



2000

CLEVELAND BROWNS

QUARTERBACKS

1. A Quarterback's mental toughness is the crucial difference in high pressure situations.
2. The Quarterback must develop mental skills. He must improve the mental skills of Quarterbacking.
3. The characteristics of Quarterbacking excellence are:
 - A) **Commitment** – Means putting your ultimate goal first (WINNING). This is achieved through hard work and good practice.
 1. List the skills needed to be a great Quarterback.
 2. Rate your ability in these areas.
 3. Set specific goals for each skill and plan of action for attaining these goals.
 4. Contract of excellence.
 5. Post the skills and goals.
 - B) **High Quality Practice** – A player who “respects the game” will work on the quality of his practice every day. High quality practice is practice with a mission in mind and game like pressure.
 1. Having a daily mission, working on specific goals, being held accountable. Have a purpose for every day of practice. Never do a meaningless repetition.
 2. Awareness – is concentrating on the feel and the technique to the point that the Quarterback knows which is right and wrong.
 3. Pressure – add pressure yourself.
 - C) **Imagery/Mental Practice**
 1. Imagery has been proven to be a very successful tool in enhancing performance accuracy. Imagery is a skill like any other and you must practice it and work on the fundamentals to make it most effective.
 2. the fundamentals of imagery are vividness, controllability and self perception. Vividness is the clarity of sharpness of the image, like the contrast tint and color dials on your T.V. Controllability is the degree to which the athlete has control over the images. Self perception is imaging from an internal viewpoint, concentrating on the feeling of the movement.
 3. Imagery can have two very important uses: A) enhancing performance; B) mental practice. Mental practice enables the Quarterback to gain unlimited additional practice.

D) **Owning the Zone** - This zone is their ideal frame of mind and excitement level for performance. Owning the zone is when the Quarterback can mentally and physically prepare himself for optimum performance in each situation.

1. Identification - the Quarterback must first know the exact feelings associated with the zone. How excited is he? How focused is he? What is he saying to himself? How did he prepare for the game?
2. Pre-game routing - what pre-game routing leads the Quarterback to his best performance? For example: drops, stepping up in pocket, warm-up throws...

E) **Confidence** - Is a commitment to excellence. Practicing with high quality, imaging successfully and identifying/controlling what it takes to get into the zone. Confidence is such a crucial aspect to performance success.

QUARTERBACK CHECK-LIST

I. STANCE

- A. Position of feet
- B. Position of arms and hands
- C. Knees bent
- D. Weight distributed
- E. Eyes

II. TAKING THE SNAP

- A. Position of hands
- B. Fingers spread and relaxed
- C. Pressure with top hand
- D. Ride center forward
- E. Stomach ball
- F. Throwing:
 - 1. Grip
 - 2. Eyes
 - 3. Carrying of ball
 - 4. Set-up
 - 5. Elbows - shoulders
 - 6. Step
 - 7. Release
 - 8. Follow-through
 - 9. Complete motion
- G. Finesse Throwing:
 - 1. Lead
 - 2. Bring back
 - 3. Long and short arc
 - 4. Drill
 - 5. Throwing away from defenders
 - 6. Timing and anticipation
 - 7. Judgment
 - 8. Call cover and sprint in direction of throw

III. DRILLS

- A. Warm-Up, Agility and Quickness Drills
 - 1. Ropes
 - 2. DOT drill
 - 3. Agility runs
 - 4. Pass actions
- B. Hand Strengthening and Hand Movement Drills
 - 1. Air dribble
 - 2. Hand circle
 - 3. Globe trotter
 - 4. Waist drill
 - 5. Finger roll
 - 6. Finger tip push-ups

- C. Ball handling Drills
 - 1. Pitch drill
 - 2. Cat and mouse
 - 3. Play polish
- D. Stance/Exchange/Cadence Call
 - 1. On the line
- E. Passing Drills
 - 1. One knee
 - 2. Parallel
 - 3. Open
 - 4. Cross body
 - 5. Wrong foot
 - 6. Loft drills
 - a. 30 yards
 - b. 40 yards
 - c. 50 yards
 - 7. Spot drill
 - a. Curl
 - b. Out
 - c. Post
 - 8. Goal post drill
 - 9. Circle toss drill
 - 10. Down the line drill
 - 11. Quick release drill
 - 12. Scan drill

QUARTERBACK GENERAL TECHNIQUES

I. STANCE

A. FEET

1. Comfortable spread should width apart or less.
2. Both feet pointing straight ahead with toe-to-toe relationship.
3. Get as far from center as possible, but still able to sink your wrist 1" under the tail of the center.

B. KNEES

1. Bend knees slightly.
2. You should not strain to hold your position.

C. BACK AND SHOULDERS

1. There should be a 30 degree angle bend at the waist.
2. Back should be straight and erect as possible.
3. Adjust to taller center by raising your upper torso.

D. WEIGHT DISTRIBUTION

1. Weight should be balanced until last possible moment before snap.
2. Transfer weight to the push-off foot just prior to the snap.
3. To prevent false steps, put weight on the inside of your knees.

E. HEAD AND EYES

1. Eyes should be scanning the defense for your pre-snap keys.
2. Important not to tell the defense where you are going with your eyes.

II. TAKING THE SNAP

A. HAND POSITION

1. Upper Hand
 - a. Throwing hand should be on top with palm parallel to the ground.
 - b. The index finger should split the butt of the center.
 - c. The base of the thumb should be visible.
 - d. Arms should be bent slightly with elbows close to the body.
 - e. Fingers should be spread and relaxed.
 - f. Press firmly against center's crotch to give him a target and to help you ride the snap.
 - g. The top hand is the receiving hand.
2. Bottom Hand
 - a. The bottom hand should be placed so that the thumbs join with the knuckle of the left thumb fitting into the indentation of the right thumb.
 - b. the palm of the bottom hand should be facing the center's right foot.
 - c. Fingers should be spread and relaxed.
 - d. Bottom hand should press firmly against top hand to avoid ball splitting your hand.
 - e. This hand is used to trap the ball.

B. SNAP

1. Exchange
 - a. The ball should be received by the top hand.
 - b. The fat part of the ball should be centered in the palm.
 - c. The bottom hand should trap the ball.
 - d. The hands should act as a cushion when receiving the ball.
2. Follow Through
 - a. Both hands must follow the center as he steps forward.
 - b. With proper hand pressure, this movement should come naturally.
3. Stomach Ball
 - a. After the snap and proper follow-through, bring the ball to your stomach (the third hand principle).
 - b. Elbows should be in close to your sides.

QUARTERBACK FUNDAMENTAL TECHNIQUES

I. HAND OFF

A. HANDS

1. Both hands should be on the fat part of the ball.
2. Keep both hands on ball as long as possible.
3. Mesh with back as he approaches your back leg.
4. In making a two-handed hand-off, put ball in pocket with both hands.
5. Remove hand nearest ball carrier first.
6. Press the ball firmly into the back's pocket with the front hand.
7. Ball should be placed into the midsection of the runner just above the belt buckle with the middle of the ball at the navel of the runner.
8. If making a one-handed hand-off, reach the ball back as deep as possible and ride the ball slightly.
9. Work to get as close a mesh as possible with a bent arm hand-off.

B. EYES

1. Look the ball into the back's pocket.

C. FEET

1. The QB should carry out the appropriate steps according to the play called.
2. Allow your eyes to control you feet.

II. FAKING

A. TECHNIQUE

1. Faking without the ball
 - a. After handing off, bring hands to normal position for play or action you are faking.
 - b. Fake as though you are carrying the ball.
2. Faking with the ball
 - a. Show the ball with two hands - ride the ball. Pull ball out and execute desired action.
 - b. Hold the ball in the stomach while placing empty hand in carrier's pocket.

B. PURPOSE

1. Deception to the defense.
2. Protection for QB.
3. Opportunity to read defensive reaction.

III. PITCHES

A. TOSS

1. Reverse out and bring ball to the stomach.
2. Step in direction of the pitch.
3. With both hands on the ball, make a dead ball (no rotation) pitch by tossing the ball with an underhand motion.
4. Lead the Back slightly and direct the pitch to his stomach.
5. Follow-through. Do not be in a hurry.

B. OPTION

1. Carry the ball chest high with both hands around the top 1/3 of the ball.
2. Run naturally with normal arm action.
3. Look to the back and step as you make the pitch.
4. The wrist should turn under, the palm should face the pitch back and the thumb should be down.
5. The ball should be pitched softly slightly in front of the pitch man.
6. The ball should have end-over-end backspin.

PASSING THE FOOTBALL

I. THE GRIP

- A. QB places his fingers on the laces.
- B. Places little finger just below the 4th lace. Place the middle finger at the top of the laces.
- C. The index and the middle finger are the last to leave the ball. These two fingers are the ones that impact the spin (RPM's) on the ball.
- D. The thumb is placed underneath the ball and should be 3" from the point, perpendicular to the panels on the ball.
- E. Each individual will adjust lightly until it feels comfortable.

II. THE FLOW

- A. The ball should be held comfortably at the upper chest level and dip slightly as the throw is initiated.
- B. The feet initiate the entire movement. A small step forward transfers the body weight from the back foot to the front foot, thus giving the body momentum as the ball is thrown. Hip rotation. Don't throw off your back foot.
- C. The lead step must be slightly off set of the target. This will allow hip rotation. Check your lead step for loss of velocity.
- D. The back leg should be slightly flexed before initiation of the lead step. This allows full body momentum to transfer in the throw. Don't block your hip rotation by not opening up your lead foot. Don't throw across your body.
- E. The weight comes forward as the hips rotate and in effect uncoil the torso. The rotation is counterclockwise.
- F. The release itself is accomplished by forearm pronation and wrist flexion. Pronation is an outward rotation of the forearm which results in the hand finishing with palm facing the ground and thumb directly at the ground.
- G. The snap of the wrist is important because it adds velocity and spiral action as the fingers leave the ball.
- H. The elbow should lead the throwing motion. This ensures that the nose of the ball is up and results in a softer, easier pass to catch. Elbow should always be as high or higher than the shoulder.
- I. The back leg should leave the ground on completion of the throwing motion.

