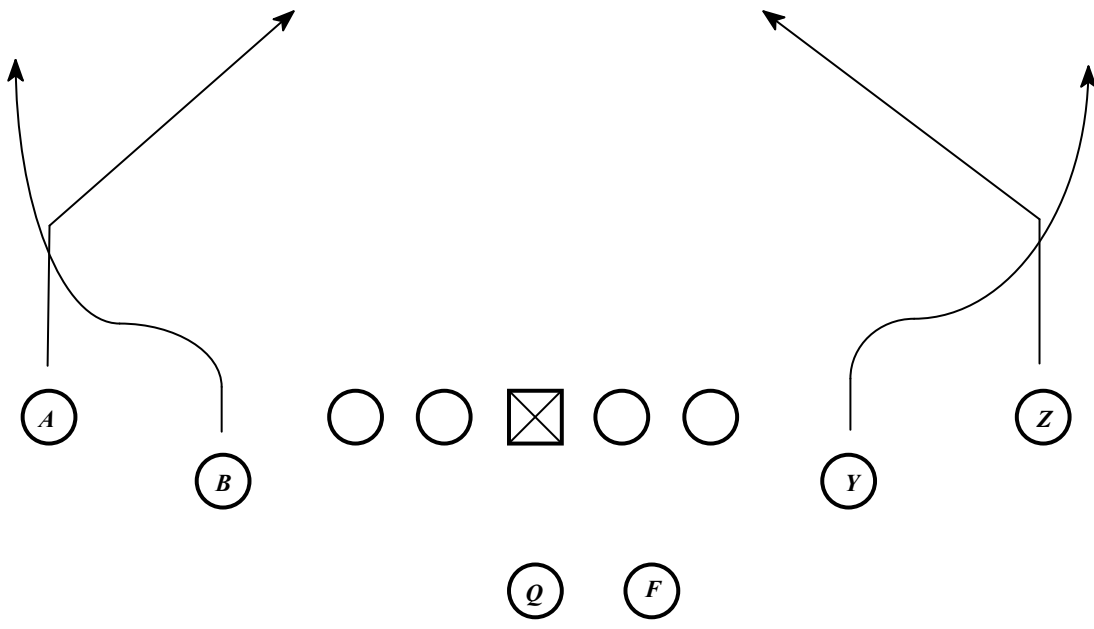


**ACE RIGHT BANANA**

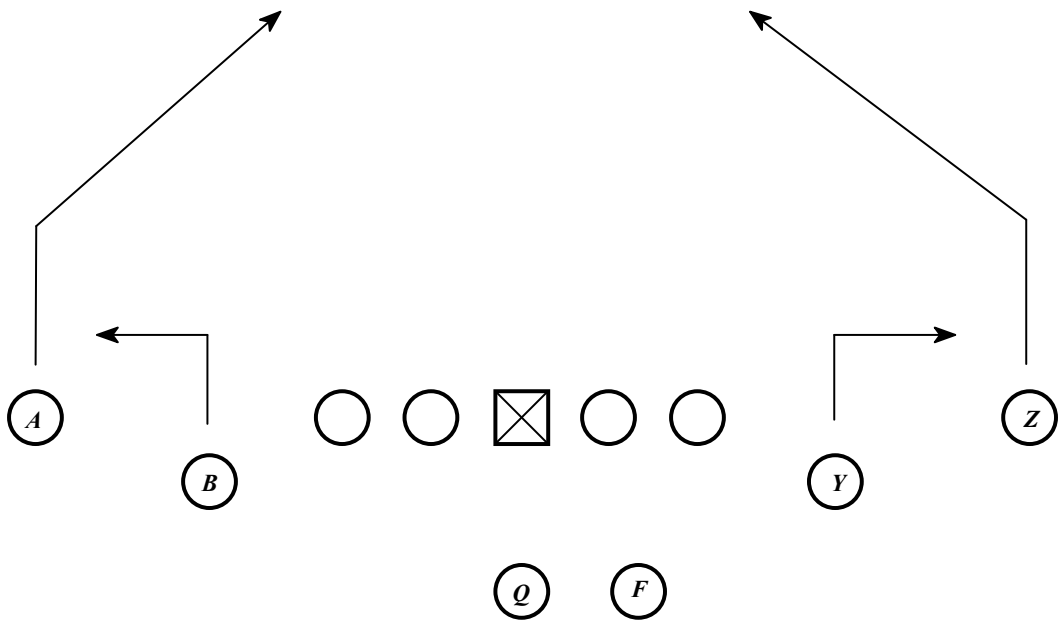


**ACE LEFT BANANA**

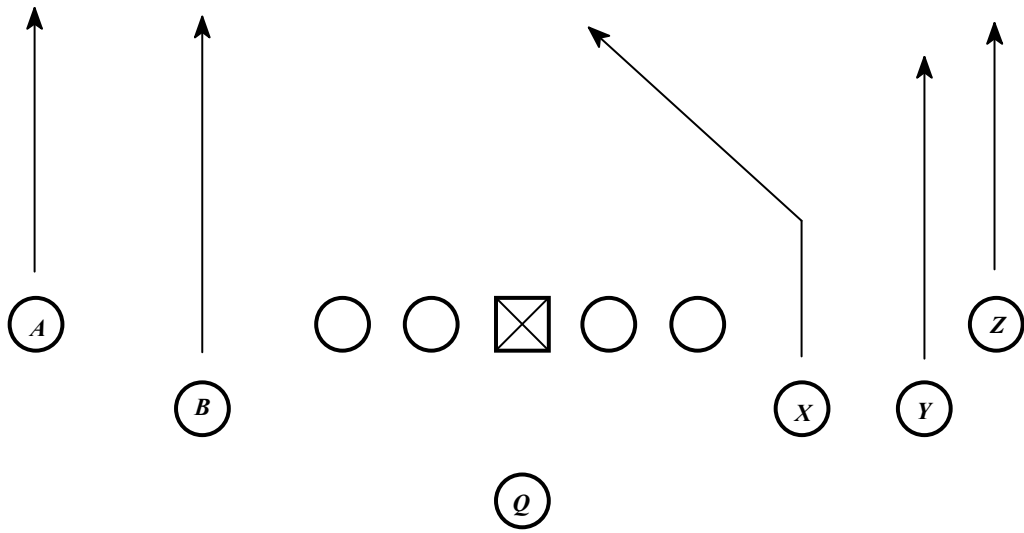




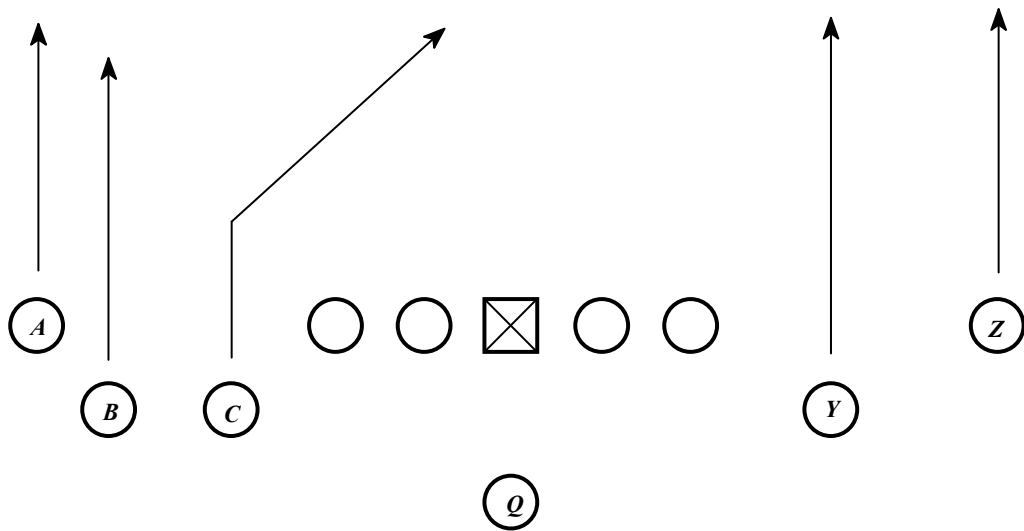
