

# Georgetown College Tiger Offense



## Offensive Philosophy

The Georgetown Tiger offense will be the most exciting, powerful, and explosive offense in the nation.

The uniting of the nation's top ground and air systems will make it virtually impossible for defenses to stop!

The two-dimensional ground/air philosophy will not allow opponents defenses to gang up to stop the run or to pressure the passer.

This offense requires intense learning, concentration, mental toughness, precise timing, aggressive play and total belief from every player in the two-dimensional philosophy.

## PASSING GAME

### I. Advantages of Good Passing Game

- A) To get a jump on the season. Players can play "pitch and catch" nearly 12 months. Provide them with QB-Receiver routines.
- B) Very little attrition through injury to the backs and ends since they are less involved in big hits that accompany the run game.
- C) Helps the run game by spreading the defense. Force the defense to cover the field in width and depth.
- D) Easy way to gain yards and to score. Much easier than teaching 11 men to execute perfectly on run play.
- E) High school and college pass defenses are comparatively weak. Many coaches are not as experienced in teaching pass defense and many coaches do not have their best people in the defensive coverage.
- F) Serves as a basis of confidence on the part of the team that they are never out of the game.
- G) Players like it - Fans like it - Coaches like it!  
It is FUN FOOTBALL!

### II. Three Objectives in the Pass Attack

- A) to throw to a variety of receivers who are running a variety of routes
- B) to spread easy defenses and attack what is there
- C) to utilize the best players - not necessarily the best plays

### III. Reading the Defense

Common Defenses:      Corner Roll  
                             Man for Man  
                             Strong (wide) side Line (Monster)  
                             Double - on wide receiver

IV. Use of Motion

- A) Kinds of Motion - Short, Deep, Medium, Long
- B) Purpose - each type motion re-positions the motion back. Defense must move NOW and reveal the coverage.
  - 1) if defense doesn't move - 3 on 2 break to motion side
  - 2) if defense moves - defense is of necessity man to man on backside
  - 3) motion to the receiver can remove double coverage on wide receiver

V. The Tools

Don't Attack a Defense - only its Parts

- A) QB Action:
  - 1. Play Action
    - Drop back
    - Sprint
  - 2. Routes - Flood a Zone
    - Isolate a defender
- B) Plays Designed:
  - vs. CB
  - vs. SS
  - vs. LE
  - vs. tough ends
  - vs. vs. 4 and 5 under

## OFFENSE

### I. Philosophy - Go Reckless; Stay Loose; and SCORE

We want to play exciting football and believe that we can move the ball without the truly outstanding players

### II. Versatility Through Formations

- A. Run & Shoot - Trips - Trips Swap
- B. Goal Line
- C. Goal Line Over - Over 1; Over 2
- D. Tight Slot
- E. Tree

### III. Versatility Through Alignment

- A. Vary splits of wide receivers
- B. Vary Line Splits
- C. Cheat backfield alignment
- D. Extensive use of motion

### IV. Change the Start Count

### V. Audibles - Keep To A Minimum

Necessary to prevent wasted downs and to take advantage of weaknesses, also to move the ball and conserve time. Use them sparingly.

### VI. Defensive Recognition

The QB, Wingbacks, Fullback and Wide Receivers must recognize the defense in their area in order to make adjustments.

### VII. Plays

Runs that attack - middle, inside, off tackle, wide

### VIII. Strategy

A general strategy needs to be developed for the following:

- Backed-up zone (safety)
- Minus -5 to -20
- 4 down zone
- Going in zone (+25 to +10)
- (+10 to Goal)
- (+5 to Goal)

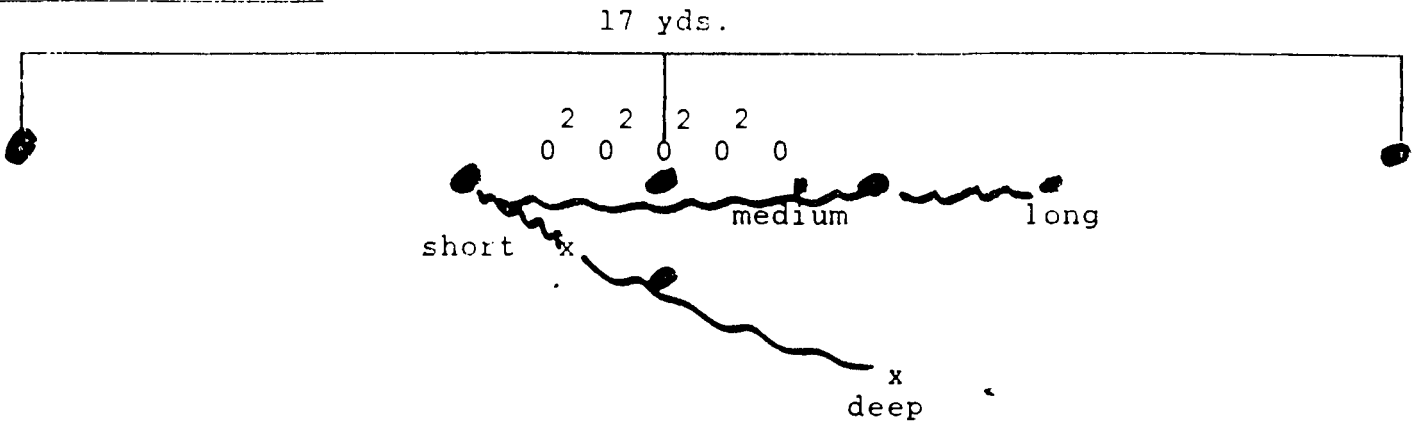
- 4 minute offense
- 2 minute offense
- Stop the clock
- Run the clock
- X pt. - 2 pt. plays

## OFFENSE

### General Strategy

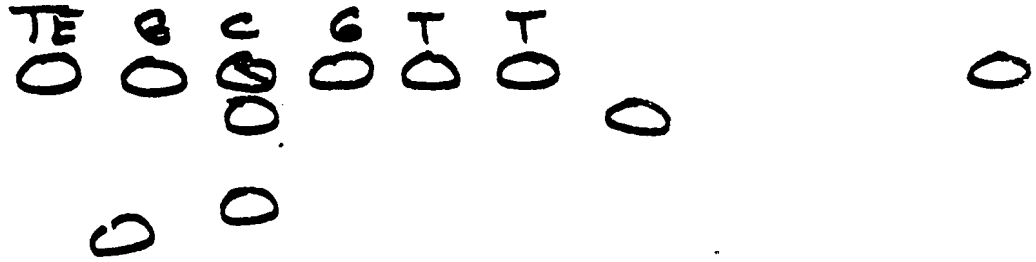
1. Go Reckless, Stay Loose, Score!
2. When in doubt - Screen Pass.
3. Throwback, Screen & Reverse into sideline.
4. To remove double coverage on a wideout, send motion toward him. The coverage must be reduced.
5. Use long motion to one side - the opposite side will probably be man coverage.
6. Know your 3rd down possession plays "letter perfect."
7. QB don't be thrown for a loss, if you can:
  - a) scramble
  - b) incomplete without penalty
8. Attempt to score in bold dashes and passes
9. Know how to conserve and consume time.
10. Near the end of the half - BOMB THEM!
11. Take advantage of psychological situations:
  - a) fumble recovery
  - b) long penalty
  - c) intercept
  - d) long offense gain
  - e) long punt or kickoff return
12. There are no BAD PLAYS - some are just better than others.

UN & SHOOT FORMATION



1. Do not call a formation in the huddle - call play & snap only.
2. Use short, medium, deep or long motion either way.
3. The FB may be put into motion on some plays.
4. There is some NO motion offense
5. Width of wide receivers will vary as to hash mark or play.
6. WE alignment will vary as to call. FB depth & position will vary.

# GOAL LINE FORMATION

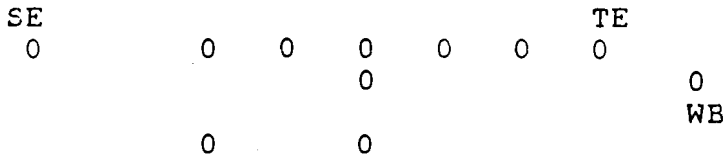


1. Unbalanced formation utilized both in plus 25 territory and out on the field also backed up territory.
2. Provides an excellent power attack to the long side of the formation, an option attack to either side and maximum pass protection.
3. Formation destroys normal goal line defensive sets.
4. Many Run & Shoot plays can be utilized.



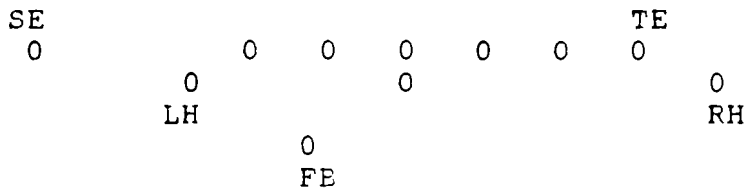
GOAL LINE - OVER

(Variation of Goal Line)



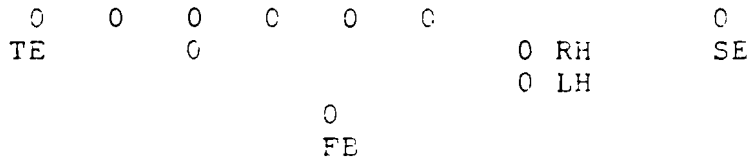
1. Used when wide receiver would be into boundary in Goal Line
2. Can use most runs & passes from Goal Line Offense.

GOAL LINE OVER 2

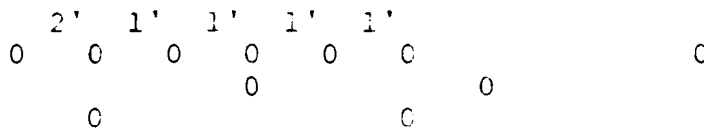


1. Can use much of Run & Shoot offense
2. Adds extra dimension.

TREE FORMATION



TIGHT SLOT



1. Used in Goal Line - or - Short yardage situations
2. Linemen tighten splits to one foot.

## QUARTERBACKING VS. DEFENSES

### I. VS. LINEBACKER & BLITZES

1. Go wide
2. Hot receiver
3. Screen - Draw (Quick)
4. Maximum Protection
5. Formation - Shotgun, Trips, Goal Line
6. Change start count
7. Don't be predictable

### II. VS. FAST REACTING LINEBACKERS

1. Reverse and Counter
2. vs. Fast LB drops - Q Draw, Trap, Delay passes

### III. VS. DOUBLE COVERAGE ON WIDE RECEIVERS

1. Send motion toward coverage
2. Throw to HB's

### IV. VS. WIDE ENDS

1. Run middle, inside and particularly off tackle
2. Throw in area behind them

### V. VS. CRASHING ENDS

1. Run Options; Toss Sweep at them
2. Screens - FB, HB, SE

### VI. VS. UMBRELLA

Man Under - 2 deep; or Zone Under - 2 deep

1. Corners will reveal the coverage when motion starts.
2. If it is zone - Corners will support the run and cover the flat on passes toward them.
3. If it is man - Corner will stay with end.
4. Use Long Motion Z, WB out, Gangster Hardnose. Use Popcorn pass and Mudcat pass.

### VII. VS. INVERTED SECONDARY (or Straight Across)

1. Safeties are in position for quick run support - LB'ers in Blitz position.
2. Man on wide outs - throw to them. Utilize stratagems in #1 above.