CONCLUSION

1. Grip the ball properly.
2. push the ball from you chest into the throwing motion.
3. As you hit the depth of your set, weight is on your right side. The left elbow is pulled down and away as shoulders rotate.
4. The weight is now transferring hip rotation, which provides the power for the throw. The left leg lifts slightly and the left arm moving toward the target. This will open the left hip, which is so important for accuracy.
5. As the ball is cocked tot he thrown, the right elbow will lead the way.
6. The weight transfer will be completed with the left foot on the ground. As the wrist and forearm catch up with the hips, the ball is released, just past the head. Stay on the balls of you feet.

PASS DROPS

5 Step Drop (3 Big Steps and 2 Short Steps)

1. Once the QB has taken the snap, pull the ball to the stomach region and then up to the chest region in one smooth motion.
2. The first step is a "Reach" step. The QB must pivot on the left foot and then reach step toward the passing spot.
3. The QB pulls his right elbow and right hip around. The QB must open up and get depth and separation from the Center.
4. The next step is a "crossover step" with the left foot. QB must drive and crossover.
5. The QB must open his shoulders (45 degree angle to LOS) and look straight upfield, seeing his keys and defensive men.
6. Step three is a depth step. A step of control. The first three steps are the key to getting the QB away from the pass rush. During these steps the QB must be conscious of keeping the ball up and keeping the front elbow close to the body and the front shoulder is down.
7. Bent knees help the QB to adjust, step and throw. This is vital for the QB to hit his alternate receivers.
8. Step four with the left foot is a smaller step. This step will help QB to regain his balance and to stop momentum.
9. Step five is the final step and is referred to as the break foot. This is a small step, too. QB will stop in a "ready" position to throw. It is important for the QB to be under control and balanced.
10. The QB will then step forward on the left foot as the throwing motion starts. QB must step in the direction of the receiver.
11. Keep your feet under you. Step directly at the target. Avoid "overstriding".
12. QB wants to keep his toes, torso and eyes pointed tot he receiver.
13. During the drop, the QB must keep his forehead parallel tot he LOS.
14. The QB should look straight up the field.
15. The QB's head shouldn't bob up and down as you drop.
16. It is important to be consistent in your drop.
17. Lead with your belt buckles on throws.

PUNCH STEP

(This is a technique that some QB's use)

The QB drops his left foot 4-6 inches forward on the snap count. The QB rides the Center.

This step doesn't count in your drop.

THE QUARTERBACK - WHAT YOU MUST KNOW

I. COVERAGE

- A. Know and understand all coverage's.
- B. Know and understand the techniques of individuals within the coverage's.
- C. Know the strengths and weaknesses of each coverage. (Also personnel.)
- D. Know the limitations of coverage in relation to various defensive fronts.
- E. Can formation, or motion change or dictate coverage?
- F. What is defense reaction to flow or to weak action?
- G. Know the underneath coverage drops by depth and which and what, if anything, affects them and how.
- H. Know and study the weak safety in reference to reactions and range. Can the weak safety be controlled?
- I. Can we take advantage of linebacker drops with screens and draws?

II. PROTECTION

- A. Know and understand the various pass protections and the types of protection pick-up.
- B. Know how much time you have to throw.
- C. Know when you have a hot receiver principal.

III. READ

- A. Know what, who and how much you can read a defense before the snap of the ball.
- B. Know what the defense can do from the alignment they are in.
- C. On second step from center know whether it's zone or man and what type.
- D. Know who is or will be your primary and secondary read on various patterns.
- E. Know who and where your outlet is on every pass.
- F. Know where you have to go with the ball before you are set up to throw.

IV. BASIC PRINCIPLES

- A. Take what the defense gives you.
- B. Work to throw the ball away from the defender, whether you're leading or throwing directly to a receiver.
- C. We would rather throw the ball away, or take a sack, than possibly lose it.
- D. See the defense throughout your drop.
- E. Don't expect receivers to adjust to you on given routes. You have to lean and adjust to each individual receiver.
- F. Know your own people - what they can and can not do in each type of situation.
- G. Always know the complete situation throughout the game.
- H. There are only four (4) times when the QB should not have both hands on the ball:
 - 1. Hand-off on run.
 - 2. Release on pass.
 - 3. Open hand ball fake on play action pass.
 - 4. All out pump fake prior to throw.

V. WHEN TO GROUND THE BALL

Learn when to "ground the ball" so we will not lose yardage, not get penalized and not get an interception. The following are examples of "grounding situations:

A. 2nd AND SHORT

If we call a pass on 2nd down and short yardage, be sure we do not lose yardage.

GROUND THE BALL!

B. 3rd DOWN INFIELD GOAL RANGE

On 3rd down and long yardage in field goal area, never get an interception or lose yardage.

VI. WHEN TO TAKE A LOSS OR THROW BALL UP

A. 3rd AND LONG WHEN WE WOULD PUNT

On 3rd down and long yardage: when we will punt the ball on 4th down, you are better off "eating" the ball. Especially if late in game and you want the clock to continue, possibly forcing defense to take a time out.

- B. On the 4th down pass near the goal line, you can afford to throw the ball into the end zone near a receiver and let him jump and fight for the ball.

VII. THE PASSING PROGRESSION

This passing progression is based on the theory that there is a sequence or order in which basic forward passing techniques should be executed for consistent and maximum success.

The sequence presented here suggests that the QB be "SET" or on balance, then he LOOK and SEE a specific target, and only then THROW (start his arm action). It should be noted here that of the three techniques listed the last two LOOK and THROW are the absolute *musts*. It is vital the passer should LOOK and SEE first, before starting his arm action.

NOTE: While this progression is broken down and explained in steps, it is actually a fluid and flowing motion. The breakdown is for emphasis.

A. SET QUICKLY

STOP sideways to the LOS. READY to throw (before receiver breaks).

1. FEET - Comfortably spread, back foot parallel, front foot slightly open.
2. SHOULDERS - Open to LOS.
3. HEAD - Facing down field.
4. BALL - Chest high.

B. LOOK AND SEE

See the receiver, the defensive man covering him and the defensive men in the area.

1. Pick out a specific target (chest, head, shoulder, thigh guard) before starting your arm action and watch it until the ball leaves your hand.
2. Square your feet and shoulders to the receiver before starting your forward arm action.

C. THROW

Select the proper moment to start your forward arm action.

1. Anticipate the break of the receiver and lead him properly.
2. Shift your weight to the forward foot, raising the rear foot off the ground as you throw.

QUARTERBACK DRILLS AND SKILLS

I. AGILITY AND QUICKNESS

A. JUMP ROPE

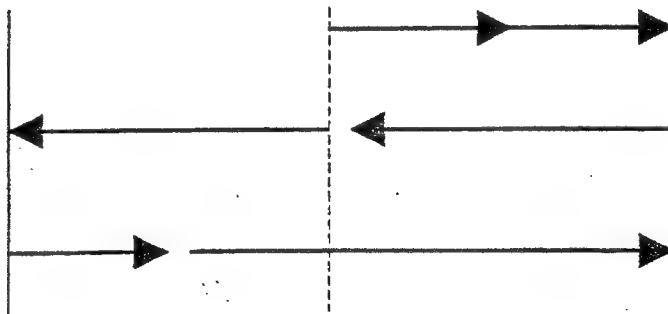
1. PURPOSE
 - a. To develop foot quickness.
 - b. Teaches player to stay on balls of his feet.
 - c. Balance.
 - d. Eye-hand-foot coordination.
2. EXECUTION
 - a. Jump with both feet.
 - b. Jump with one foot and repeat with other.
 - c. Run through rope.
 - d. Rapid repetitions for 30 seconds. Count number of successful rotations.

B. DOT DRILL

1. PURPOSE
 - a. To develop quickness of feet.
 - b. To develop control of feet.
2. EXECUTION
 - a. Hop with two feet simultaneously touching the spots of 5 dots.
 - b. Repeat with a pivot at top of the dot.
 - c. Go through dot, keeping both feet together.

C. SHUTTLE RUN

1. PURPOSE
 - a. To develop the ability to changed direction with little wasted motion.
 - b. To develop the ability to maintain a low center of gravity.
2. EXECUTION
 - a. Stand with feet on either side of a line in a normal QB stance.
 - b. Sprint 5 yards to your left, keeping your hips and tail down, touch a line, turn and sprint 10 yard to your right, tough a line, turn and spring 5 yards to your left.



D.

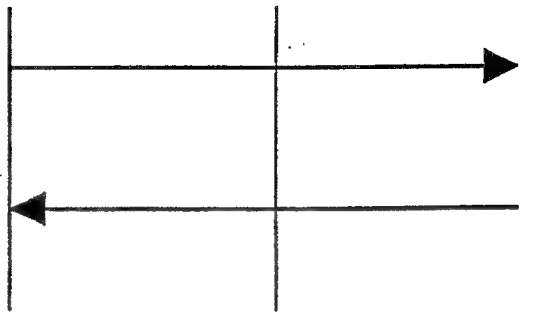
SHUTTLE RUN

1. PURPOSE
 - a. To develop foot quickness.
 - b. To develop comfort with QB regarding the feet sliding.
2. EXECUTION
 - a. Align facing sideline.
 - b. Slide feet as rapidly as possible while moving left for a distance of 15 yards.
 - c. Rest briefly.
 - d. Repeat drill moving to right.
 - e. Do a set of 3.

E.

CARIOCA RUN

1. PURPOSE
 - a. To develop hip flexibility.
 - b. To develop QB's comfort in moving laterally.
2. EXECUTION
 - a. Same as Shuffle Run procedure.
 - b. QB when moving left now will bring his right foot in front of left foot or 1st slide of feet and bring left foot on 2nd slide of feet.
 - c. When carioca running to the right, the left foot is first brought in front of the right foot and then brought behind the right foot on the 2nd slide of feet.
 - d. Do a set of 3.



F.

BACKWARD RUN

1. PURPOSE
 - a. To develop the ability to move quickly while moving backwards.
 - b. To develop balance while moving backwards.
2. EXECUTION
 - a. Same set up as Shuffle Run.
 - b. QB runs backwards as rapidly as possible for 15 yards.
 - c. Maintain good forward lean with upper body.
 - d. Do a set of 3.

G. BALANCE RUN

1. PURPOSE

- a. To develop body control.
- b. To develop ball control while running.