**ACE 80 POST WHEEL**



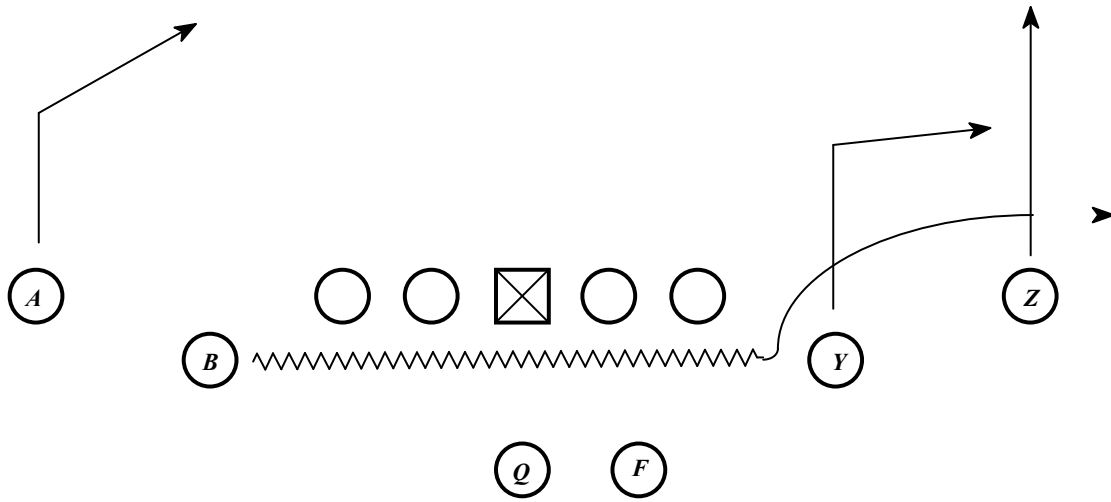
**ACE 902**



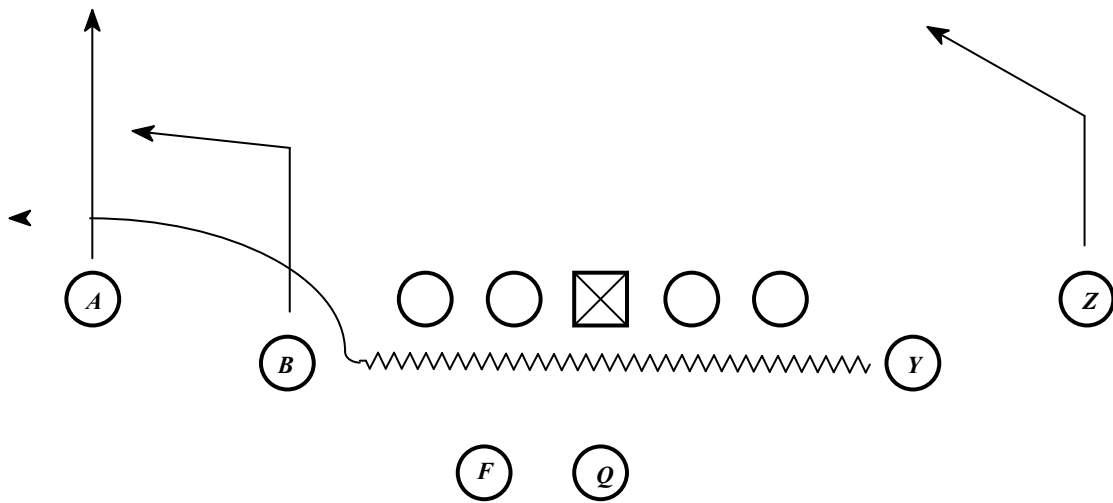
**EMPTY RIGHT 80 VERTICALS**



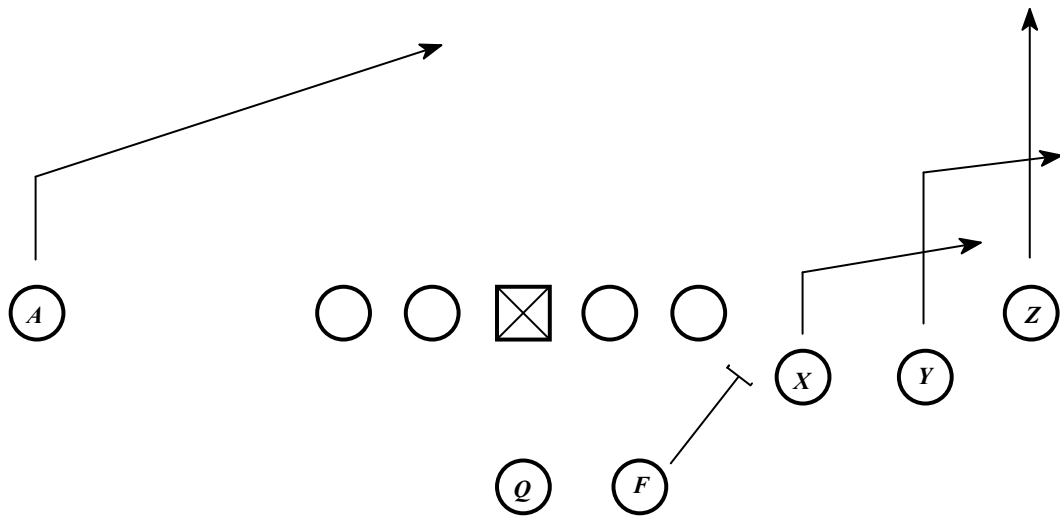