### VIII. VS. STUNT DEFENSE (Loops and Slants)

1. Usually a gap defense - poor pass rush unless stunts are designed to penetrate.
2. Use traps, counters and reverses.

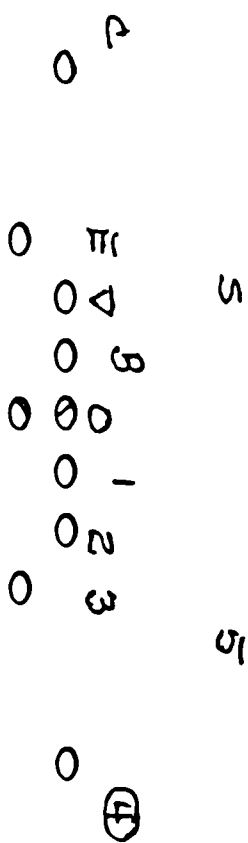
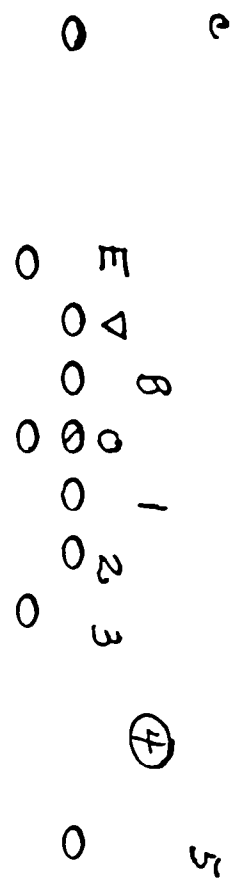
DEFENSE

COVERAGES

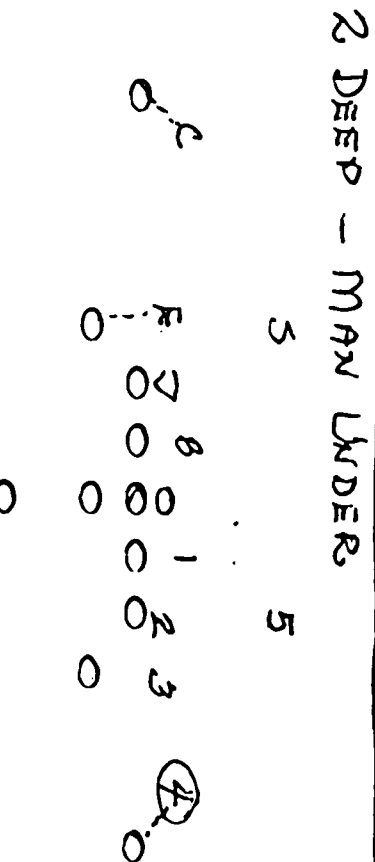
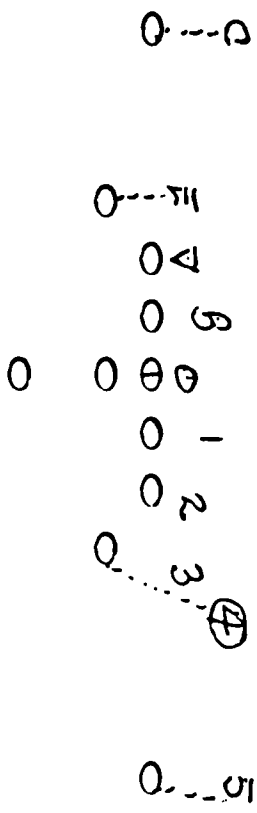
3 DEEP INVERT

6

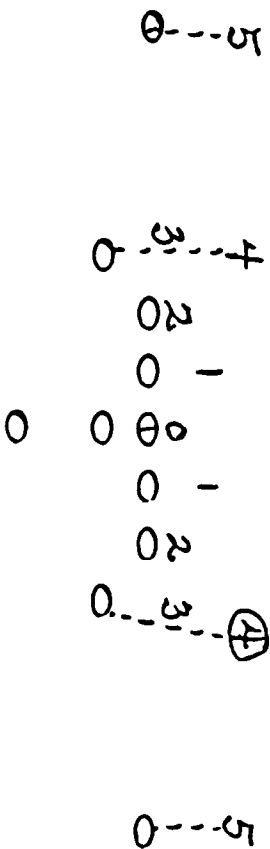
2 DEEP - DOUBLE CORNER ROLL



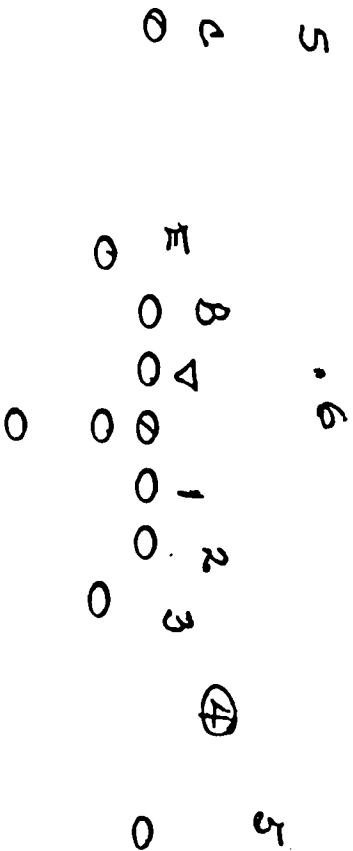
MAN UNDER - FREES FS



BLITZ



NICKEL



## QB DRILLS

1. Grip of the ball
2. Receiving snap, Stance + 1st Step
3. Ball Handling (Globetrotter)
4. Toss Sweep
5. One Knee (Straight Arm)
6. One Knee
7. Parallel feet
8. Opposite Shoulder
9. Near Shoulder
10. Bounce to throw
11. Miniature drop
12. One Back (Out, Flare, Curl)
13. Scramble — 1 Step Scramble
14. Quick Release
15. Trajectory
16. Fade
17. Long Ball
18. Hask to Wide Side

## QB DROPS

- 3 step (each way)
- 5 step
- Dash, Dash Pull-Up

## VERBAL CUES

- Short Step
- Ball High
- Push ball to throwing position
- Cock shoulder
- Eyes on target
- Quick Release
- Bring Hips

## DEVELOP ACCURACY (% of Completions)

1. Mastery of good technique
2. Throw high % passes
3. Knowledge of defenses; strength, weaknesses + how to attack

## Common Faults of Passers:

### in Judgment:

1. Not seeing defender
2. Lack of anticipation
3. Getting out of protected area
4. Predetermining receiver
5. Throwing into a crowd
6. Failure to disguise intent
7. Gripeing about protection breakdown

### in Technique

1. Throwing off-balance
2. Underthrowing
3. Step too long
4. Ball too Low on Release

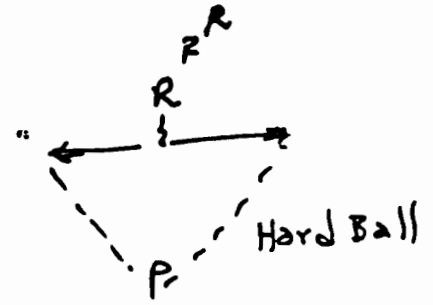
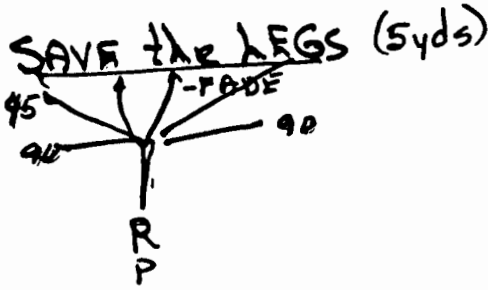
RECEIVERS

DRILLS — Object to catch a "bunch" in a short period of time.

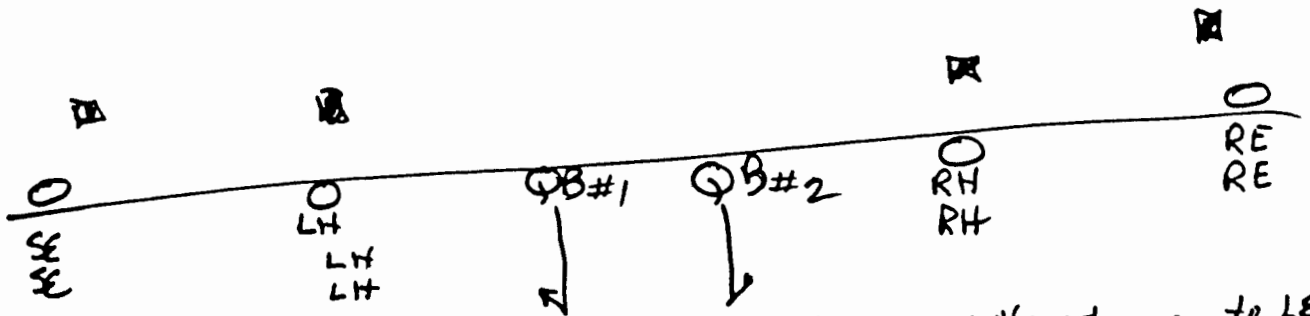
Partners — 5yds apart — Use old balls — Run in Place + Catch

High + Across  
Low + Across  
High + Behind  
Low + Behind  
High Curl  
Low Curl

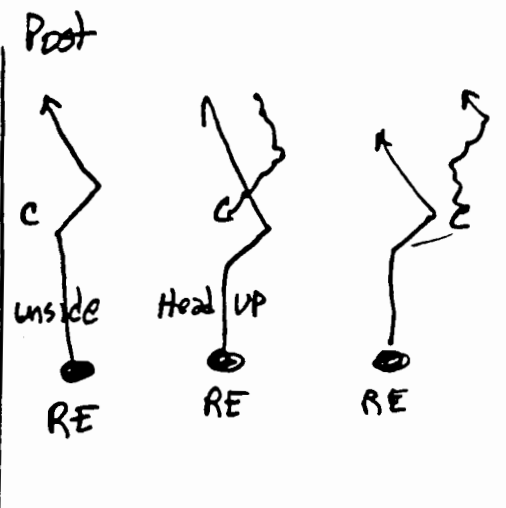
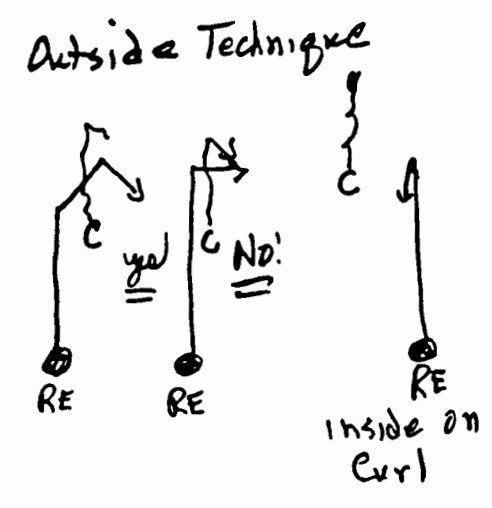
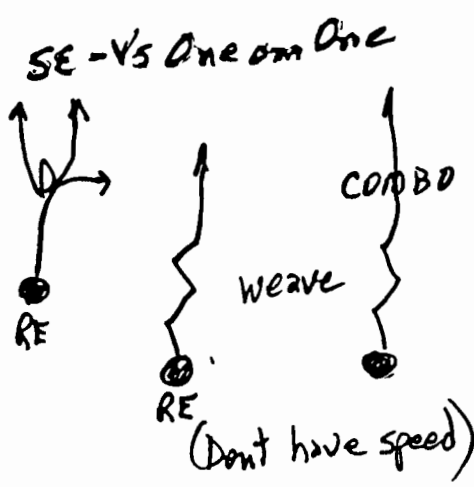
Holler Ball  
Distraction  
Harassment  
sit Frontal  
Knee dives  
Partial Squat  
On Back



Rights + Lefts

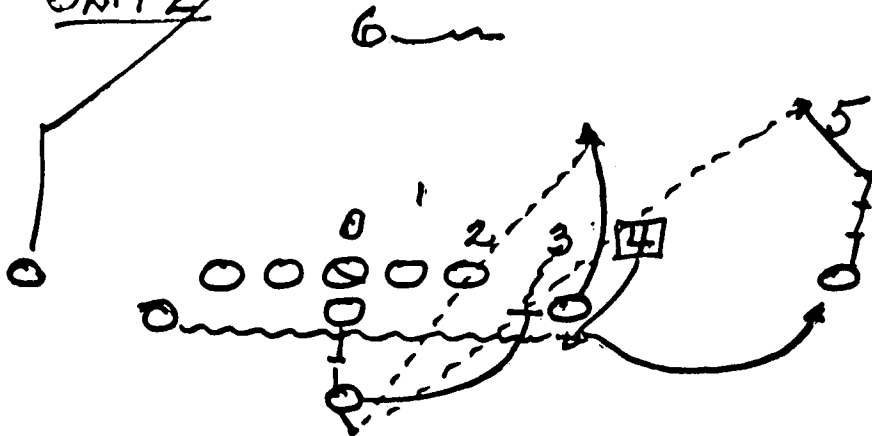


Receivers run called routes by QB.  
QB#1 Throws to LE/LH  
QB#2 throws to RH/RE. ■ = Player with shield - hit Receiver -  
Rec. must swim/rip then run route