2. EXECUTION

- a. Same set up as Shuffle run.
- b. Run 5 yards as rapidly as possible with ball in right hand touching line with left hand.
- c. Ball is exchanged to left hand with QB continuing to run as quickly as possible for another 5 yards touching ground with right hand.
- d. Change ball back to right hand while continuing to run as rapidly as possible, touching line again with left hand.
- e. Return to starting point, repeating ball exchange, rapid movement and line touching.
- f. Do a set of 3.

H. AVOID THE RUSH DRILL

1. PURPOSE

- a. Develop movement within the pocket.
- b. This is to assimilate the QB avoiding the rush.
- c. How fast the QB moves right or left and resets his feet.
- d. Develop the QB to be a passer rather than a scrambler.
- e. Teaches the QB to keep his shoulder perpendicular with the line of scrimmage and in a position to pass the ball.

2. EXECUTION

- a. QB drops to his set depth.
- b. The coach stands facing the QB.
- c. Then the coach gives the QB a direction with his arm (right, left).
- d. 2 or 3 yards to cone side or the other.
- e. QB resets and throws to a stationary target 10-15 yards down field.

I. SHUFFLE DRILL

1. PURPOSE

- a. Tell what is happening at your feet.
- b. Body and foot control while maintaining proper throwing position.

2. EXECUTION

- a. Facing dummies, eyes downfield in passing stance, shuffle forward and back not looking at the ground.
- b. Never crossing over.
- c. Use this drill going forward and back.
- d. Keep 2 hands on the ball.

J. SHIFTING THE FEET

1. PURPOSE

- a. Make the QB move his feet and set up quickly.
- b. Keep weight on balls of your feet.
- c. Keep feet under you.
- d. Step to lead and throw passing action.

2. EXECUTION

- a. QB takes a 5 step drop.
- b. On 5th step, coach gives a direction for QB to throw (right, left, center).
- c. QB sets himself in the direction coach signaled.

K. PASS ACTIONS

1. PURPOSE

- a. To develop good footwork applicable to offensive plays.

2. EXECUTION

- a. 3 step drop.
- b. 5 step drop.
- c. 7 step drop.
- d. Play action.

II. HAND DRILLS

A. AIR DRIBBLE

1. PURPOSE

- a. To develop feel for football.
- b. To develop strength of QB's hands and forearms.

2. EXECUTION

- a. Drop a ball and catch it with fast repetitions, giving the effect of dribbling in the air.
- b. Work one hand and then work the other.

B. HAND CIRCLE

1. PURPOSE

- a. Same as Air Dribble.

2. EXECUTION

- a. Drop ball as you lift it slightly.
- b. Circle your hand around it and grab it in the original position.
- c. Work both hands.

C. GLOBE TROTTER

1. PURPOSE

- a. Same as Air Dribble.

2. EXECUTION

- a. pass a ball from hand to the other around the neck, the waist and between the legs.

D. WAIST DRILL

1. PURPOSE

- a. To isolate and emphasize the wrist and hand action desired during the release of the ball.

2. EXECUTION

- a. Move right hand out to the right side and up to near shoulder height emphasizing the rolling out of the wrist (this inversion of the wrist insures the forefinger will be the last to leave the ball, causing rear of the ball to go down, putting the nose up, making the ball easier to catch).
- b. Transfer ball to left hand with "pop" and repeat action.
- c. It is a swinging pendulum type movement - move around, don't look at the ball.

E. FINGER ROLL

1. PURPOSE

- a. To increase finger dexterity.
- b. To increase feel of ball.

2. EXECUTION

- a. Turn fingertips up at a degree angle, place ball on back of hand.
- b. Depress fingers so ball rolls off the end of them.
- c. Re-grasp ball before it has dropped more than 2".

F. FINGER TIP PUSHUPS

1. PURPOSE

- a. Gain strength in fingers.

2. EXECUTION

- a. Assume push-up position on fingertips.
- b. Do sets of 15.

III. BALL HANDLING

A. PITCH DRILL

1. PURPOSE

- a. To develop QB's ability to execute the option pitch.
- b. To develop QB's confidence in pitching ball by not putting pressure on him.
- c. Isolates QB pitch mechanics.

2. EXECUTION

- a. QB's pair up 5 yards apart.
- b. Jog across the field pitching ball back and forth.
- c. Repeat several times.

B. CAT AND MOUSE

1. PURPOSE

- a. To develop QB's ability to execute the option pitch under pressure.
- b. To develop QB's reaction tot he defensive man he is to option.

2. EXECUTION

- a. QB executes the desired phase of option game.
- b. Coach acts as the option man.
- c. Alternate QB serves as pitch man.

C. PLAY POLISH

1. PURPOSE

- a. To perfect timing of offensive plays.
- b. To perfect specific ball handling of total offense.

2. EXECUTION

- a. QB's and Centers pair up on a line.
- b. QB's and Centers execute the snap and individual mechanics on a called play.
- c. QB's will vary snap count and called play.
- d. QB's rotate in order to get snaps from all Centers.
- e. A Nose Guard (dummy or live) may be an addition.

V. PASSING DRILLS

A. WARM-UP AND TECHNIQUE

1. DRILL AND EXECUTION

a. One-Knee Passing

1. Put one knee on the ground 10 yards from your partner.
2. Lay ball on the ground with laces to the right.
3. Grip the ball and bring to proper position.
4. Throw with proper motion (palm should turn out as you follow through to the ground).
5. Increase distance as you warm up.
6. Switch to other knee at some point.
7. Always throw to a specific spot on target.

b. Parallel Drill

1. Stand with feet shoulder width and parallel to line.
2. Keep feet planted.
3. Draw arm back (exaggerate).
4. Soft throw.
5. Follow-through.

c. Open Drill

1. Stand with feet shoulder width straddling a line.
2. Throwing arm to target.
3. Twist shoulder away from target.
4. Keep feet planted.
5. Draw arm back and throw.
6. Throw to specific spot on target.

d. Cross Body Drill

1. Same as above, except stand with throwing arm away from target.

e. Wrong Foot Drill

1. Stand with right foot forward (if right handed).
2. Draw arm back and throw without a stride.
3. Throw to specific spot on target.

2. PURPOSE

- a. To improve upper body flexibility.
- b. To increase arm strength.
- c. To develop better throwing motion.
- d. To improve concentration on throwing to specific spots on target.

B. LONG AND SHORT ARC DRILLS

1. SET UP AND ARC DRILL

a. PURPOSE

1. To develop quickness in setting up.
2. To develop proper releases for throws of varying distances.
3. To develop ability to throw ball with touch.

b. EXECUTION

1. Assume QB position.
2. Execute desired pass action.
3. Receiver should vary position on field to give all possible positions.
4. Have defender stand between you and target to get the idea of throwing over a defender.
5. Call cover after ball is thrown and sprint in the direction of throw.

2. LOFT DRILL

a. PURPOSE

1. To develop proper technique for throwing long ball.
2. To develop ability for throwing ball with good arc.
3. To develop ability to throw ball over outside shoulder of receiver.

b. EXECUTION

1. Feet in normal throwing stance.
2. Stride and throw ball with good arc.
3. Keep ball over outside shoulder of receiver.
4. Start throwing ball 30 yards, then 40, then 50...
5. Emphasize bending knee of passing arm leg to obtain maximum power and thrusting hips forward and upward at 45 degree angle.
6. Emphasize arm extension transfer of weight, upper body rotation and follow through.
7. Have a mental picture of throwing "out of well" to develop proper catch.

C. SPOT DRILL

1. THROWING OUT, CURL, POST

a. PURPOSE

1. To develop proper sprint-out and dropback technique.
2. To develop an awareness of route depth.

3. To develop an awareness of where ball should be thrown.
- b. EXECUTION
 1. Set up receiver for our hook facing away from the QB.
 2. QB use spring out or 5 step dropback technique.
 3. QB give command of "ball" for receiver to turn in or out.
 4. Curl - ball should be thrown to inside lower half of number.
 5. Out - ball should be thrown to outside shoulder.

D. GOAL POST DRILL

1. PURPOSE
 - a. To develop proper arm extension for high release.
 - b. To develop touch on short passes such as screens and delays.
2. EXECUTION
 - a. Position yourself 3 yards in back of goal post. Position receiver on goalline 10 yards in front of goal post.
 - b. Step and deliver ball to receiver emphasizing arm extension.
 - c. Emphasize on wrist throw as normal flat arch pass mechanics are followed.

E. CIRCLE TOSS DRILL

1. PURPOSE
 - a. To develop throwing properly on the move.
 - b. To develop feel for throwing on the move.
2. EXECUTION
 - a. Passer and receiver rotate clockwise and then counter-clockwise around a 15 yard diameter in a circling manner moving slowly.
 - b. Carry ball (chest high) with both hands in natural running position.
 - c. When throwing, cock shoulders and square them along with your hips to the receiver.

QUARTERBACKS

PRE-THROWING SHOULDER WARM-UP AND STRETCHING EXERCISE ROUTINE

1. Pendulum - with weights (5 lbs.) - 2 sets x 10 reps reach.
(a) circles (b) flexion & extension (c) side to side
 2. Shoulder Flexion Stretch with Stick
1 set x 5 reps (10 count)
 3. Self Stretching of Shoulder Capsule
 - (a) Inferior Capsule - 1 set x 5 reps (10 count)
 - (b) Posterior Capsule - 1 set x 5 reps (10 count)
 - (c) Anterior Capsule - 1 set x 5 reps (10 count)
 4. Tubing Exercises
 - (a) External Rotation - 2 sets x 10 reps
 - (b) Internal Rotation - 2 sets x 10 reps
 5. Tubing Exercises
 - (a) Diagonal Adduction - 2 sets x 10 reps
 - (b) Diagonal Abduction - 2 sets x 10 reps
- * After Throwing - ICE SHOULDER (15-20 Minutes). While warming down on Stationary Bike (low resistance).