**EMPTY LEFT 80 VERTICALS**



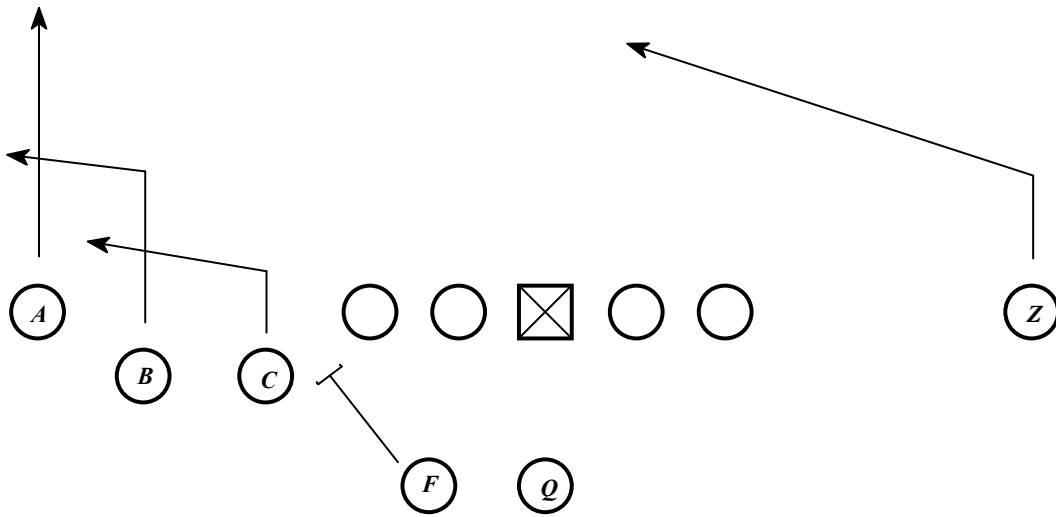
**ACE B-ZIP 65 FLOOD**



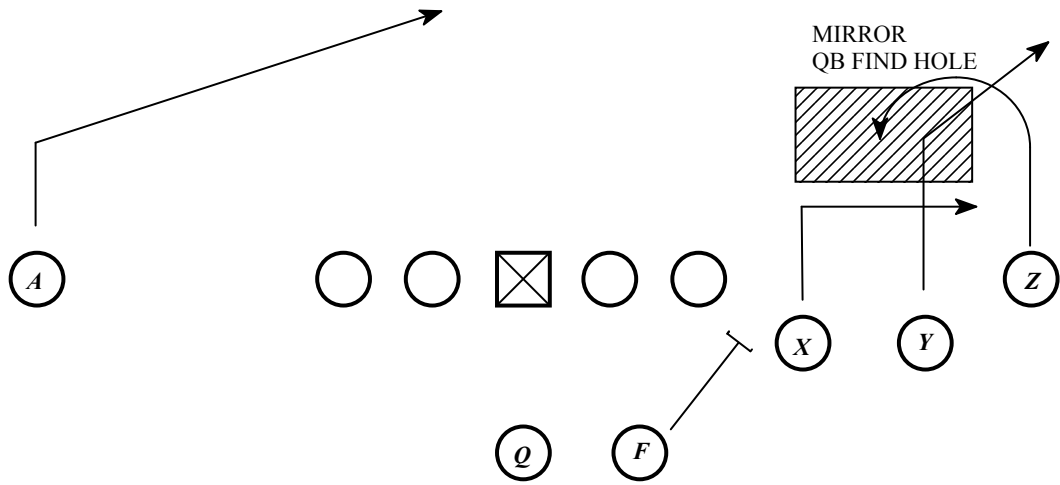
**ACE Y-ZIP 65 FLOOD**



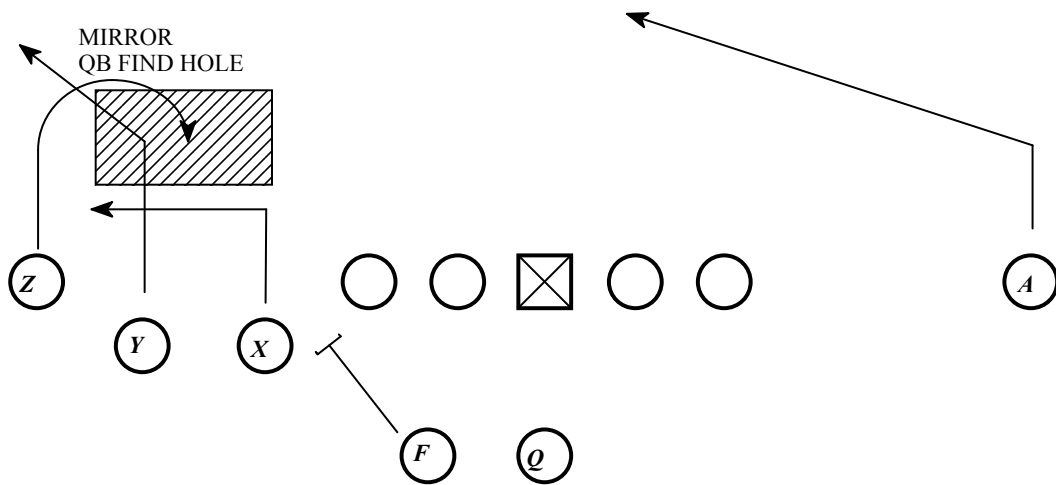