# GANGSTER PASSES

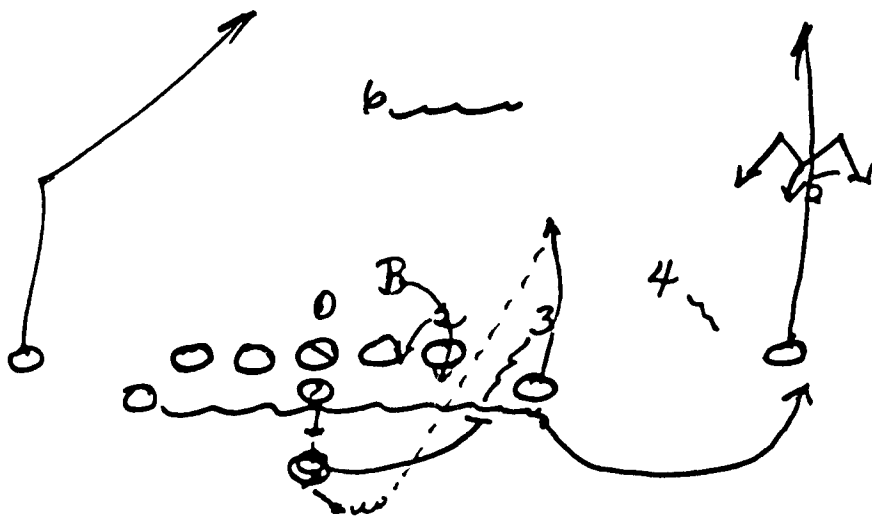
## BLITZ



14 is in a Blitz Position if he stays on the line as motion comes - Run Blitz Pass to RT Syds straight ahead or hit RE

QB - pull up on 3rd Step & throw  
FB - Block F3

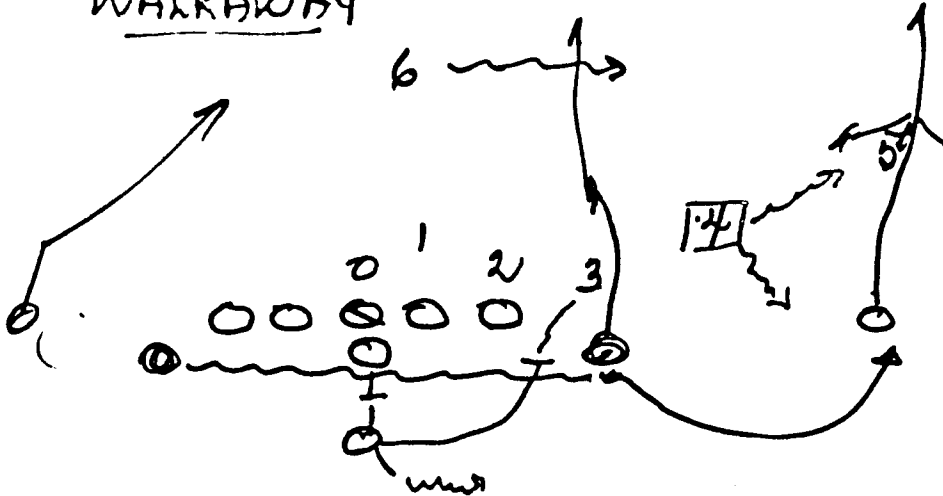
## RED DOG



B in a Red Dog - Hit RT Syds Straight ahead

(All other Receivers - carry out assignment only QB & RB know play is altered)

## WALKAWAY



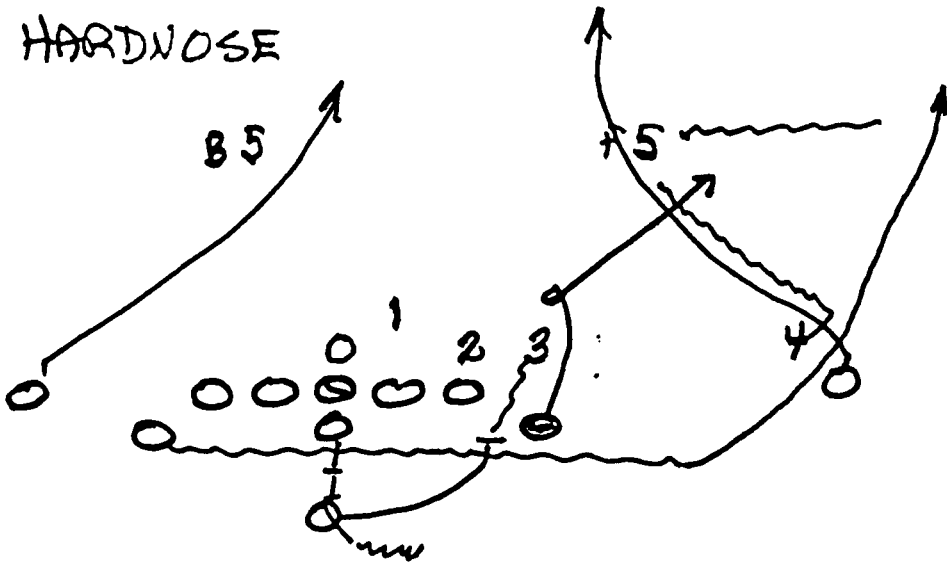
8/1/91 (Slide)

QB - Read 14 - Go Opposite  
RE Run angle Rule  
RT Cherry Pick LB 1st  
LT - Run Bubble - Read #4

# GANGSTER Passes

8/91 Man Conversion

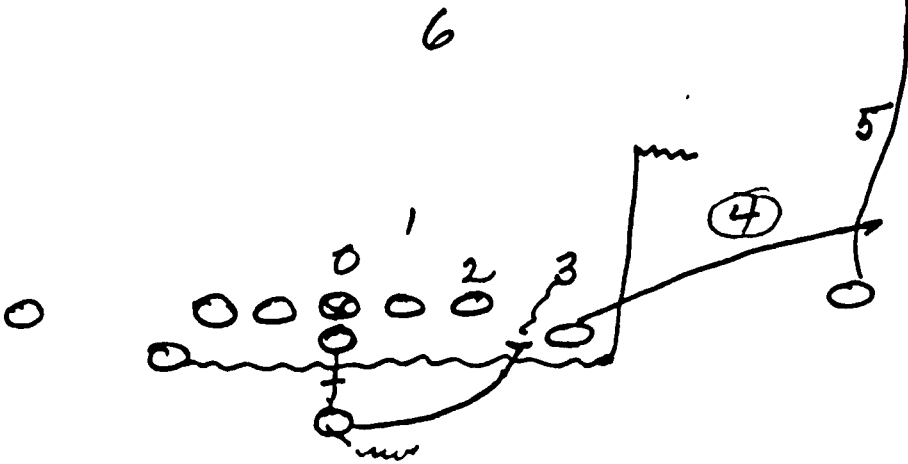
## HARDNOSE



RH - Fake Cherry Pick  
 let RE Clear - Run  
 up the SFAM  
 TD Target -  
 (vs 3 deep & #4 in  
 walkway - Read #4  
 Motion - run deep  
 outside route  
 RE - Sprint through  
 the Safety

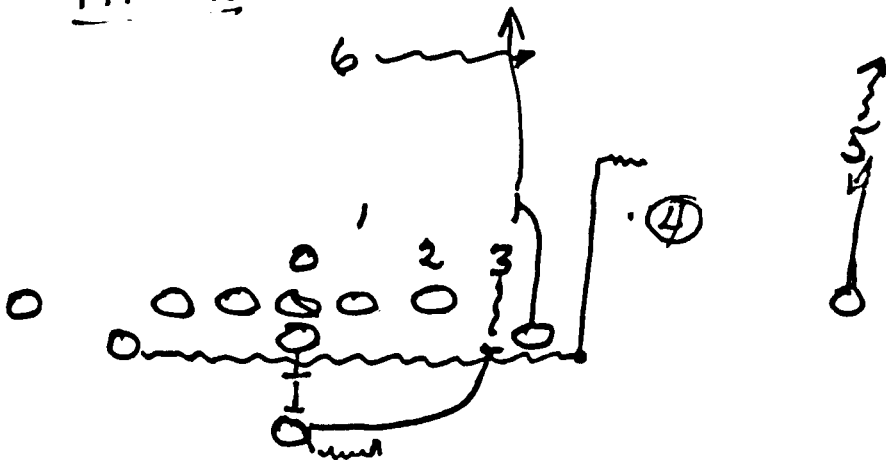
## long DELAY

82/92  
 (GO)



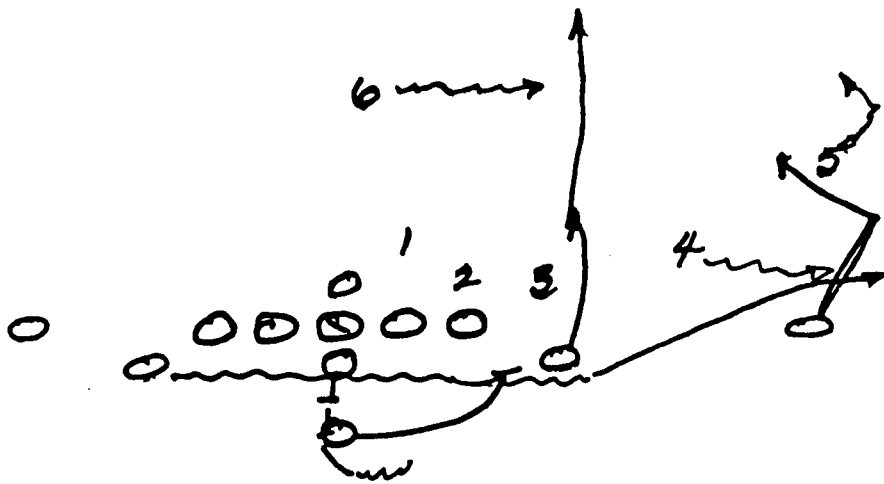
QB - Read #4  
 WH - motion - turn upfield  
 sharply - Read #4  
 RH - Release across  
 face of #3 - READ #4

## HITCH



QB - 3 Step drop -  
 Read #4  
 WH - motion - Up -  
 Read #4  
 RH - Pick LB - the  
 occupy #6  
 RE - RELEASE outside Det,  
 shoulder - 5 steps  
 STOP - if you don't  
 get BALL GO DEEP

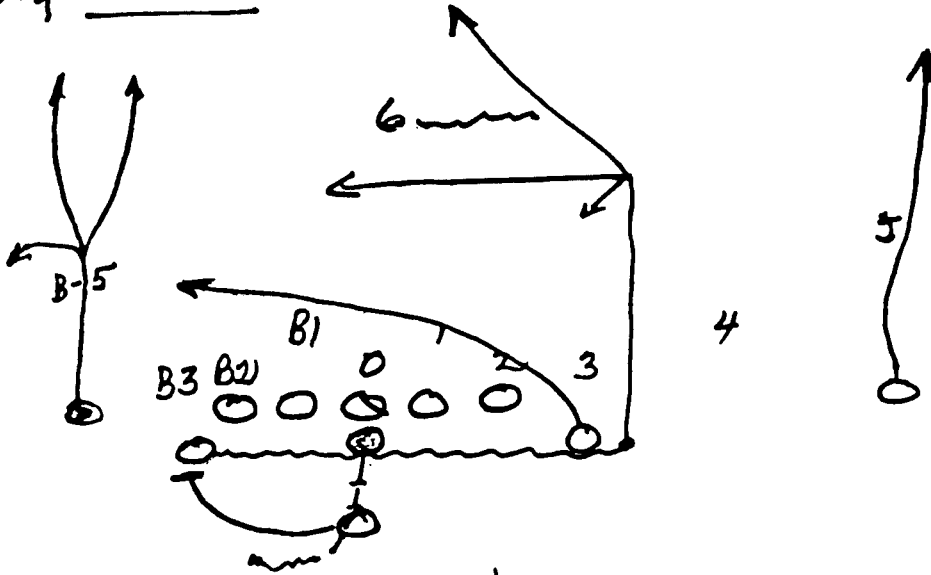
# GANGSTER PASSES SLIDE



QB - 3 Step drop; Read #  
 WR - Motion - flat  
 pattern - Read #4  
 RB - Pick RB - then  
 occupy #6  
 RE - Release outside  
 Def. shoulder - DRAG  
 Under  
 Designed to Beat #!