QUARTERBACK DIAGNOSTIC CHART

PROBLEM	CAUSES	SOLUTIONS
1 DROPPED SNAP	HAND SEPARATION	THUMB-SIDE TO THUMB-SIDE HAND POSITION-BOTTOM HAND PRESSURE
2 SLOW COMING OFF LINE FOR DROPS	FALSE STEPPING	PIGEON-TOED STANCE UNDER CENTER
3 FUMBLES	CARRYING THE BALL WITH ONE HAND	TWO HANDS ON BALL-FRONT HAND PRESSURE
4 SLIPPING	RUSHING DROPS-LEANING FORWARD AND STEPPING BACK TOO FAR ON LAST STEP TO STOP MOMENTUM	KEEP HIP AND SHOULDERS LEVEL- DON'T OVERSTEP TO LAND-DON'T LEAN TOO FAR FORWARD TO STOP MOMENTUM AWAY FROM LINE
5 THROWING LOW AND SHORT	LOCKING OUT FRONT KNEE- LANDING ON FRONT FOOT TOE-HEEL	KEEP HIPS AND SHOULDERS LEVEL-LAND ON FRONT FOOT HEEL-TOE-SLIGHTLY BEND BOTH KNEES
6 THROWING HIGH	HIPS GET OUT IN FRONT-BACK SHOULDER DROPS-FRONT SHOULDER PITCHES UP-THROWING ELBOW DROPS	KEEP HIPS AND SHOULDERS LEVEL-DROP FRONT SHOULDER SLIGHTLY-LOOK AT TARGET
7 DUCKS AND HELICOPTERS	HIPS GET OUT IN FRONT-CAN'T GENERATE POWER-MANIPULATING BALL WITH AND TO COMPENSATE- FINISH PALM UP-NO FOLLOW	GO BACK TO PROPER SEQUENCE- COMPLETE FOLLOW-THROUGH WITH HAND, THUMB DOWN
8 LATE PASSING ON SPRING OUTS	STRIDE TOO LONG ON DOWN PORTION OF SPRINT	SHORTEN STRIDE TO CHOP STEPS- RISE UP SLIGHTLY-COCK BALL TO EACH HOLD OF HELMET-DART LIKE THROWING MOTION

9	SORE ARM AND SHOULDER	GRIP TOO TIGHT FINGER POSITION ON BALL ARM THROWING ARM TOO TIGHT	LOOSEN GRIP-GAP BETWEEN PALM AND HAND-STRENGTHEN ARM IF LITTLE FINGER IS UNDER LACES MOVE IT TO OVER LACES GAIN FORWARD BODY MOMENTUM-PUSH OFF BACK FOOT-ROTATE HIPS-DRIVE NONTHROWING ELBOW DOWN AND BACK-ROTATE SHOULDERS, THROWING ARM AND BALL LEG KEEP ARM LOOSE AND RELAXED SO IT CAN WHIP THROUGH MOTION
10	THROWING BEHIND RECEIVERS ON CROSSING ROUTES AND SLANTS	STEPPING AT OR BEHIND RECEIVER WITH FRONT FOOT	STEP TO WHERE YOU EXPECT RECEIVER TO BE WHEN YOU WANT HIM TO CATCH IT
11	LONG PASSES TAIL OUT AND FALL SHORT	OVERSTRIDING ON FRONT STEP SO THAT YOUR WEIGHT DOESN'T GET OVER TO YOUR FRONT FOOT ON THE FOLLOW THROUGH	SHORTEN YOUR STRIDE-PUSH OFF YOU BACK FOOT-THROW YOUR UPPER BODY OVER YOUR FRONT FOOT JUST AHEAD OF THE THROW
12	BALL SLIPS OUT OF HAND IN WET WEATHER	SQUEEZING BALL TOO HARD	SOFTEN GRIP-SLOW DOWN THROWING MOTION, EMPHASIZE STRONG MECHANICS

THE RUNNING BACK MUST

- * Protect the football "HIGH and TIGHT".
- * Run the ball with great acceleration and explosion.
- * Block with PRIDE and sheer DETERMINATION of TOTAL DOMINANCE.
- * Catch the ball with great concentration and confidence.
- * Fake with great enthusiasm.

"THE BALL IS IN YOUR HANDS!"

III. THE PHYSICAL WELL BEING OF A RUNNING BACK

- A. **CONDITIONING** - Do all the things physically that will put you in the position to succeed.
 - 1. You must know and understand the importance of the off-season program.
 - 2. You must be committed to weight training. A RB can improve in all phases of his game with increased strength and speed. Weight training will reduce the risk of injury.
- B. **DIET** - As you know, a balanced diet is to the human body like good gas is to an engine. **WATCH YOUR WEIGHT.**

IV. TO BE FUNDAMENTALLY SOUND

- A. To be successful, you must spend a great deal of time on the fundamentals.
- B. Know that there is always room to improve and work hard to improve every day.
- C. Be a perfectionist.

RUNNING BACK OBJECTIVES

I. BALL SECURITY

- A. Take pride in being a fumble-free offensive attack. Goal is to have zero fumbles.
 - 1. Proper Ball Carry - HIGH and TIGHT.
 - 2. Double skin the ball before contact.
- B. Great concentration on the ball at all times.

II. ASSIGNMENTS

- A. It is your responsibility to know your assignment clearly and confidently before you play the game on Sunday.
- B. Remember, there are no excuses for blown assignments.
- C. A blown assignment is just as critical as a fumble.

III. EXECUTION

- A. We must expect 100% effort toward execution on every play from scrimmage for us to be the best we can be.
- B. Always remember that we are a technique conscious offensive attack and we must be disciplined in being as sharp as we can be.

IV. FINISH

- A. Complete domination at the end of the run or block.

V. FOUR AREAS WE MUST STRIVE FOR GREATNESS

- A. Running (Acceleration is a must).
- B. Blocking (Technique & Attitude).
- C. Faking (Emphasis).
- D. Receiving (Concentration).

VI. SITUATIONS OF CONSCIOUS

- A. Short yardage run.
- B. Goal line run.
- C. Open field one on one situation run.
- D. Running consistent routes.
- E. Reading and adjusting to man or zone coverage.
- F. Be consistent in our run course.
- G. Be consistent in our keying to run.
- H. Defensive front recognition.
- I. Blitz recognition and pick up at the line of scrimmage.

THE BASICS

I. BASIC STANCE: FULLBACKS

- A. 3-Point Stance - Feet parallel, shoulder width apart. Your weight should be evenly distributed over the balls of your feet and your down hand. Fold other arm across opposite thigh
- B. Head & Eyes - Your back should be flat and your head up enough to enable you to see your offensive lineman form tackle to tackle.
- C. Starting - Most starts will required you to shift your weight to the right or left side and lead or jab step in the direction of the play (open your hips and shoulders and jab or lead step). Don't lean or look in direction of play called.
- D. 2-Point Stance - 1 Back Set (Home position).

II. BASIC STANCE: TAILBACKS

- A. 2-Point Stance - Feet, shoulder width apart, weight evenly distributed with your heels down. Stay off your toes. Knees slightly bent. Bend at waist. Hands on your thighs with slight downward pressure. Don't lean and don't anticipate the starting count but at the same time, don't be late.
- B. 3-Point Stance - 2/3, 8/9, 6/7.

TACTICAL SITUATIONS:

On every play called, Backs must always know the down (1, 2, 3, 4) and yardage needed for the first down. Don't come up short on 3rd and short.

FAKING:

When you are required to fake, do so with enthusiasm. Fold over the ball or QB's hand, but don't duck your head. Keep you eyes up and block or pick up blitzes. Accelerate into and across the line of scrimmage. Run as if you have the ball.

PRACTICE:

How you practice will determine how and if you play. You earn the right to play in practice. Therefore, you must go full speed on every play and in every drill. Don't pace and save yourself. Practice is never like the game in tempo, therefore, you must strive on every play to perform as close as you can to game-like conditions.

BLOCKING: (CONT'D)

C. Types of Blocks: (Cont'd)

5. **TB/FB PASS BLOCKING**

Keys of Execution:

- a. Know the protection called and who you are responsible for (EOL/ILB/SS/FS/CB).
- b. Know where the QB will set up (pocket or tackle line).
- c. Know your responsibility (if it's LB or EOL). You may have to *check* these people before you release into a pattern.

D. Technique:

Take a direct course to your assigned man. Meet him as close to the LOS as possible. Your position must be wide base, butt down, knees bent, head up. Strike a blow from the ground up using a powerful lifting action with forearms, shoulders and legs into the middle of the defender as he rushes. You should be a low man as you make contact (Attack). As you make contact, lock on and sustain; move your feet, block him in the direction he rushes (Finish).

E. Exceptions:

Hard filling End or SS - Cut inside thigh. You can also cut a blitzing LB'er as a change up.

F. Critical Errors:

Straight legs, narrow base and not moving your feet after contact.

BALL SECURITY

The most important responsibility you have as a Back is to insure you do not turn the ball over to the defense by way of a FUMBLE.

WHAT CAUSES FUMBLES:

Fumbling is caused by a lack of discipline, carelessness and a total disregard for the importance of ball security. We want to establish a tradition of not turning the ball over via fumbles. Backs who fumble will not play! NEVER switch the ball from side to side as you run! Carry the ball high and tight.

WAYS TO AVOID FUMBLES:

1. The ball must be accepted from the QB with your inside forearm up and folded across and away from your chest. The lower arm is folded across your stomach with the palm up and thumb turned out.
2. When the QB places the ball on your stomach, accept it by "feel". The upper arm folds over the top of the ball and the palm and fingers of the lower arm "cup" over the rear end of the ball. The inside arm is always up when going right or left of the QB. Seat the ball on the right or left side by lowering the elbow of the right or left arm. The ball is now properly anchored by elbow pressure at the rear and by the palm and fingers in the front.

* REMEMBER: Keep the elbow down, the ball in contact with your body and don't swing it as you run or cut. Keep both arms and hands over the ball as you enter the "danger zone"; in other words, the line of scrimmage and three yards beyond. (Double skin the ball).

The defenders who will strip you of the ball are the ones you don't see (those coming from the side or rear). Protect the ball with your body as you hit the ground. If the ball makes any contact with the turf, it will be jarred loose.

Curl your knees and upper body around the ball to insure it does not bounce away or get taken away by defenders in pile ups.