**RAM 65 FLOOD**



**LION 75 FLOOD**

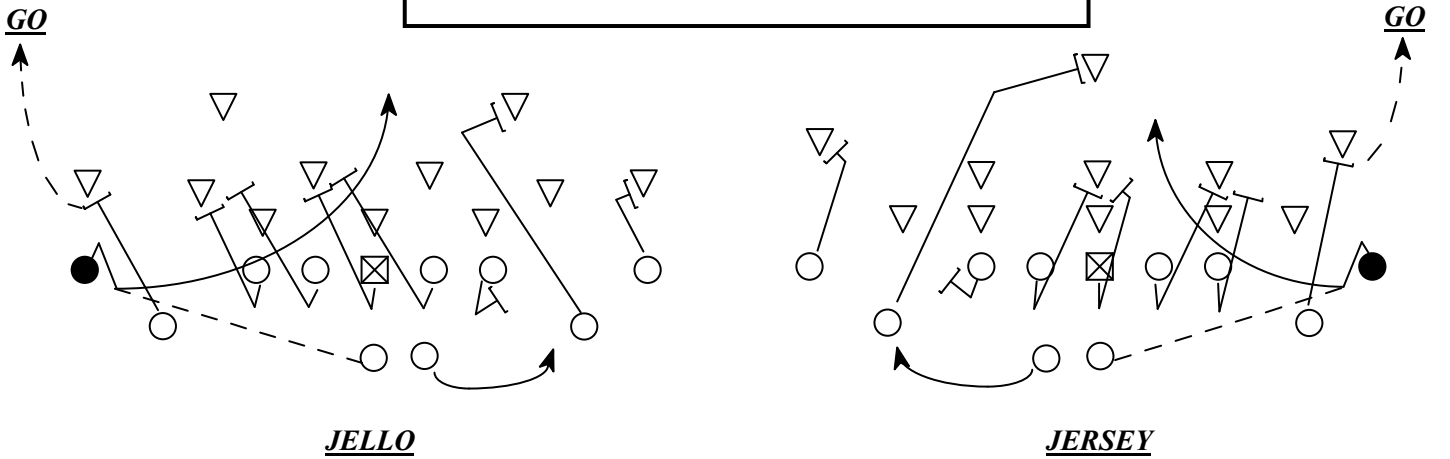


RAM 60 FALCON



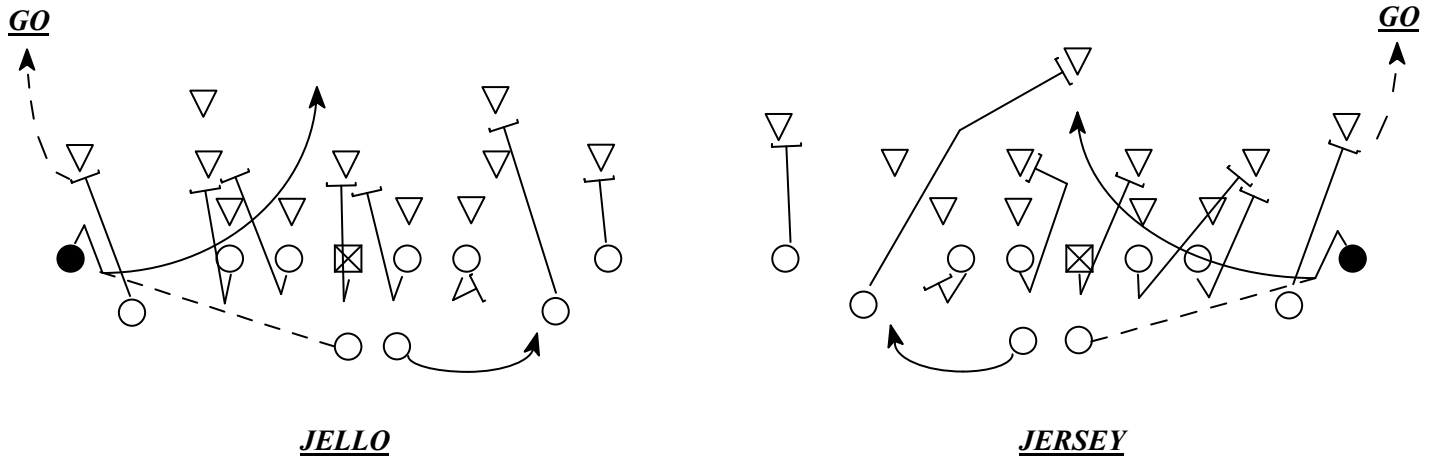
LION 70 FALCON

# JERSEY JELLO



JELLO

JERSEY



JELLO

JERSEY

## BLOCKING ASSIGNMENTS

FS END - ONE STEP TOWARD DEF. THEN COMEBACK TO OB  
CATCH BALL RUN UNDERNEATH TO CENTER OF FIELD  
DO NOT GO OUTSIDE !

FS SLOT - STALK CORNER  
JERSEY JELLO "GO" FAKE STALK THEN "GO" VERT.