## long CHOKER Left

80/90

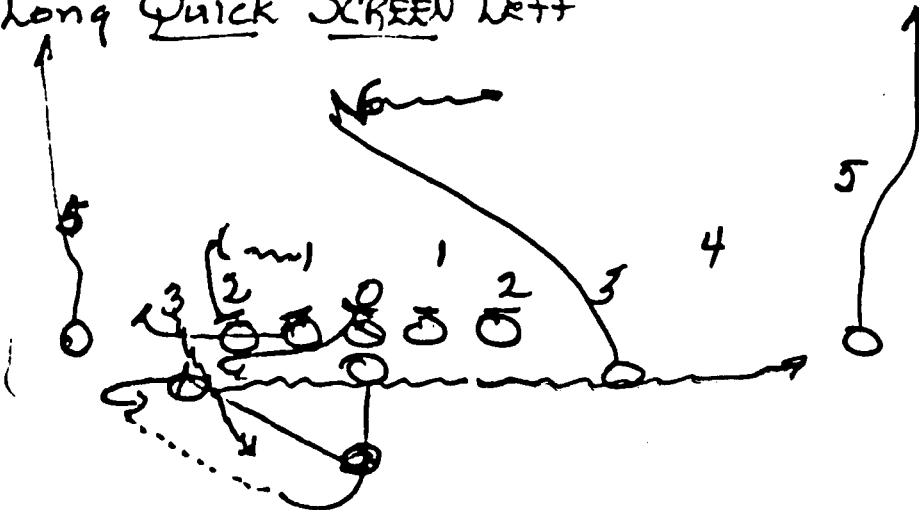


QB - 3 Step drop  
 Read BACKSIDE #5  
 LE - Beats him Out or  
Deep go to LE if not  
 go to WR (motion man)

Excellent Counter to  
 motion - Play to  
 boundary always  
 Also good on Goal line  
 Line Blocking - ON LE

## long Quick SCREEN Left

38/39 Screen

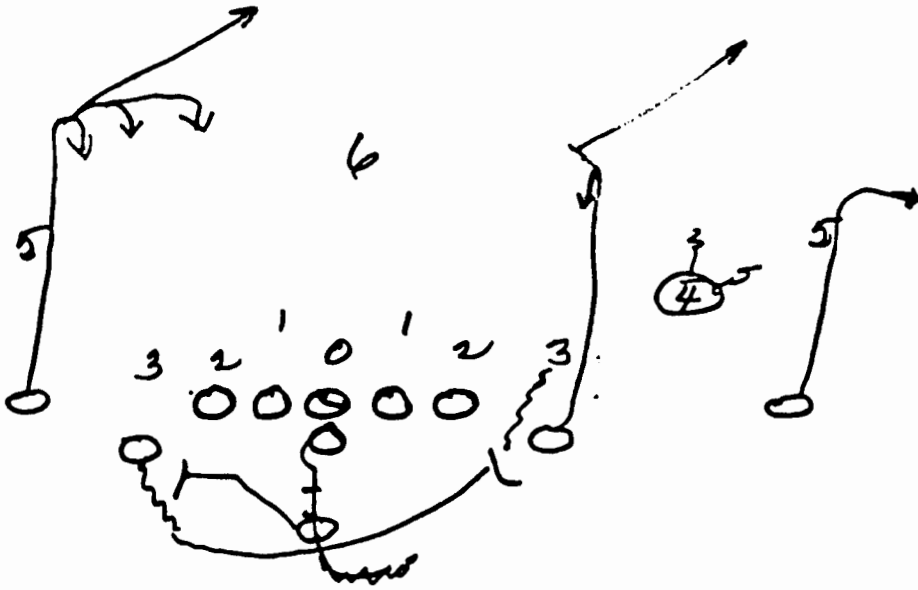


1. Counters motion  
 Good Vs Hard B3
2. QB 3 Step drop
3. FB - Hit DE if he is  
 charging - give him  
 path to QB, turn &  
 catch like 1st Baseman
4. Line Good Actors
5. Run Play to Boundary



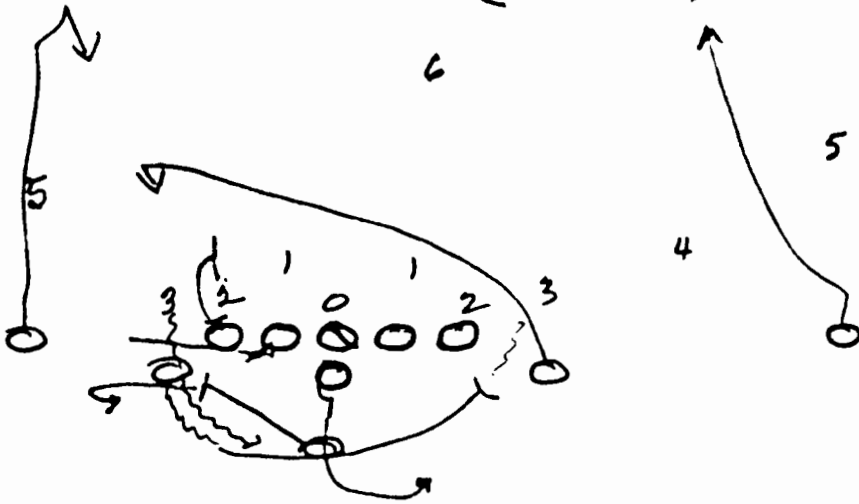
# POPCORN

6/71

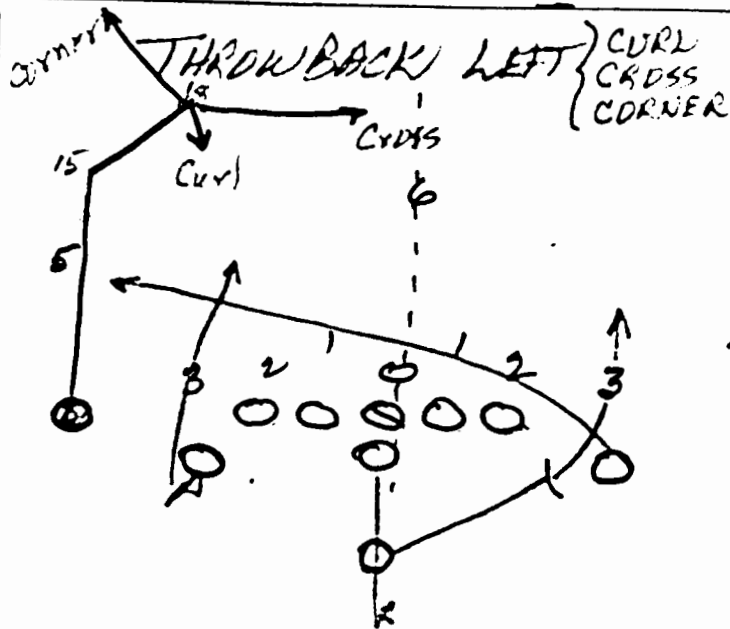


1. QB Reverses - Flash to FB - Rolls R - Read
2. RE - Runs 7 Step Speed Out (Can Convert to an UP)
3. RH "NOD" to Post, Run Corner or Hook - Read 6 (TD Play)
4. 3rd Down Possession Play - EXCELLENT to Boundary
5. TAG - LE Curl - may Convert to Post

# POPCORN Pass R. (Screen N)



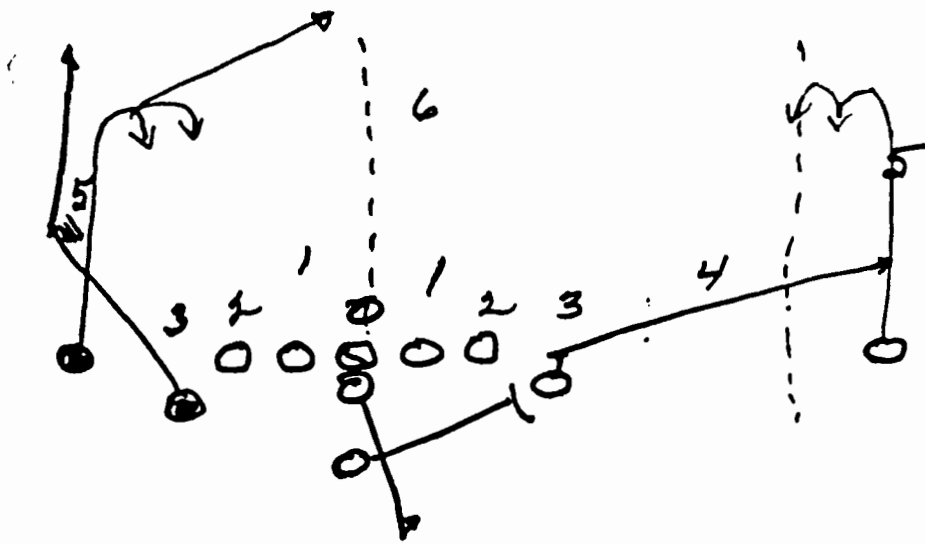
1. QB Rolls + Look Frontside Listens for FB to alert him
2. FB - accept Flash "Fake, Chip end, Turn like 1st baseman, Gil "GO"
3. LE - 18 yd Post/Curl  
RH - End up 7 yds down field in front of LH Pbs. - Outlet Receiver



80/90 Even

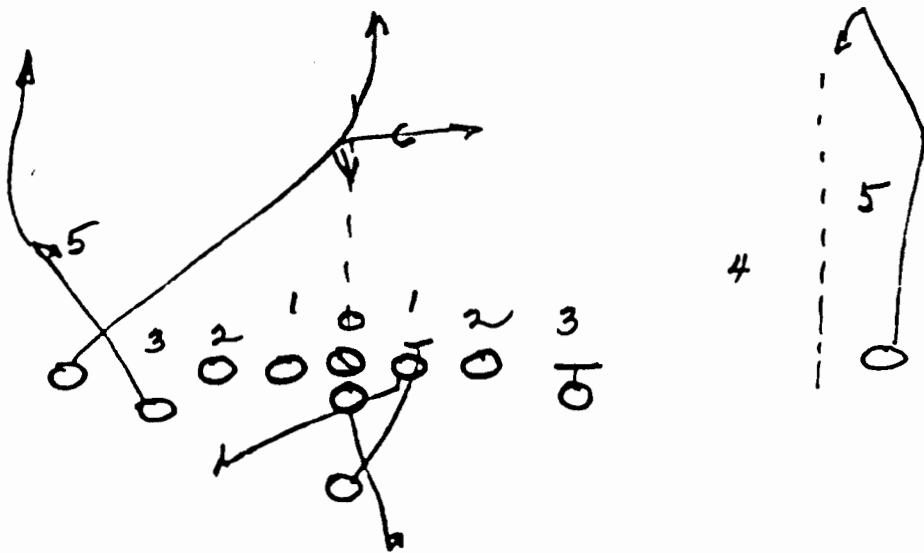
1. QB - 5 Step drop
2. MAXIMUM Protection
3. LE @ 18 yds execute route called in huddle
4. RH - Run Throwback
5. LH - BLOCK B3 - When RH Crosses your face release LATE
6. BEST INTO Boundary

## RED (OPPOSITE-BLUE)



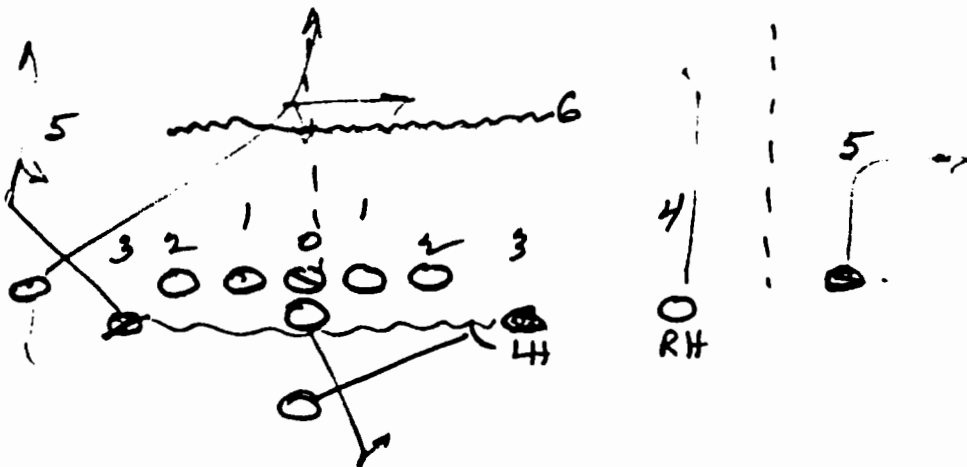
1. BOUNDARY PLAY - 2 min. offense
2. QB - 5 Step - behind R look to field - on to LE + RH in line of sight NOT OPEN - Overthrow sideline