RUNNING THE BALL:

A successful play requires you to:

- A. Know the blocking scheme or "call".
- B. Execute the proper steps and course to the line of scrimmage.
- C. Key the proper defensive lineman or area.
- D. Cross the line of scrimmage as perpendicular as possible.
- E. Once you see the seam/feel and see the crease, accelerate into and out of hole. Go North and South.
- F. You must be able to break tackles and make defenders miss.

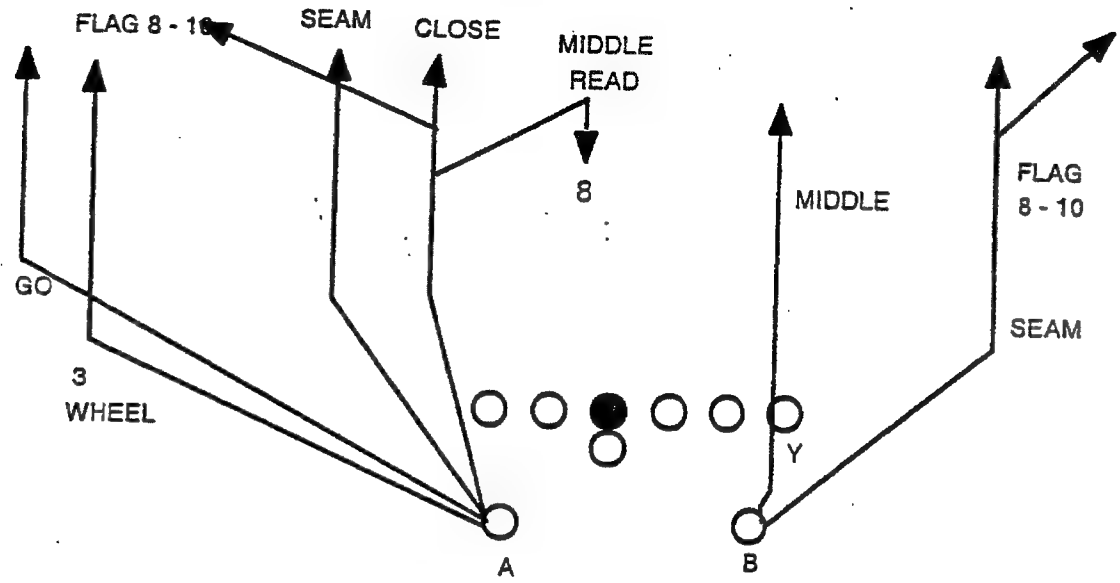
ROUTE TREE DESCRIPTION

- SEAM Outside release entry into route to a land mark of 4 yards inside of numbers.
- FLAG Seam Route entry then break to Corner Route at a depth of 8-10 yards.
- MIDDLE Inside release of TE or Tackle, deep route to the near goal post your side.
- CLOSE Outside release deep route 3-4 yards outside of hash marks, nobody in the middle, convert to near goal post.
- MIDDLE READ Outside release to break back inside over original ball area at a depth of 8 yards. Man Zone rules apply.
- WHEEL 45 entry to a depth of 3-5 yards. Run a flat and wheel fade staying 6 yards from the sideline.

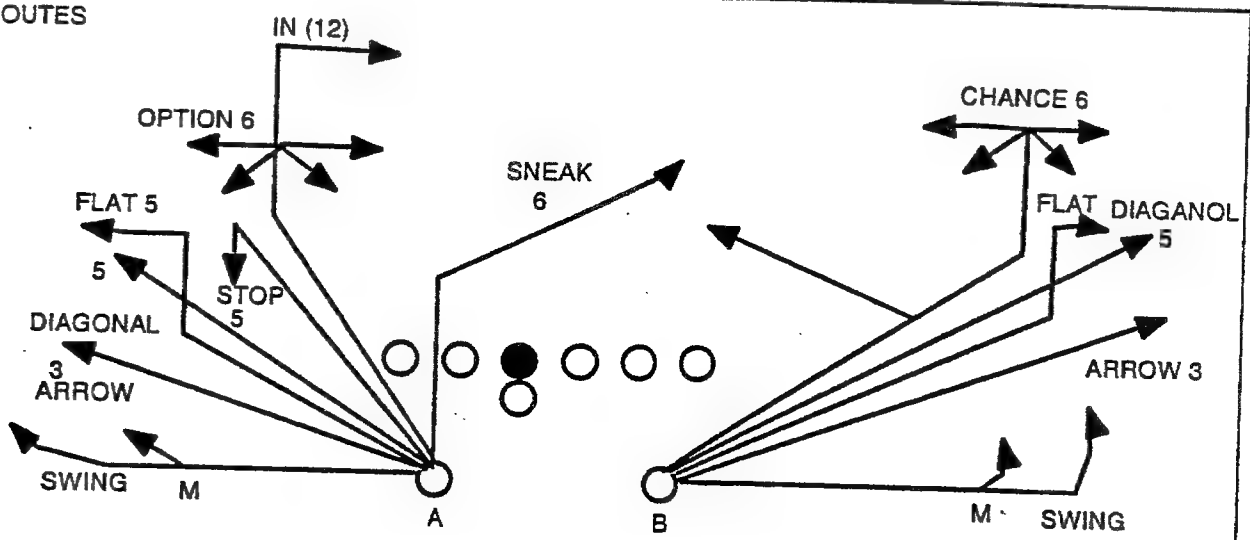
SHORT ROUTES

- OPTION Outside release to drive upfield 6-7 yards while reading Man Zone coverage. Zone sit in between coverage, Man adjust to man type play of inside or outside choice.
- IN Outside release to gain width and depth of 8 yards then break in the middle (Man/Zone rules apply).
- STOP (Depth of route based on QB drop.) Outside release 45 entry, drive for width and depth of 5 x 5 off the hip of the Tackle. Plant and pivot between Zone coverage based on defensive drops (Man rules apply).
- FLAT Outside release 45 entry to 4 yard width of the Tackle, drive upfield 3-5 yards depth, break flat to sideline.
- SNEAK Delay, Inside release Drag Route that gradually gains ground to 5 to 6 yards depth across the formation.
- SWING Wide Swing Route outside of widest WR. Work to get shoulders around to view QB from inside.
- (M) Shallow swing inside of first receiver outside.
- CHANCE Strongside Option Route outside release to drive upfield 6-7 yards while reading Man or Zone coverage. Zone, sit between coverage. Man, adjust to type play for inside or outside choice.
- ANGLE Outside release of TE 5 yards width of LOS to break 45 under TE vertical. Read strong LB vs. Zone. If LB drops with TE run route though the box. If LB hangs, settle between both linebackers.
- CHECK DOWN Release may be inside or outside based on play. Sit in the underneath coverage between the Tackles frontside or backside.
- ARROW Outside release, 45 degree entry, gain ground to a max finish of 3 yards depth.
- DIAGONAL Outside release, 45 degree entry, gain ground to a max finish of 5 yards depth.

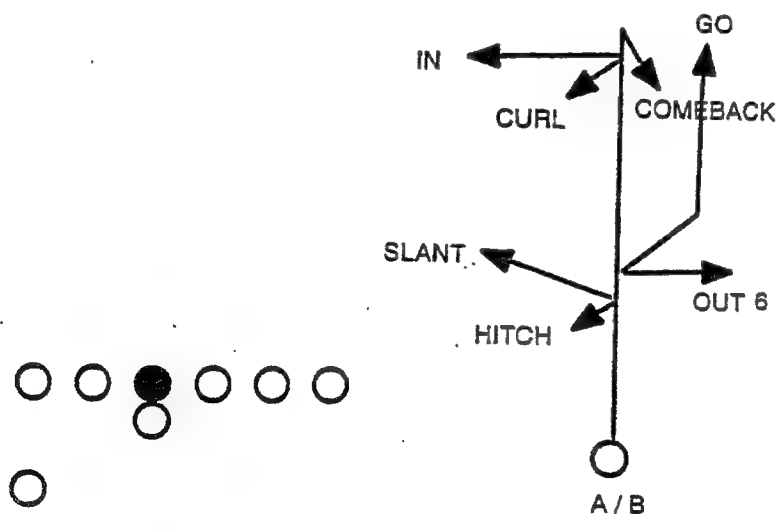
INDIVIDUAL A AND B PASS ROUTE TREE - LONG ROUTES



SHORT ROUTES



ROUTES FROM SPLIT FORMATION



WIDE RECEIVERS
INDIVIDUAL POSITION INFORMATION

I. STANCE

2 Point, outside foot back. Both knees bent, forward lean with weight on balls of feet. Shoulders over feet. Elbows slightly bent. (Sprinter's stance from 2 point.) Get a picture of the pre-snap coverage, but you must see the snap of the ball.

II. ALIGNMENTS

A. Vertical

1. X - On the line of scrimmage. Helmet must be within rear most part of the center. (Put front foot even with front foot of tackle.)
2. Z - Off the line of scrimmage but critical that you crowd the ball as much as possible. Prevent wasted space, but don't cover the TE. Your helmet must clear rear most part of nearest down lineman, not including center. (Put front foot even with back foot of TE.)

B. Horizontal (We will use the numbers (#'s) as guides.)

1. Ball on near hash or middle:
 - a. Maximum - 4 yards from bottom of numbers.
 - b. Normal - 2 yards from bottom of numbers.
 - c. Minimum - bottom of numbers.
2. Ball on far hash:
 - a. Maximum - 2 yards from bottom of numbers.
 - b. Normal - Bottom of numbers.
 - c. Minimum - Top of numbers.

TERMS DESCRIBING MOVES, ROUTES, RELEASE

1. MOVE Change of direction or feeling you put on a Defender.
2. MOVE AREA Point at which change of direction affects Defender.
3. FADE Outside avoid vs. a Cloud Technique.
4. ESCAPE Best release - inside or outside vs. Cloud or Press.
5. STICK Realistic move at top of route to freeze defender just before final cut.
6. BREAKING POINT Top of each route. Point at which you make your final break or "stick".
7. RECEPTION POINT Point at which the ball should be caught.
8. HIGHEST POINT Point to which the Receiver must extend in order to take the ball away from a tight Coverage Defender.
9. ZONE ADJUST Dead area between Corner and Safety vs. Cover 2.
10. THROTTLE Settling down in zone adjust area on Fade or Go.
11. ILLUSION OF DEPTH Ability to sell the deep thought to the Secondary.
12. STUTTER STEP Change of feet and arm tempo.
13. ROUTE Individual route.
14. PATTERN Total picture presented by eligible receivers.
15. GLIDE Natural tempo change, associated with the middle 1/3 of the route affect.
16. STEM Axis of a Route.
17. VARIABLE RELEASE Release other than a vertical release which affects the Defender and his attempt to recognize routes according to their stem. Variable releases and effects are shoulder to shoulder maneuvers.
18. PROPER BODY POSITION Regardless of the route, placing the Receiver's body between the Defender and the ball at the reception point. The Defender must "foul" the Receiver in order to get the ball.