PST - PASS SET BLOCK OUTSIDE LB

PSG - PASS SET BLOCK OUTSIDE LB

C - PASS SET BLOCK MLB

BSG - PASS SET BLOCK MLB

BST - PASS SET AND WHEEL DE

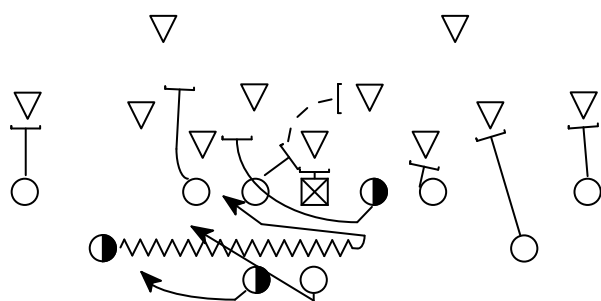
BS SLOT- STALK SAFETY

BS END - SEAL CORNER

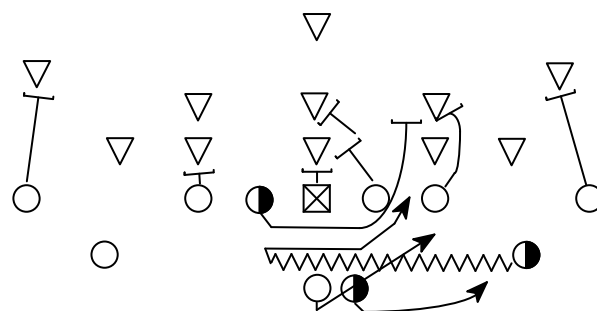
RB - SWING ROUTE OPPOSITE THE PLAY CALL

OB - CATCH LOOK AWAY 1,2 COUNT THROW TO A OR Z  
JERSEY-JELLO "GO" FAKE TO A,Z THEN THROW  
FADE TO B,Y

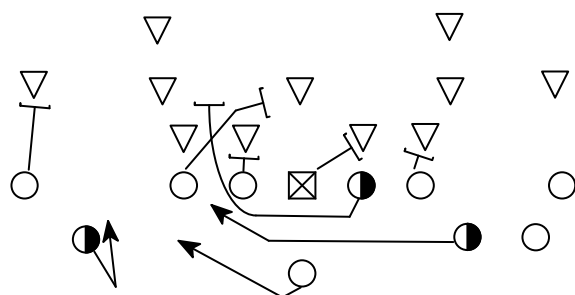
## SHOVEL PASS



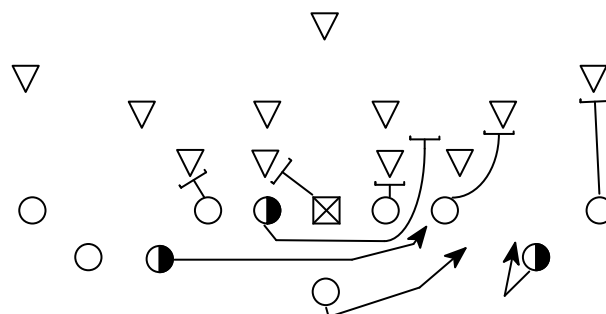
"B" ZIP SHOVEL LEFT



"Y" ZIP SHOVEL RIGHT



EMPTY RIGHT SHOVEL LEFT