## RED MAX (SWITCH) 60/70 Switch?



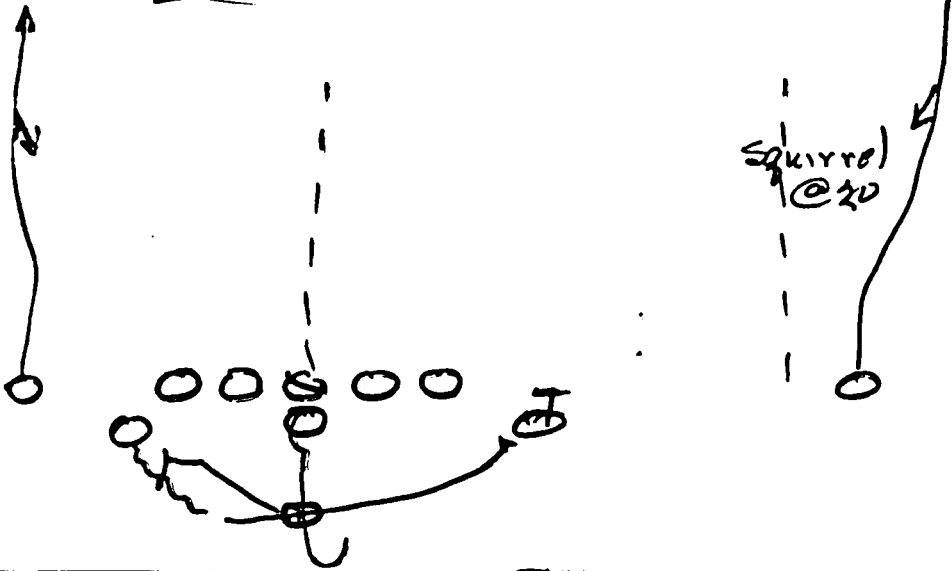
1. Max - keeps RH in for maximum protection
2. Switch call - changes route of LE (Good vs m/m coverage)
3. FB Fills for RE who pulls to backside
4. Good Possession Pass

## TRIPS R BIG RED (Switch)



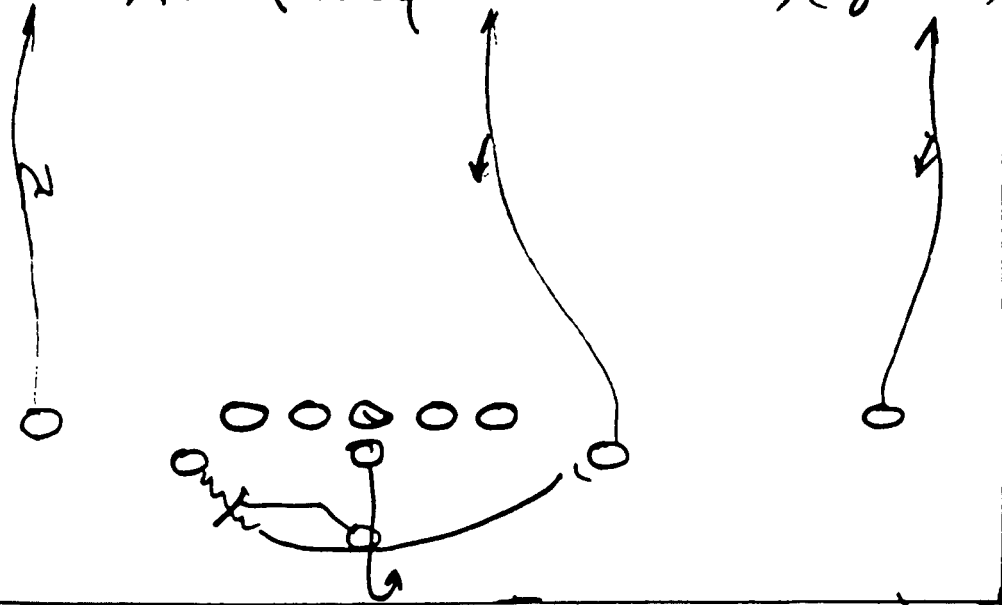
1. QB - Check Coverage of motion
2. "Home Run" to RH possible
3. Also Good on Goal line

EVERYBODY BLOCK (Squirrel)



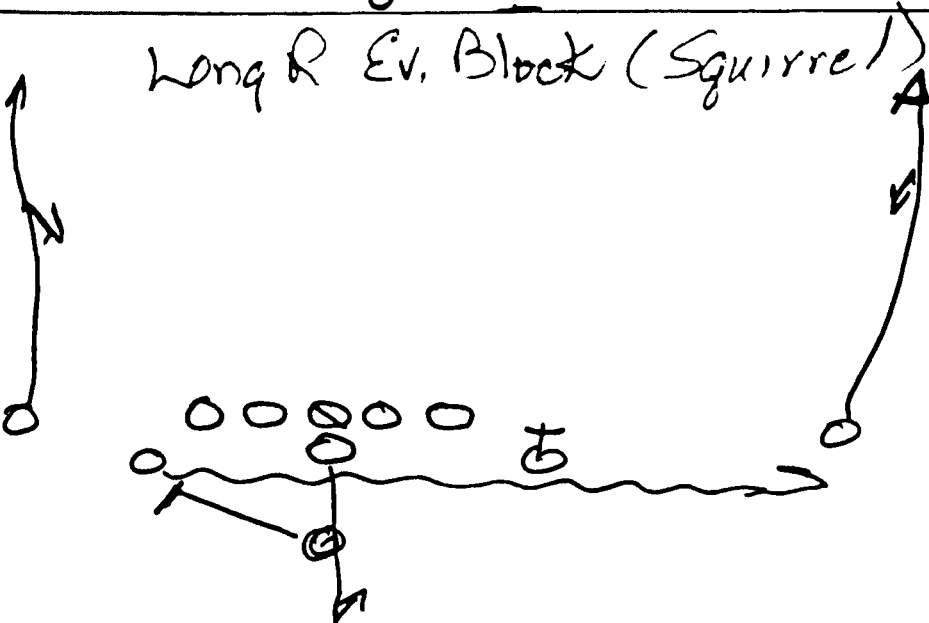
1. QB 5 STEP DROP
2. Maximum Protection ON RIGHT
3. QB - Throw before Rec. is out of Range - over Outside Shoulder
4. 2 man Pattern
5. \* Squirrel Call - Receiver - STOPS! @ 20 yds - Ball thrown before he turns

Every body Block (#3) (Squirrel)



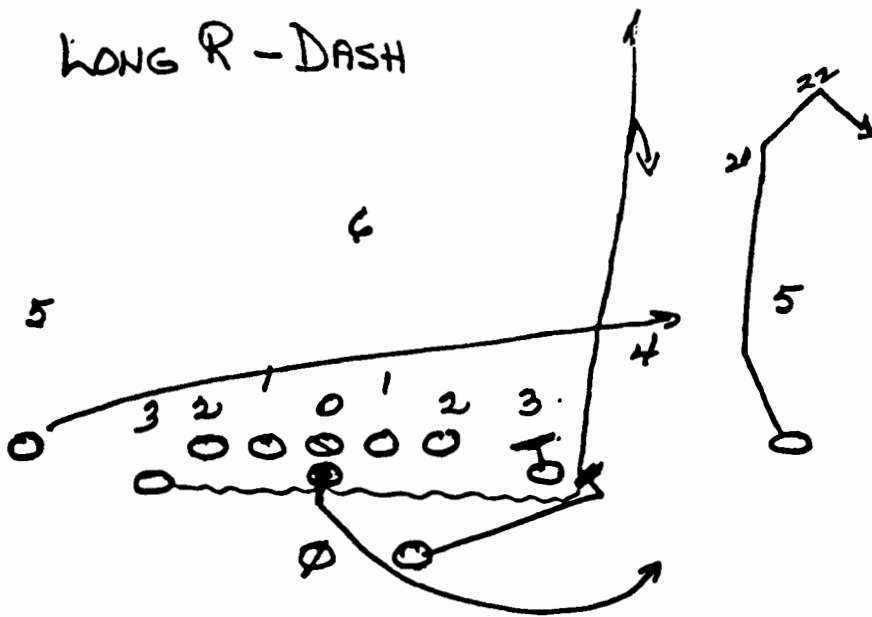
1. Vs 2 deep
2. (#3) sends RT into Pattern
3. Maximum Protection - ON RIGHT

Long R Ev. Block (Squirrel)



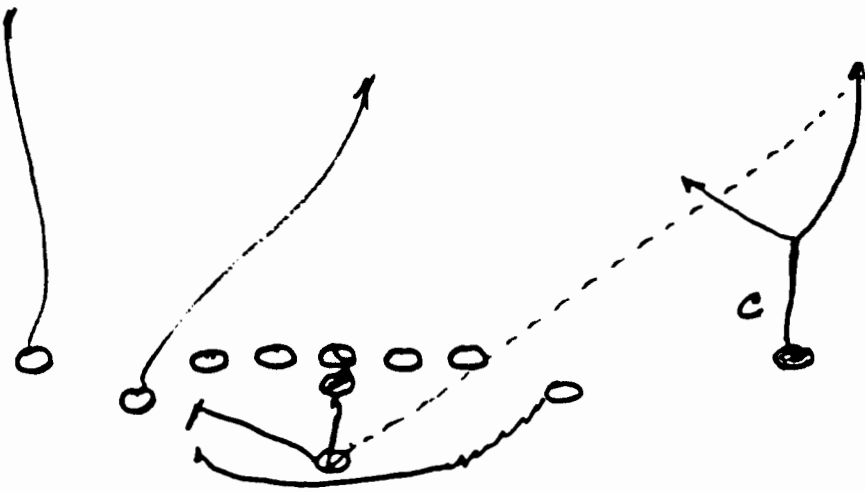
1. Vs m/m or 3 deep Zone

# LONG R - DASH



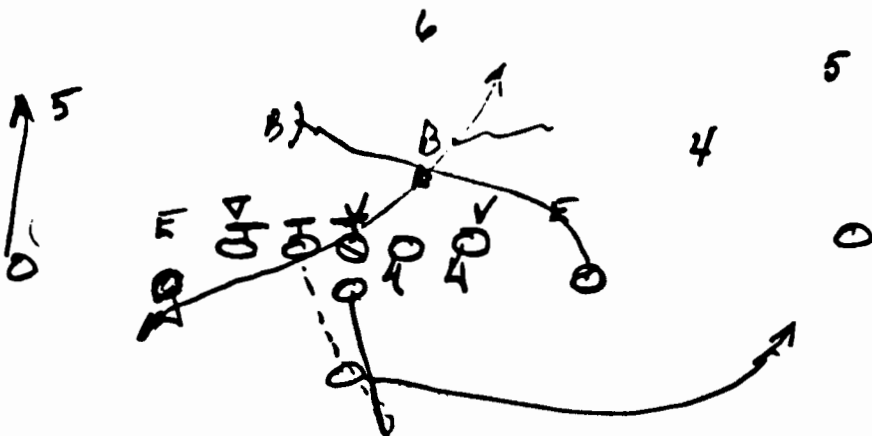
1. QB - 1 Step, dash to break Containment - Stop - Come on BALANCE
  2. RB - Drive in + deep @ 20 yds - Corner - the Come back to 20
  - WR - Drive Deep - Hook if cant beat Def. at 20 yds
  - LE - Close to 6 yds in alignment - Run
  - TIGHT to LDS
- PLAY to WIDE SIDE ONLY