WIDE RECEIVER INDIVIDUAL MUSTS!

1. Understand the pattern from the QB's Point of Vision!
2. Release full speed from the LOS.
3. Come back to the ball!
4. Block the Defender covering you if the ball is thrown to another Receiver.
5. Understand your role in the pattern.
6. Recognize and react to all coverages – know and understand coverages!
7. Excellent Break Point work starts by getting your head and feet immediately around. The body will then follow.
8. Understand the timing involved in the pattern!
9. We Do Not Drop The Ball!!
10. Never allow the coverage or a Defender to take your route away.
11. Be decisive – positive – give the QB a positive sign.
12. Pre-plan all actions, release, stem, what if – BR.
13. Look forward to defeating Press coverage.
14. Against Press – Force the Defender to react to you! Come straight off and get the Defender to turn and cross his feet. Do not run in place.
15. Big plays in the run game are caused by Wide Receiver downfield blocks. Take pride in blocking.
16. Believe that “You Practice as You Play” and the “Will to Prepare to Win” are keys to success.
17. “Knowledge is Power”
18. Watch the ball. See the point – catch the fat. Do not allow the ball to get into your “blind spot”.

PASS RECEIVING

PASS CATCHING METHOD

- A. There isn't one way to catch a football. The object is to catch the ball, the method used is secondary to the result.
- B. Some great receivers are arm and body receivers, especially on hooks. This method is used to avoid fumbling and being hit.
- C. It is generally best to catch a football in your hands, much like catching a baseball. Pluck it - snatch it and reach for it with hands giving it contact.
- D. When running with the flight of the ball, the thumbs are out. Otherwise, the thumbs are inside.
- E. On low passes, when the ball is inches off the ground, cradle the arms - elbows together and close to the body. Lower the body so that your chest or the numbers on your shirt are at the same level as the flight of the ball. **DO NOT REACH DOWN** for this type of throw.
- F. On balls thrown behind the receiver - use the **PIVOT** reception. Turn the body completely. **DO NOT** reach back with one hand.
- G. Carry the arms high in regular sprinting position and reach at the last second. Running with the arms extended results in loss of speed.

II. HANDS

- A. Must have excellent hands, that is the first pre-requisite.
- B. Hands must be loose, liquid and relaxed - fingers extended.
- C. Cushion the ball at contact - the hands give with the catch.
- D. The hands should be like fly paper - when the ball hits, it sticks.

III. EYES

- A. Must have completed concentration on the ball.
- B. It is essential that the ball is locked into your hands. You should be able to read the numbers of the ball the last foot!
- C. There is a critical area, one yard in front of the hands with arms extended. The Receiver who drops the ball generally takes his eyes off the ball and begins to look for running room. Look the ball into your hands.
- D. Great Receivers possess excellent hand and eye coordination.

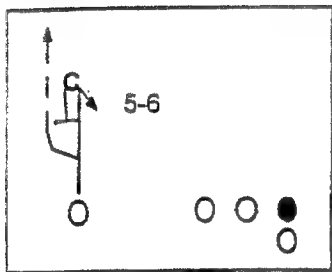
IV. DETERMINATION

- A. A great Receiver has the attitude that he and his Quarterback are the only two people on the field and that he will catch everything thrown in his direction.
- B. He never give sup but will make the supreme effort to make the catch.

WIDE RECEIVERS (X-Z) ROUTE TREE

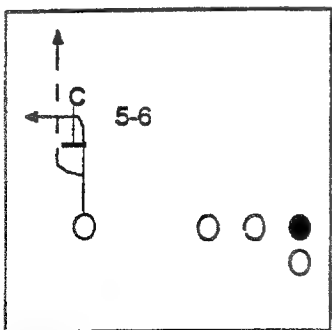
ROUTE DESCRIPTION TREE

A. HITCH



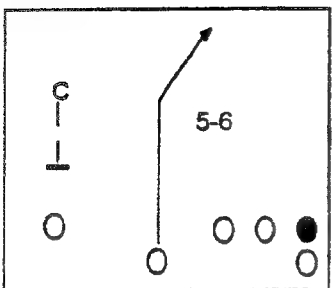
1. Breaking Point is at 5-6 yards.
2. Explode off the LOS using a Vertical Release.
3. On the 5th step, plant your outside foot, pivot toward the QB. Do Not come back to the ball.
4. In theory, the ball will be thrown at your outside number.
5. Fade vs. Cov. 2, Cov. 2 Man or Press.

B. QUICK OUT



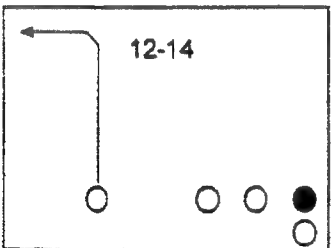
1. Speed cut. Breaking Point is at
2. Explode off the LOS using a vertical release. Place the 4th step on top of the third step, allow your body to turn gradually.
3. Turn your head back to the QB but do not come back for the ball.
4. Steps are adjustable in order to attain the necessary yardage (situation).
5. Fade vs. Cov. 2, Cov. 2 Man or Press.

C. SLANT

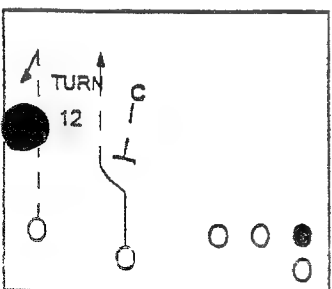


1. Breaking Point is at
2. On 3rd step, drive inside on a 45° angle. Do not round the cutoff.
3. Maintain your 45° angle as you drive inside (do not drift). Anticipate catching the ball within your body. (Be ready to adjust angle vs. Press.)
4. Stay with this Route vs. Cov. 2, Cov. 2 Man or Press.
5. Semi Slant = 5 steps.

D. SEMI = SPEED OUT



1. Speed Cut. Breaking point is at attaining a depth of 12-14 yards.
2. Explode off the LOS, creating the illusion of depth. Get on the Defender.
3. On your 6th step, plant your inside foot, and turn gradually towards the sideline. Snap your head back toward the QB and allow your body to accelerate through the 12-14 yard depth position.



4. Neither the ball nor your movement should bring you back toward the LOS.
5. Expect the football belt high and outside.
6. Fade vs. Cover 2 or Press. (Execute a Turn route is aligned into the boundary beyond the #'s. A Turn route is a 12 yard Comeback.)

- C. He is always going full speed.

D. KNOWLEDGE

- A. Must possess a complete picture of the total passing game.
- B. Full knowledge of total coverage.
- C. Full knowledge of the tendencies and abilities of the individuals within the coverage.
- D. He must have the talent to master the art of move making so he can defeat the individual in man for man coverage and at the same time, be able to make any adjustment necessary in the event he is working against a zone defense.

VI. CONCENTRATION

- A. Concentration on the ball and not on the opponent's movement.
- B. Concentration on the coverage so that any adjustment of the route can be made.
- C. Utter disregard of possible contact.

VII. BODY CONTROL

- A. Must be able to shift gears by running full speed, then stop and jump.
- B. Be able to go full speed and change direction - breaking at sharp angles rather than running circles. This is a requirement for good move making.

VIII. TIMING

- A. Timing consists of timing your own route in relationship to the Quarterback's drop.
- B. Knowledge and feel for the timing and rhythm of the pass will prevent Quarterback sacks.
- C. Keep in mind that all passes have some degree of rhythm. Passes thrown on rhythm are generally completed.

IX. RUNNING AFTER THE CATCH

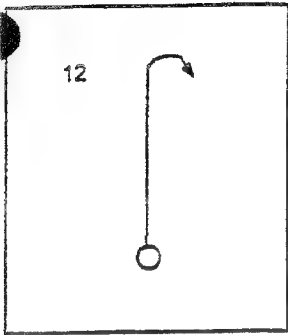
- A. To have the talent of a Running Back is a rare talent.
- B. Make the first down before you think of touchdown - have in mind the necessary distance for the first down.
- C. Think in terms of the catch and the run in that order.

X. BIG PLAY

- A. All Receivers are expected to come up with a big play - impossible catch, the key block that springs the runner for the distance.
- B. They are expected to produce the extra effort that results in a touchdown.

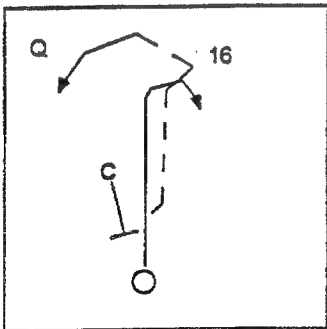
E. SEMI CURL

1. Breaking Point is 12 yards.
2. Alignment should be minimal (according to design of pattern).
3. Explode off the LOS, creating the illusion of depth. Get on the Defender.
4. At a depth of 12 yards, plant your outside foot, pivot inside and come back to the QB.



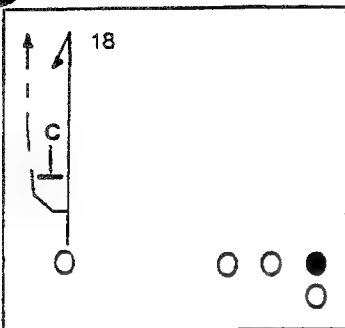
F. CURL

1. Breaking Point is 16 yards.
2. Alignment should be maximum width.
3. Explode off the LOS, creating the illusion of depth.
4. At 16 yards, plant your outside foot, determine the open lane and drive back toward the QB.
5. Sell the takeoff, force the defender to turn inside or outside.
6. vs. Cover 2, 2 Man execute a Q route adjustment. Vs. Press - threaten the fade. At a depth of 16 yards, pull receiver by you, go back to QB. If you can't, plant and retrace your steps, expecting the ball outside.