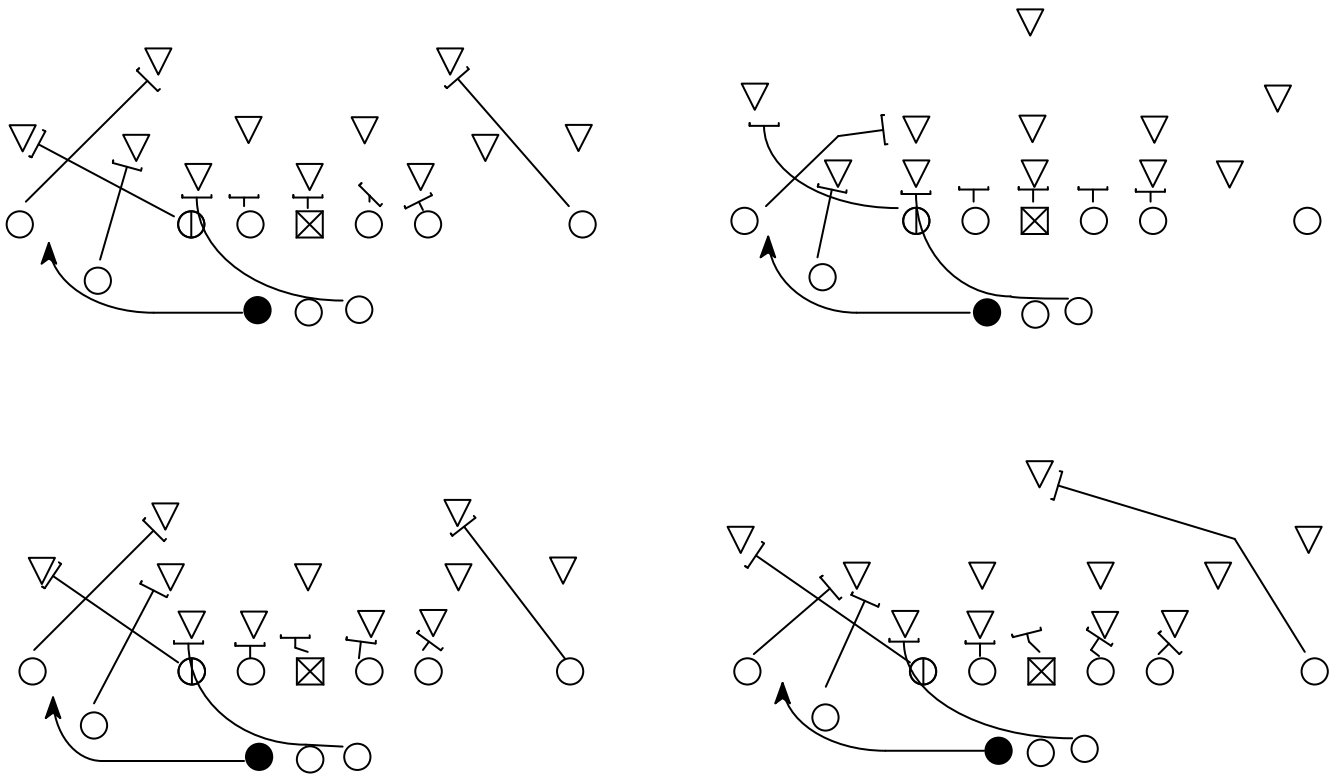


EMPTY LEFT SHOVEL RIGHT

## BLOCKING ASSIGNMENTS

- FS END - 1ST DB ON OR OUTSIDE THE TACKLE
- FS SLOT - (B OR Y "ZIP") MOTION ACROSS FORMATION
- REVERSE PIVOT FOLLOW GUARD INTO HOLE EXPECT THE PASS FROM QB
- PST - OUTSIDE RELEASE LB TO SAFETY
- PSG - GAP, OVER, BS LB
- C - OVER, BACKSIDE LINEMAN
- BSG - PULL FRONTSIDE INTO "B" GAP ATTACK ILB
- BST - PASS SET KICK OUT DE
- BS SLOT - OLB TO SAFETY
- BS END - SEAL CORNER
- RB - ARC RELEASE PLAYSIDE EXPECT PITCH FROM QB
- QB - DROP STEP ATTACK FS DE
  - IF HE ATTACKS UPFIELD PITCH UNDERNEATH
  - IF HE SQUEEZES DOWN PITCH OFF OF OLB