# FADE (TO RE)



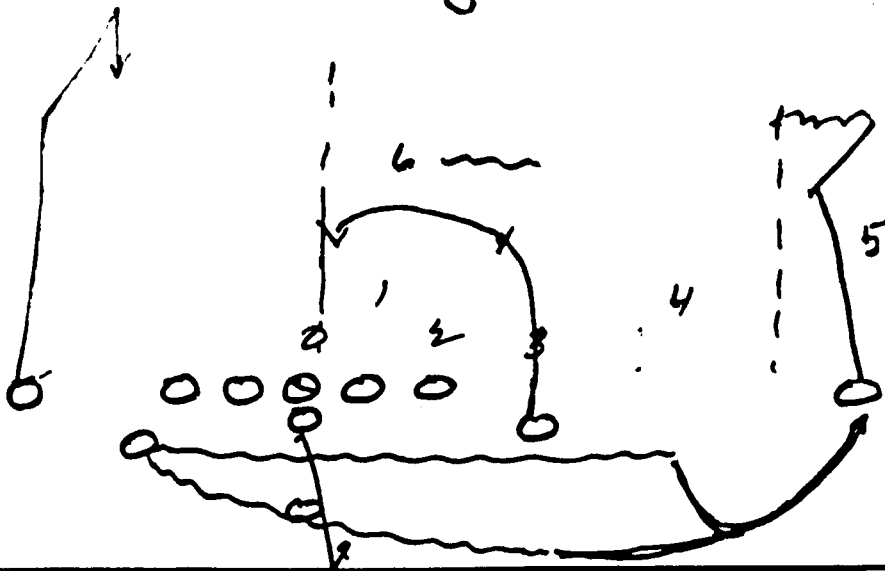
1. When D is in Bump FADE
2. When D is in Cover 2 RE - Takes 3 Steps plants - Runs Slant

# SHOVEL (Middle Screen)



1. QB - drop behind RB
2. FB - Flare - get hand up - as outlet Rx
3. RH - Block offside LB
4. We expect onside LB to go with FB
5. LH - Block - Release on 2 Count - Catch ball behind Centers original Pos. on the run

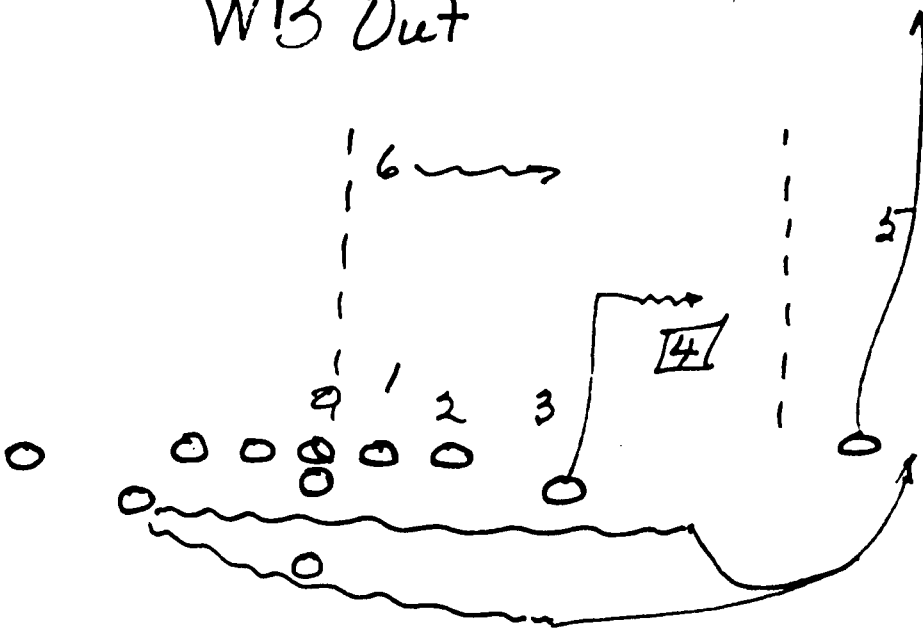
X in (y in)



1. Run long or deep Motion
2. HIGH PERCENTAGE - Good vs Man or Zone
3. QB 5 step drop -
4. QB and RH - Read LB on Snap for "HOT"
5. RE - Release inside 6 steps, Out 3 steps, Hang around or Post
6. RH - Pick LB - End up as Outlet Tjds over C
7. Blocking - Double Confidence

WB Out

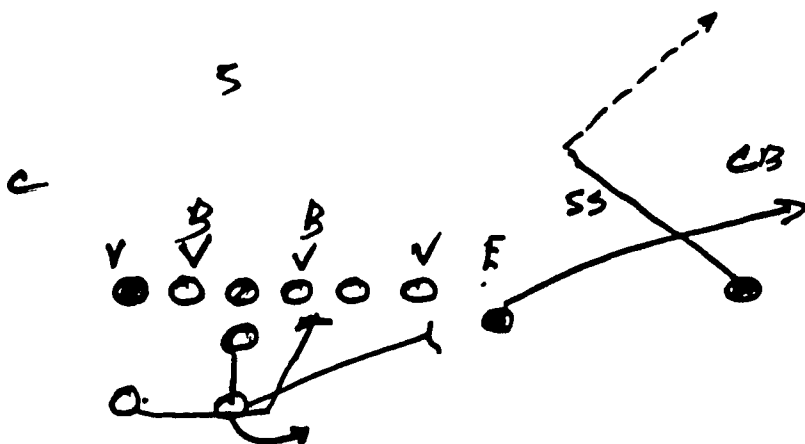
83/93?



1. Long or deep motion Good vs M/ or Zone
2. QB - 5 step drop  
QB - RH read LB - HOT
3. QB read #4
4. RH read #4
5. Blocking - Double Confidence

○ ○ ○ ○ ○

# ORANGE - POWER PASS



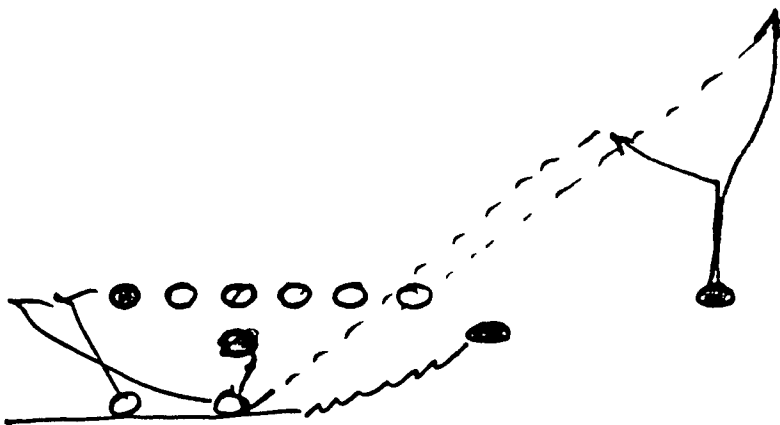
QB - Flash fake to LH  
Roll to Frontside  
Read SS

RE - Aim for SS - if h  
is stationary it is a  
ZONE - plant & go  
behind cornerback

RH - Go flat - gain 4yds

Excellent inside 10yd  
line

# FADE

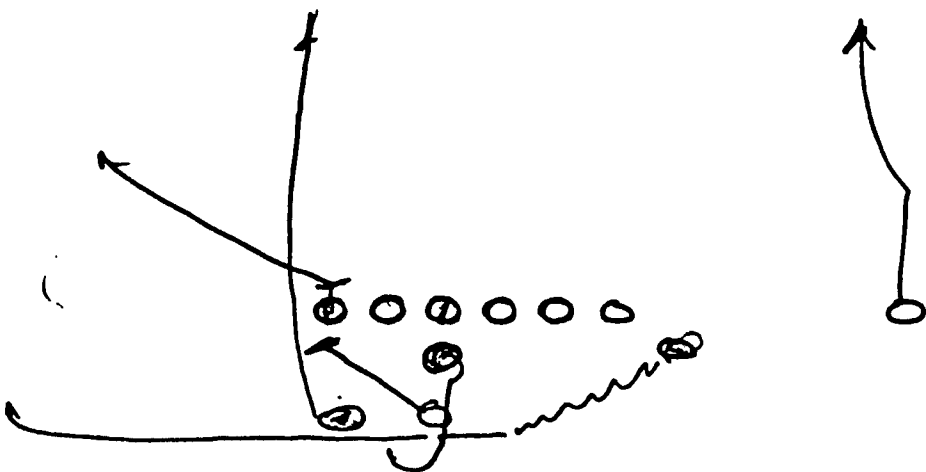


1. QB - Flash fake to  
RH - Throw to RE

2. RE Use Stutter  
release vs BUMP

3. RE - if Def is off  
Play becomes  
automatic  
Quick Slant

# SCORING Pass



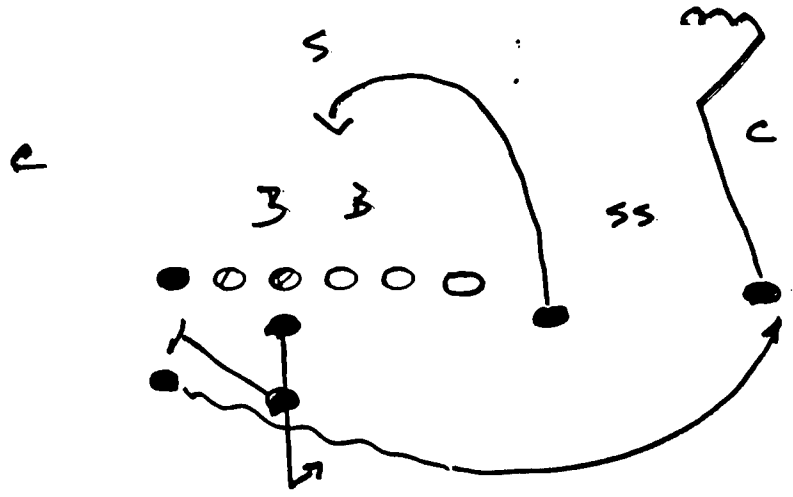
1. QB, Fake to RH  
Look at RH to  
draw defender -