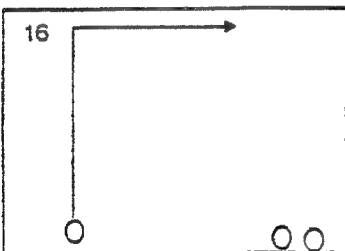
G. COMEBACK

1. Breaking Point is 18 yards.
2. Alignment should be maximum width.
3. Explode off the LOS, creating the illusion of depth.
4. At 18 yards, plant your inside foot, drive back toward the sideline at a 60° angle.
5. Anticipate the ball belt high and outside.
6. Sell the takeoff, force the Defender to turn inside or outside.
7. Fade vs. Cover 2, 2 Man.



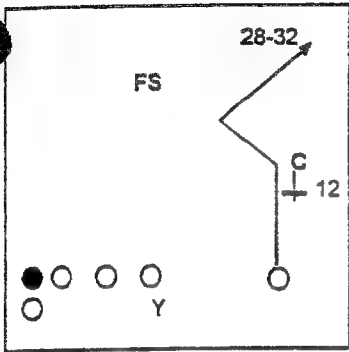
H. IN

1. Breaking Point is 16 yards.
2. Alignment is maximum width.
3. Explode off the LOS, creating the illusion of depth.
4. At 16 yards, plant your outside foot, pivot and drive inside, remaining on the move, evaluation the Buzz system, coming back slightly toward the LOS.
5. Sell the takeoff, force the Defender to turn inside or outside.

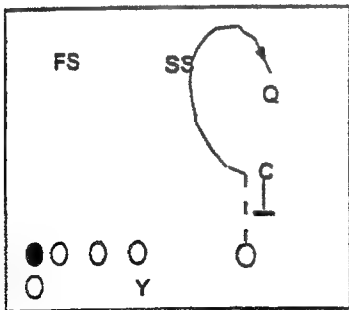


I.

"K" ROUTE

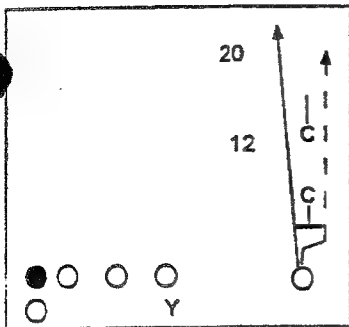


1. Breaking point is 12 yards.
2. Minimum width.
3. Lead with outside foot, on 12 yards drive inside (60 degree angle).
4. On 3rd step inside, drive off the inside foot to flag at goal line.
5. Normal "K" should be caught between 28-32 yards. However, finish of route could alter depth, depending on coverage. As you break for flag, if defender is on top of you, flatten toward sideline. If Defender is even with you, break back toward sideline at about 45 degree angle. If you have won, continue on for flag.
6. "Q" vs. 2 or 2 Man.



J.

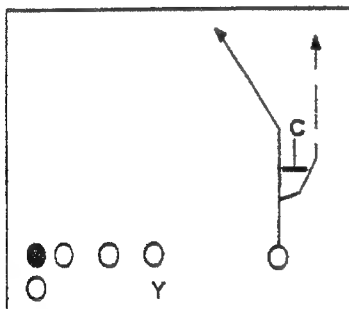
THIN POST



1. Breaking Point is at 7 steps.
2. Explode off the LOS creating the illusion of depth. At the breaking point, it is critical that the receiver throw his head outside to keep the Off Coverage Defender from collapsing into the route.
3. Drive off the outside foot to the inside on a 60 degree angle.
4. vs. Safety in center field, remain in the seam, running the route upfield staying away from the Free Safety.
5. vs. Cover 2, fade inside. Vs. 2 Man or Press, fade outside.
6. This is a timing route. The ball is caught approximately 20 yards deep.

K.

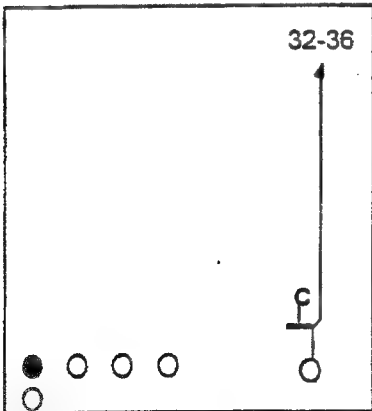
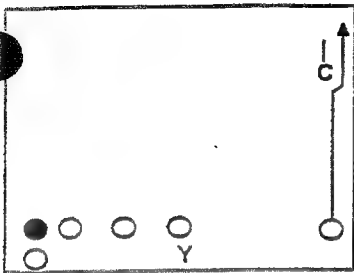
POST



1. Breaking Point is 12 yards.
2. Minimal width, explode off the LOS, creating the illusion of depth.
3. Climb the defender, close the cushion, force the defender to fear vertical depth.
4. At a depth of 12 yards, having eliminated the cushion, stick the defender in whatever technique he is employing outside or inside. Now accelerate in front of, or on top of the Defender.
5. Same conversion as Thin Post.

L.

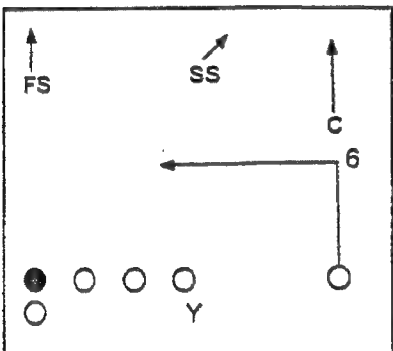
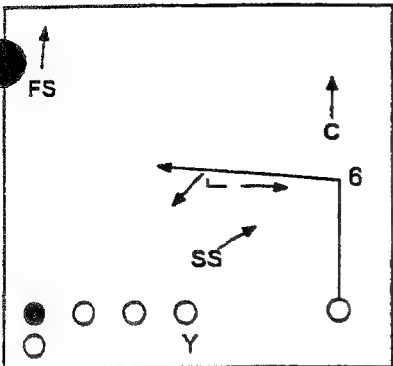
GO



1. Maximum width.
2. Explode off the LOS, climb the Defender.
3. When you close the cushion, stick the technique of the Defender. Now accelerate beyond the Defender being Sure to rotate your inside shoulder beyond the Defender and back parallel to the goal line.
4. At this point, turn your head toward your inside shoulder anticipating the path of the ball. Do not turn your shoulders!
5. vs. Cover 2 man or Press, the Receiver must get on top of the Defender, tight on release, and be prepared to adjust to the ball.
6. Remember, with a 5 step drop, the emphasis is on speed.
7. Anticipate catching this ball between 42 and 45 yards deep (Press 32-36 yards). With 3 step drop - 24-26 yards.

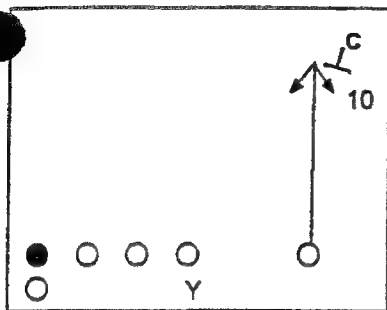
II. SUPPLEMENTARY ROUTES

A. SMASH



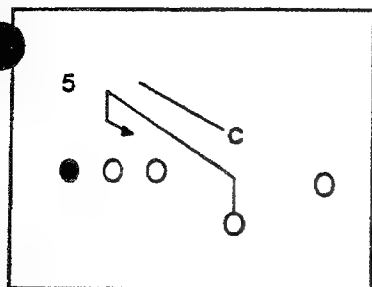
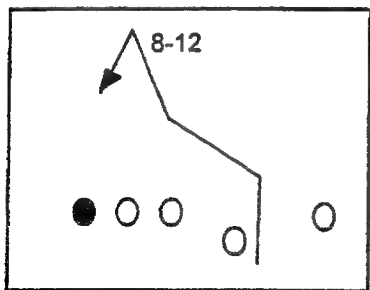
1. 6 yards is the Breaking Point.
2. Maximum width.
3. Release off the LOS, at full speed to 6 yards. Now raise shoulder, come under control. (Release when the ball is in the hands of the QB.)
4. At a depth of 6 yards:
 - a. vs. Off Zone coverage pivot on your outside foot, read the Buzz system, sit, slide inside or outside. Find the open area and sit down in anticipation of the ball. Remain under control. If you continue inside for more than four steps, remain on the move in order to not confuse the QB. If you are going to slide outside, maneuver inside first, in order to give the QB enough angle and room to get the ball in. vs. Cover 2, sit under the corner, holding him for the flag.
 - b. vs. Man Coverage:
 1. vs. Off Coverage release to a depth of 6 yards. Pivot, drive inside parallel to the LOS. Remain on the move.
 2. vs. Press Coverage, use best release. At 6 yards drive inside, staying on the move.

B. HOOK



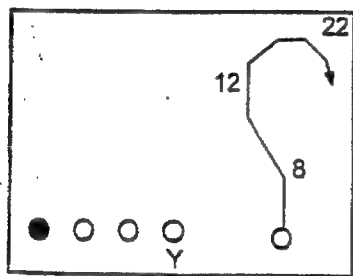
1. Alignment is based on formation. Your usual alignment will be in "seam" area (about 4 yards inside #s).
2. Explode off LOS. Get to depth of 10 yards.
3. React according to nearest defender.
 - a. Outside—Turn inside and come back towards the LOS.
 - b. Inside - Turn outside and either stay on the move, if there is no flat Defender outside, or come back towards the LOS. If you stay on the move, come back on a slight angle to the LOS.