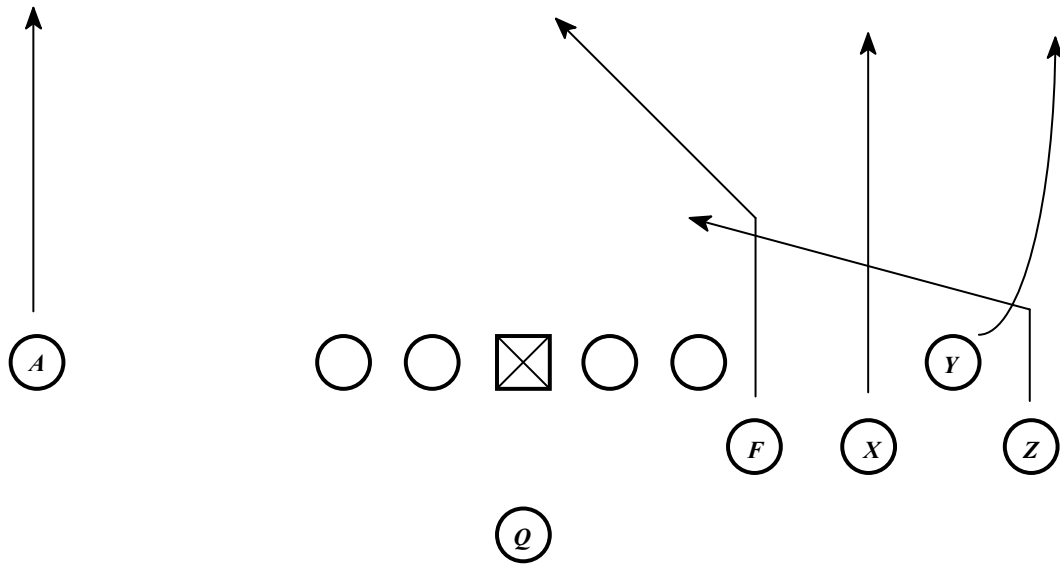
# SWINGSTER



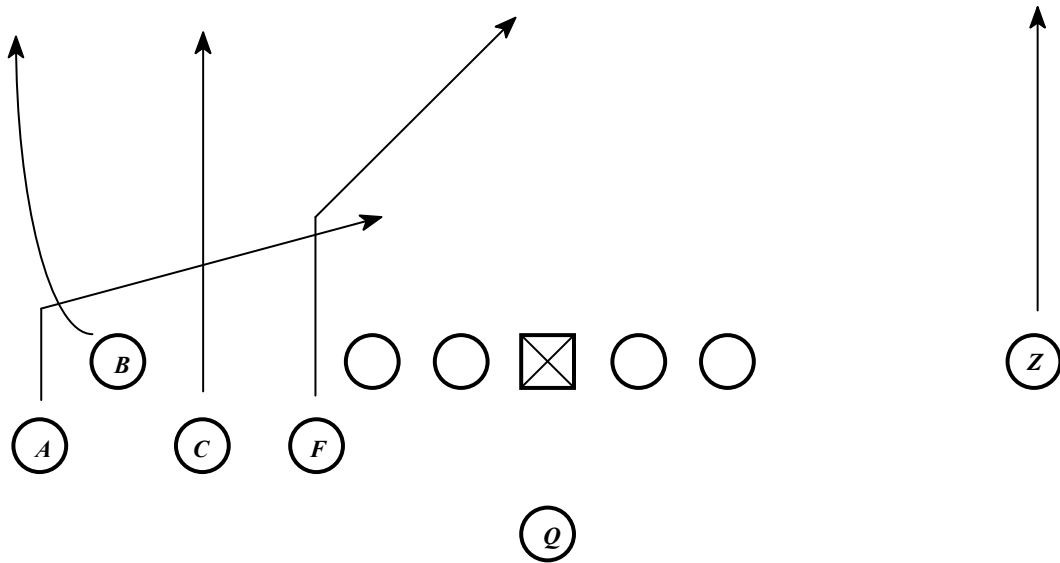
## **BLOCKING ASSIGNMENTS**

- FS END - CRACK OLB / SAFETY
- FS SLOT - CRACK OLB / SAFETY
- PST - PULL OUTSIDE TO CORNERBACK
- PSG - 70 PROTECTION / OR / "BOB"
- C - STEP PLAYSIDE A GAP 70 / "BOB"
- BSG - STEP PLAYSIDE A GAP 70 / "BOB"
- BST - STEP PLAYSIDE B GAP 70 / "BOB"
- RB - FAKE 33 WRAP BLOCKING FOR PST
- BS END - STALK SAFETY
- RB - RUN SWINGSTER CATCH BALL IN FRONT OF QB
- QB - CARRY OUT FAKE FOR 33 WRAP DELAY AND THROW BALL INTO FLAT FOR RB IF COVERED, THROW THE BALL AWAY





**QUATRO RIGHT UNIVERT**



**QUATRO LEFT UNIVERT**