2. Hit LH or TE

3. TE - Block until  
LH clears LOS -  
then release at  
45° angle

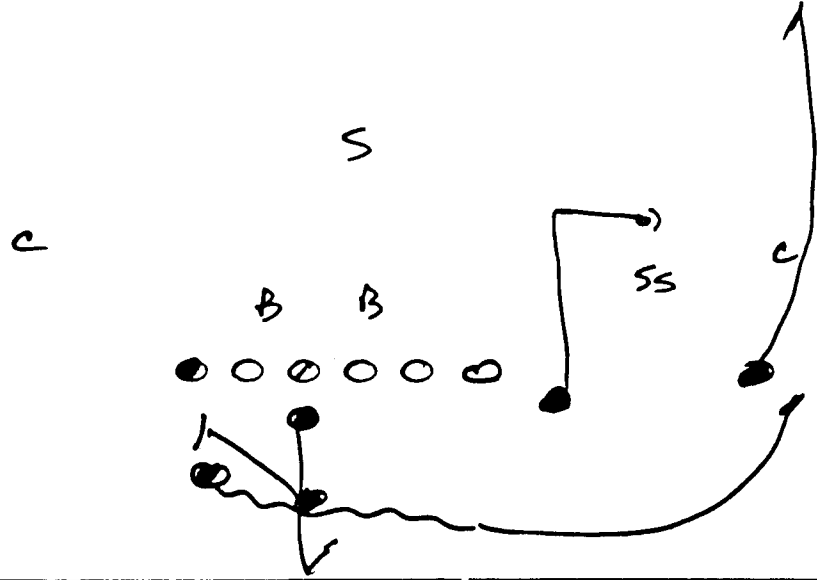
ORANGE - X IN

Same as R+S



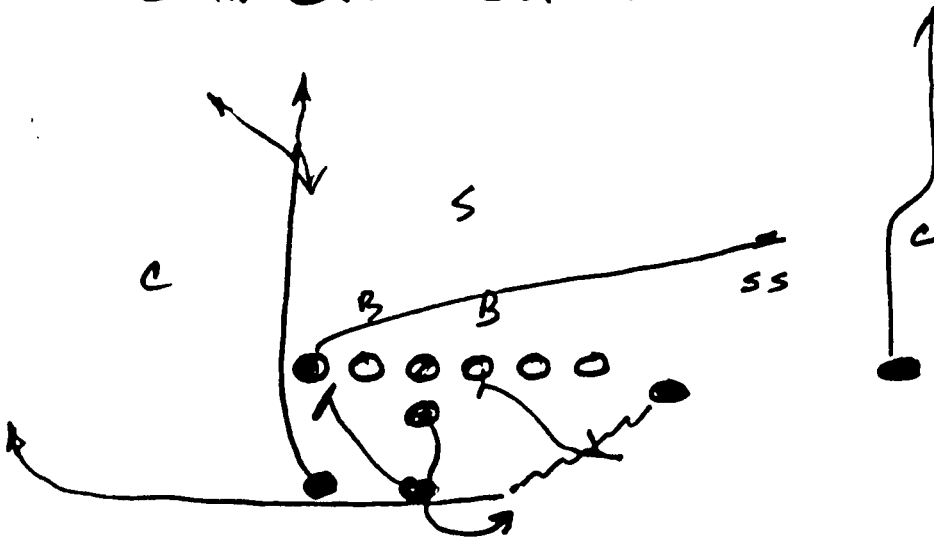
ORANGE - WB Out

Same as R+S



○ ○ ○ ○ ○

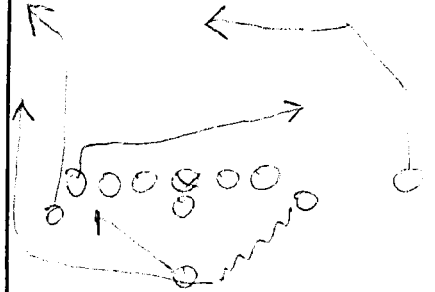
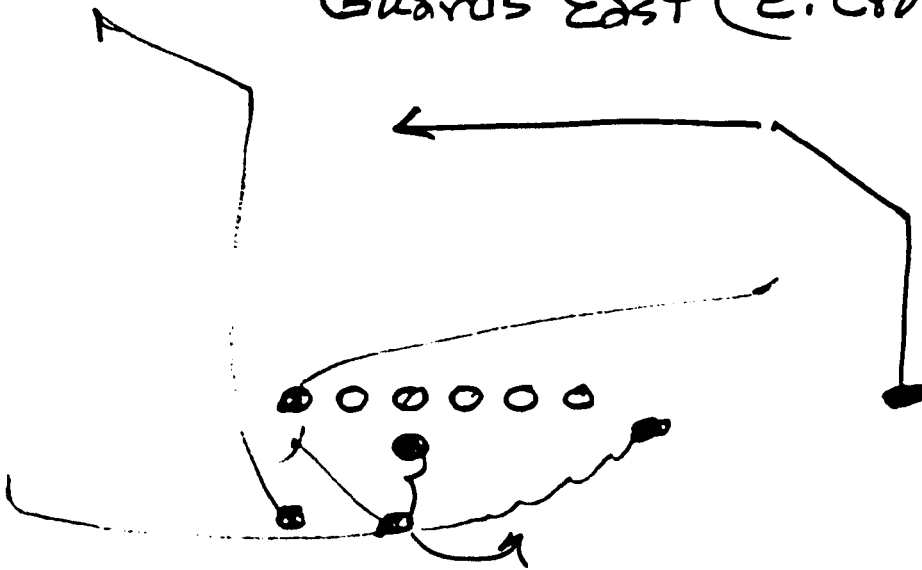
# ORANGE - GUARDS EAST



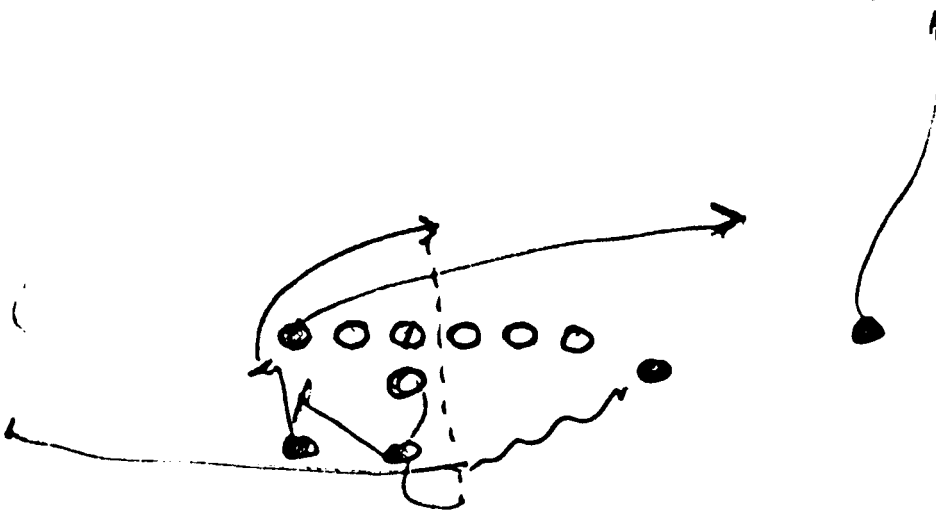
QB fakes 39' Run to R!  
 Bootlegs + reads in out

RE - LE - LH - RH  
 (Right to left)

# Guards East (E. Cross)

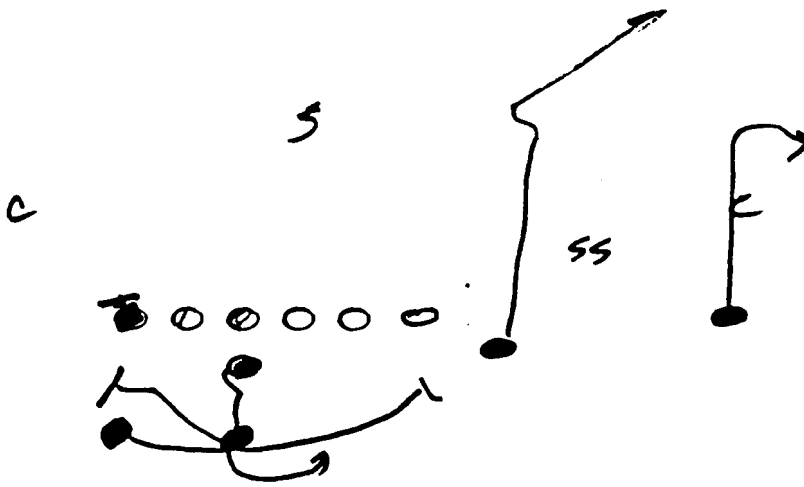


# Guards East (Trail)



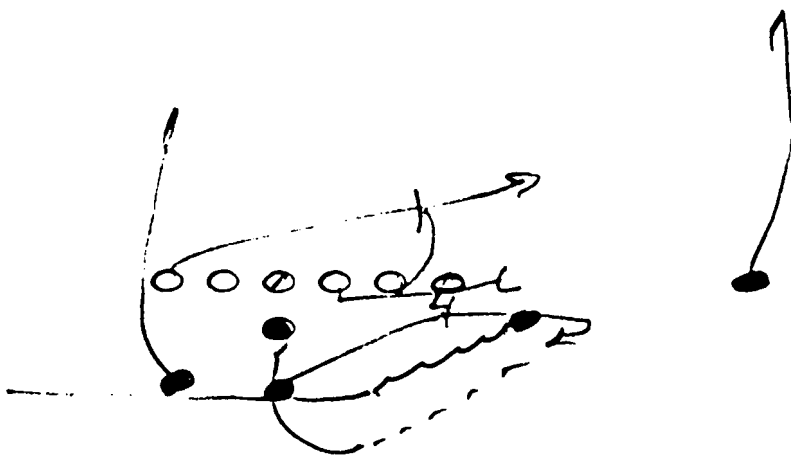


# ORANGE - Top Corn Pass R



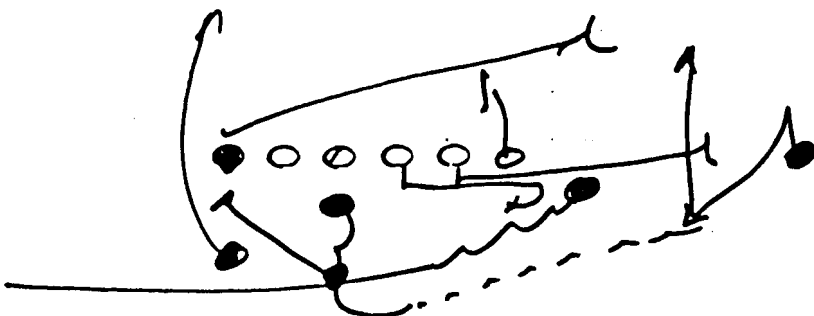
1. Max - protection
2. 3rd down possession Pass

# ORANGE - Quick Screen R



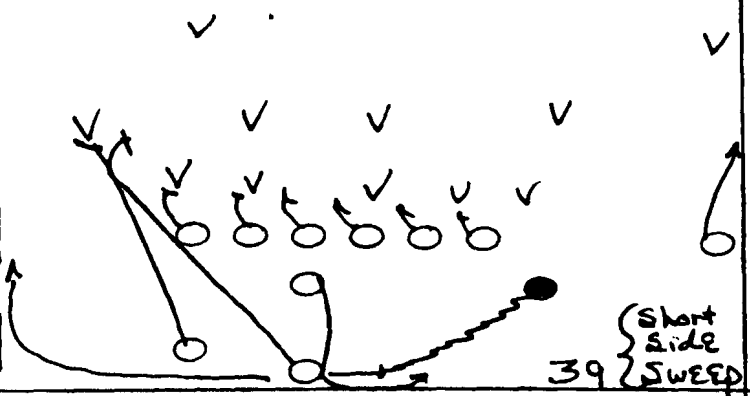
1. Companions with Guards East passes

# ORANGE - Comeback Screen R.

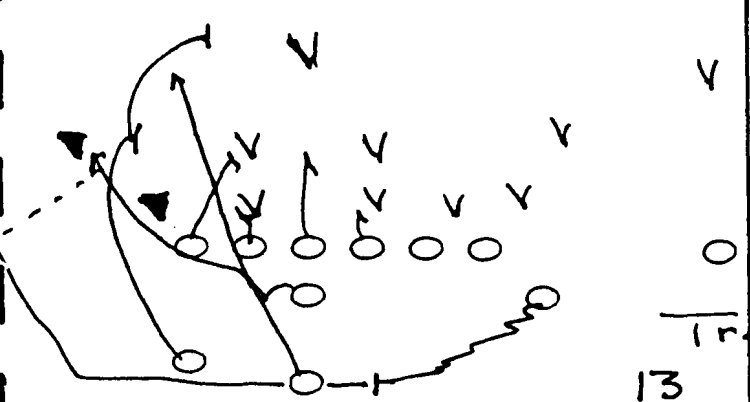
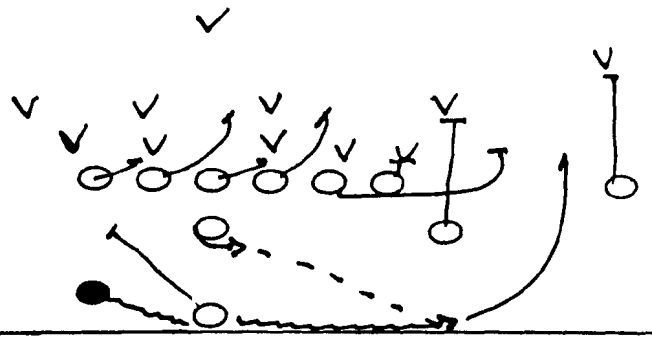


"GOAL LINE

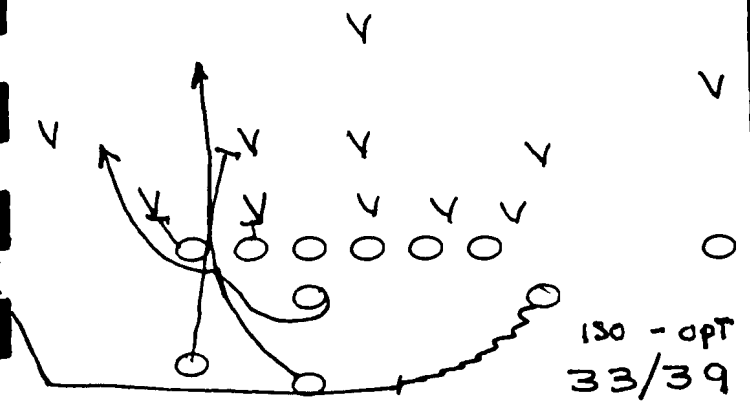
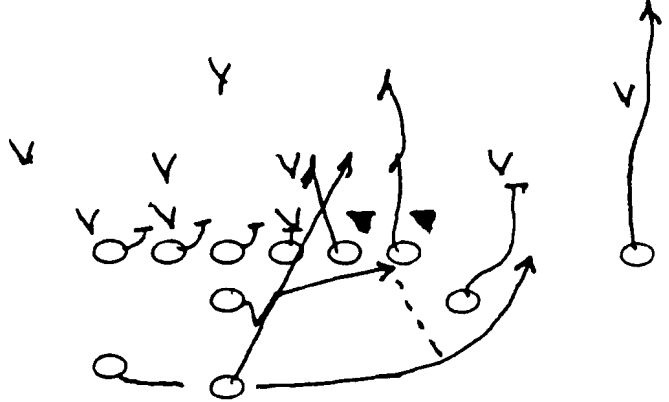
RUN ATTACK"



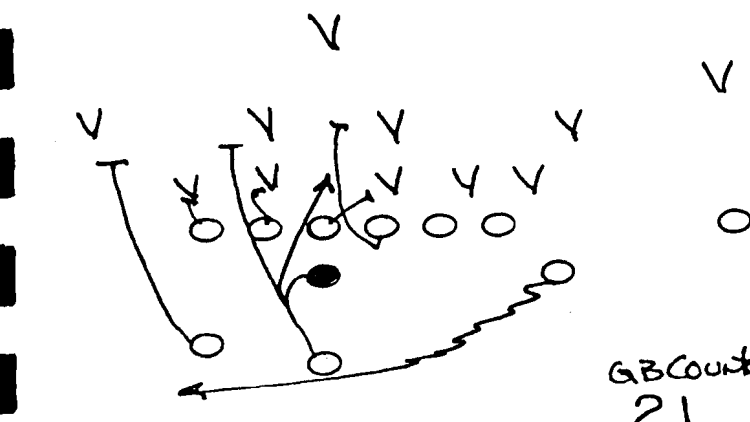
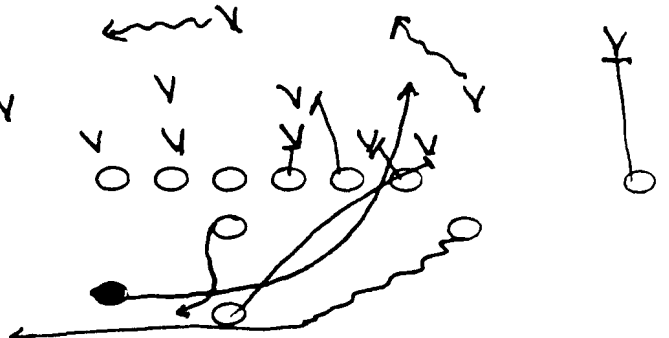
(Short side  
Sweep) 39  
Toos 48



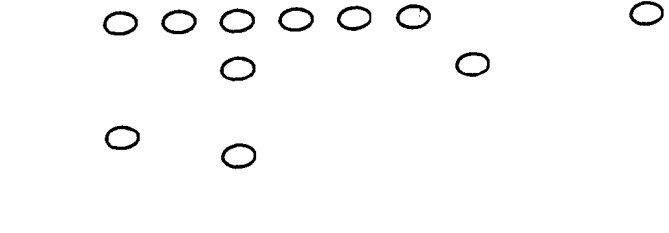
Triple 13  
12



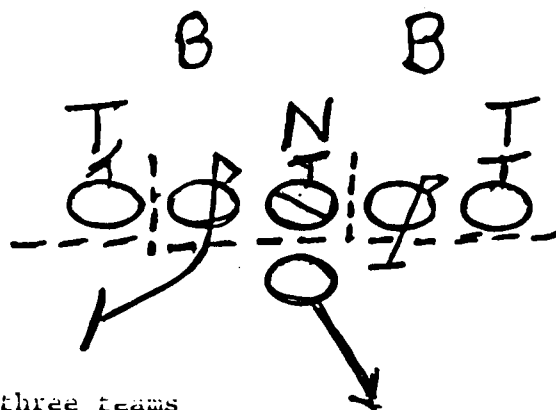
130 - opt  
33/39  
34



GB Counter  
21



Team Protection



VS. 5-2 - There are three teams

1. Onside tackle and guard
2. center and backside guard
3. backside tackle

Responsibilities

**Onside Tackle** - Take the man on you if he goes straight through you or loops playside.  
If he goes inside - look for the LB or Monster stunting.

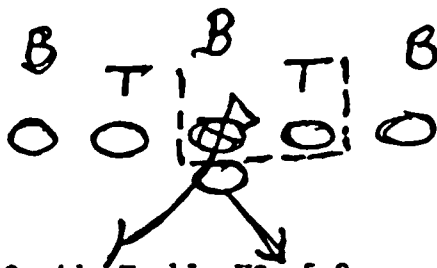
**Onside Guard** - Slide step with your outside foot to check the down man.  
If he comes - take him on his inside shoulder.  
If he does not come - Look for LB, pick him up if he stunts.  
If nobody comes through your area - help inside through outside.

**Center** - Same as Onside Tackle

**Backside Guard** - Same as Onside Guard, except if nobody threatens your area, you will Confidence Block to the Defensive End on your side.

**Backside Tackle** - Set inside on the man over you.

VS. an EVE Defense - There is only one team, the Onside Guard and Center



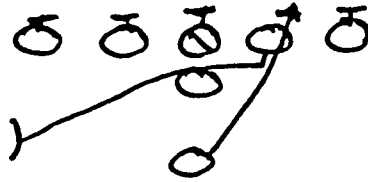
**Onside Guard** - Same as Onside Tackle VS. 5-2

**Center** - Same as Onside Guard VS. 5-2

**Best of Line** - Set inside on the man over you

**Patterns** - Gangster Pass (Hardnose, Throwback, Counter), Pop Corn Pass, Red, Blue  
Everybody Block, Goalline Everybody Block, Goalline Over White

Red Max, "Mudcat" Pass and Power Pass Throwback Protection

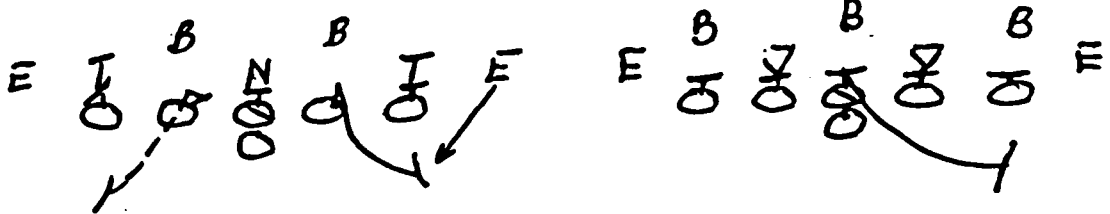


On Above Passes - The Onside Guard ALWAYS PULLS AND BLOCKS THE BACKSIDE. Once he is past the other guard, he pushes off the foot closest to the line of scrimmage, gets depth and blocks the backside.

Rest of Line - Block Man OVER You

"Double C" Pass Protection

When Guard is Covered



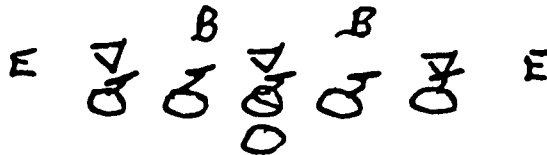
On Double C

- Onside Guard - - Check LB, if he doesn't stunt, confidence block to your side and block DE.
- Backside Guard - Team Protection
- Patterns - - - - Z in, Out, Wingback Out

"Nad" Protection

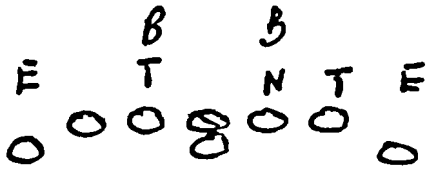
On Nad Protection - Used in any protection, go to playside

- Nad protection is man protection with aggressive blocking in the midsection.
- VS. LB - take two aggressive steps towards the LB, then squat low.
- Patterns - Quick, Double Q, Fullback Pick Pass, Scoring Pass, Slant Pass, Power Pass, Slip-out Pass, Double Rev. Pass.



Team Protection  
vs. Blitzes

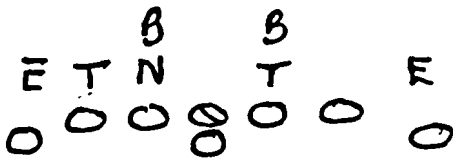
Stack Rt.



- LT) Team vs. DT & LB
- LG) Team vs. N & LB
- C ) Team vs. N & LB
- RG) Team vs. N & LB
- RT - Man on the DT

\*Confidence Blockers will still go the opposite side of the call.

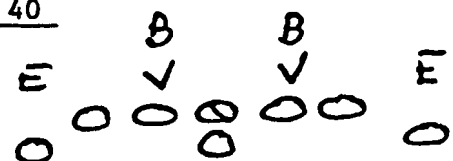
Stack Lt.



- LT - Locked on DT
- LG) Team vs. N & LB
- C ) Team vs. N & LB
- RG) Team vs. DT & LB
- RT) Team vs. DT & LB

\*Confidence blockers will still go the opposite side of the call

40



Both guards and tackles are teams together on the DT and LB. The center will confidence block to the Backside DE.

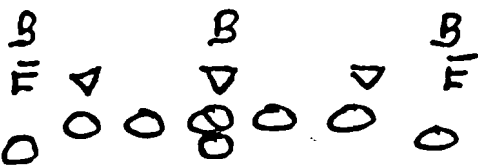
Gap Rt.



The offensive center and tackles are locked on the N and DT's. The Guards will set deep and check LB's for a blitz, then confidence block.

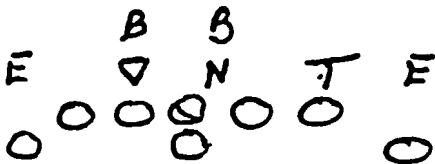
(Gap Lt. is the same blocking)

5-3 (on Rt.)



On Rt. - The center and right guard are team vs. N and MLB. The left guard confidences backside. Both off tackles are locked on DT's.

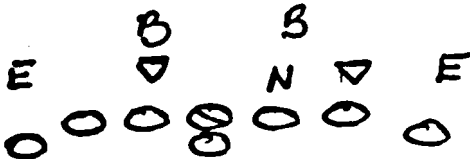
Gap Rt. (adjustment)



If the DT closes down over the guard, the left off. guard and tackle will team the DT and LB.

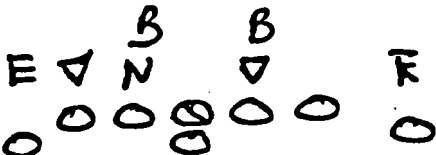
DOUBLE C PROTECTION  
vs. Blitzes

Stack Rt. (CC Rt.)



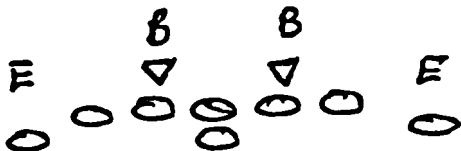
- LT - Check LB - No Stunt Block DE
- LG - Locket on DT
- C - Check stack LB - No Stunt - Go to playside DE
- RG - Locked on N
- RT - Locked on DT

Stack Lt. (CC Rt.)



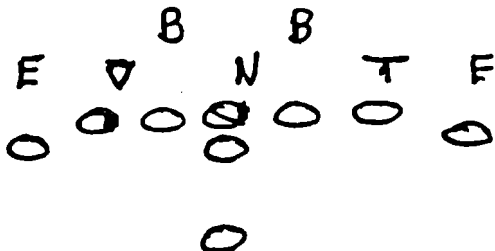
- LT - Locked on DT
- LG - Locked on N
- C - Check stack LB - No Stunt - Go to playside DE

40 (CC Rt.)



Guards and Tackles are in Team Protection vs. DT and LB. The Center goes to the playside DE.

Gap Rt. (CC Rt.)



Center and Tackles are locked on N and DT's. Playside guard - check LB, No Stunt - go to DE.