C. CHOICE



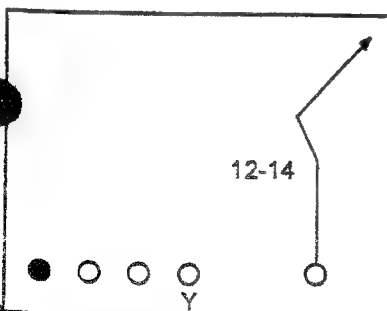
1. Depth is 8 to 12 yards.
2. The Receiver must displace the first Defender inside. If open, at any time, remain in the open area.
3. The techniques involved in getting into position to run the choice are:
 - a. The Receiver may take one step upfield and break inside on a shallow angle, entering the TE position and then breaking up or:
 - b. The Receiver may break on a 45 degree angle for the Tackle box attaining a depth of 5 yards before driving vertically into position.
4. vs. Zone Coverage, the Receiver hooks inside and reacts to the open area opposite the adjacent Defender.
5. vs. Man Coverage, the Receiver must collision or nudge, separate and runaway from coverage. If the Defender is inside, turn inside, break outside, (bent elbow if necessary). If the Defender is outside, drive up and break away from the Defender to the inside.
6. The QB will throw the Receiver open.

D. Q ROUTE



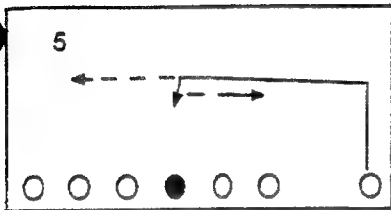
1. Width is minimal (called route).
2. Vertical release to depth of 8 yards. Break inside at a 45° angle to 12 yards, get vertical to 16, stick the Defender and break outside, gaining depth to 22 yards.
3. Finish route with same rules as "K" Route.
4. Adjusted Q - width will depend on called route:
 - a. Get inside level corner and upfield to 8 yards.
 - b. From this point, finish route the same as a called Q.

E. FLAG



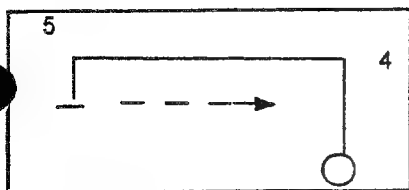
1. Usually run from slot position. If not in slot, width would be minimal.
2. Get vertical to 12-14 yards.
3. Stick the Defender according to his technique. Vs. 2 Deep Zone, stick the 1/2 field Defender.
4. Break for back pylon.
5. Finish the route same as "K".

F. SHALLOW



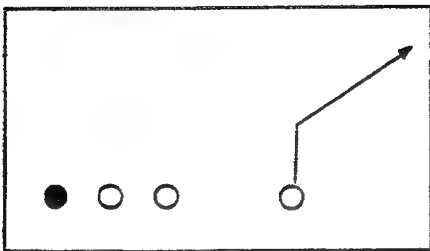
1. Maximum plus width.
2. vs. Off Coverage, take 1 step upfield and drive inside to depth of 5 yards. Aim for point about 4 yards inside #s.
 - a. If no inside Defender plays you, sit and wait for ball. If inside Defender comes to you, return outside. If inside Defender is running with next inside Receiver, stay on the move (assume man coverage). If 1st inside Defender I in a "buzz" technique, you must get inside of him and react to next inside Defender.
 - b. If it is Off Coverage and Man, stay on the move. If your man cuts you off, return. (vs. Funnel, you cannot let funnel Defender make you return.)
3. vs. Press - use best release. Do not force inside move. Make sure you clear Defender. Stay on the move and expect the ball when you clear. (Same rule vs. funnel coverage.)

G. RETURN

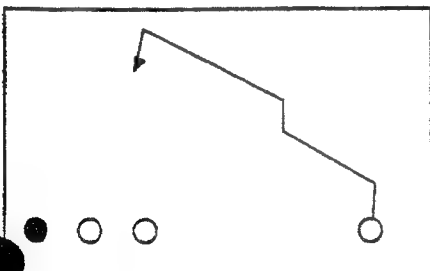


1. Same as Shallow but you must return to sideline. Do not rush return. Get to point of air (about 4 yards from #s) and then return.

H. DIAGONAL



I. MIDDLE READ



TIGHT END FUNDAMENTALS

The qualities which a great Tight End must possess are; size, strength, quickness, speed and athletic ability. He must combine the skills of run an pass blocking with pass receiving and running with the ball. He must be alert to react and quick to make decisions. These qualities are necessary to block defensive alignments and stunts correctly and to successfully handle blitz control and sight alignments adjustments on certain protections. He must be versatile enough to block a defensive end or Sam linebacker like an offensive tackle on one play and get open, catch the ball and run like a wide receiver on another. His contribution to the offense can be significant if he is a good runner with the ball. When he is assigned to slow block he must be able to pass block one on one as well as area block together with the offensive tackle. He must develop the ability to release from the LOS, read the coverages and get deep. He must be able to find the openings in zone coverages and separate from man coverages. Most importantly, he must be able to catch the ball in heavy traffic. It is a great asset to the team if players at this position are able to play a stationary as well as a movement position. This allows a second or third tight end to play a fullback, split end or flanker role, adding versatility to the offense.

The success of the team is based on each player playing with the utmost intensity on each play, not being concerned with the outcome of the play but rather focusing on giving outstanding effort each time he leaves the huddle. Learn to work together and play together and you will win together.

SPLIT

The normal split for the TE is 2 feet. This split will vary occasionally depending on the formation, play, down and distance or field position situation in the game.

ALIGNMENT

Align yourself so that your hand is no deeper than the stripes on the Center's shoes. This alignment will give you some depth off the LOS so that your man is not as close to you. On short yardage and goal line, move up and get all of the ball.

STANCE

You must continually check yourself to be sure that your stance is consistent. Be able to make all the necessary movements from one stance. Defenders are constantly studying you to see if you are tipping off plays with your stance, split or alignment on or off the ball. Your stance may be altered to allow for physical differences but it must be consistent. We will alter our stances on short yardage, goal line and obvious passing situations. Take a comfortable position with your feet nearly parallel, approximately shoulder width, pointed straight ahead, and in alignment with your knees. Align your feet, heel to toe to allow you to step first with either foot (RT TE = right foot back, LT TE = left foot back). Distribute your weight evenly on the balls of your feet and concentrate on pushing off the balls as you burst out of your stance. Apply "mental pressure" to the foot you will step with first. Your down hand should be on the same side as your back foot. Place your hand on the ground with the fingers extended and very little weight on it. You should be able to lift your hand without disturbing your weight distribution. Raise your tail so that your back is parallel to the ground. Bow your neck so that your head is up and you are able to look upfield. You must be able to see your opponent as well as the other defenders in your area while you are in your stance. Your first step should be a distance that will enable you to carry out your assignment.

BLOCKING PRINCIPLES

Always strive to make the defender take the longest possible path to the ball carrier. Know where the play is designed to go. Hit your man aggressively and position yourself so that he can't make the tackle. Never allow your man an angle on the ball carrier. Once you have gained the position that is required on each play, you must battle your man to maintain it long enough for the ball carrier to get through the hole. You should always strive to sustain each block for four seconds. Check yourself at the end of each play to see if you have prevented your man from making the tackle. (this is how you will be evaluated.)

You must have a good understanding of the basic defensive alignments so that you can recognize them immediately. You must also be prepared to anticipate which stunts and blitzes are used with each defensive alignment as well as the situations in which they most frequently occur. You must know which alignments will require a call to change the blocking scheme to get the best possible blocking angles for each play. You must also know which alignments will require a check-off to another play as well as which play we will check to.

Based on viewing game taps and reviewing past experiences, we will agree on the best method for handling each situation and each defensive man so that you have the best chance of defeating him.

HEAD PRIORITY

On each running play, you will be given a head priority, which indicates the target spot where your head should end up. This head priority is designed to give you the leverage to force the defender to take the long pursuit angle to the ball carrier. You must be determined to get you head where it belongs on each play.

EYES

Before the snap, visualize the target point on your man. At the snap, locate the target point with your eyes and keep your eyes open and "look your eyes" and head all the way into your man. "Looking your eyes in" will allow your body and feet to automatically make the proper adjustments. Concentrate your eyes on where your head is to go and fight with everything you have to get it there on each play. Learn to keep your eyes OPEN!

QUICKNESS

Always work for quickness. Everything we do will be based on our ability to beat our opponents to the "punch". Never hesitate, read or feel your way. Make your opponent react to you. We are on offense.

POP

If executed properly, the "pop" will momentarily stop or stun your opponent and enable you to control his charge. A "pop" should be delivered up and through your man with the head first, then the hand, arm and shoulder rip, timed a split second later to get maximum control. The "rip up" of the arms should never precede the "pop". When it does, over-extension rules.

HANDS

The proper hit and arm rip is designed to get your hands in to the body of the defender. Work hard to get your hands into his chest. Once you get them there, keep them there. Use them to feel his reaction to your block and to control his movement. This is called the "forklift" technique.

BLOCKING PROGRESSION

You must always use the following progression in exactly the order in which it is presented. Never try to climb, wall or stick your man before you hit him.

1. **HIT**: Always strive to knock your opponent off the line of scrimmage. We want the ground that he stands on. Hit with a quick, controlled body extension at the moment of contact. It is not absolutely necessary to be bigger or stronger than your opponent to get enough "hit" to control his charge. "Hit" is a matter of quickness, timing and leverage. You must always hit with your head lower than your opponent's.
2. **CLIMB**: The proper hit will put you into good position to "climb" your man. Control your body so that your head, shoulders, arms and hands are ripping and lifting up and through your opponent. Roll your tail under you and bring your feet with you as you prepare to wall him off from the play.
3. **WALL**: After the proper hit and climb has controlled your opponent's charge, you must not "wall" him by working your feet and body around him to get between him and the ball carrier.
4. **STICK**: After accomplishing the proper hit, climb and wall you must "stick" with your opponent. Keep the proper head priority and sustain it by churning your legs until the whistle blows. Unless you sustain your block long enough for the ball carrier to get through the hole, it is useless. If you are unable to wall your man, the runner can often cut back, if you run him past the hole. Keeping your hands inside his body and feeling how he is trying to fight out of the block will signal you to wall him the other way.

Become a dominating blocker. It is a matter of attitude! Do not relax until your assignment is complete! Block downfield. Great runs are made possible by downfield blocks on secondary personnel.

Always know the snap count and learn to explode from your stance exactly on the snap count. It is the only advantage that you have over the defense. Understand and comprehend all the fronts and coverages. It will help determine what you must do while blocking. Always know the tackle's assignment. Know the call that he is making. Learn to work together with each tackle on combo blocks.

DRIVE BLOCK

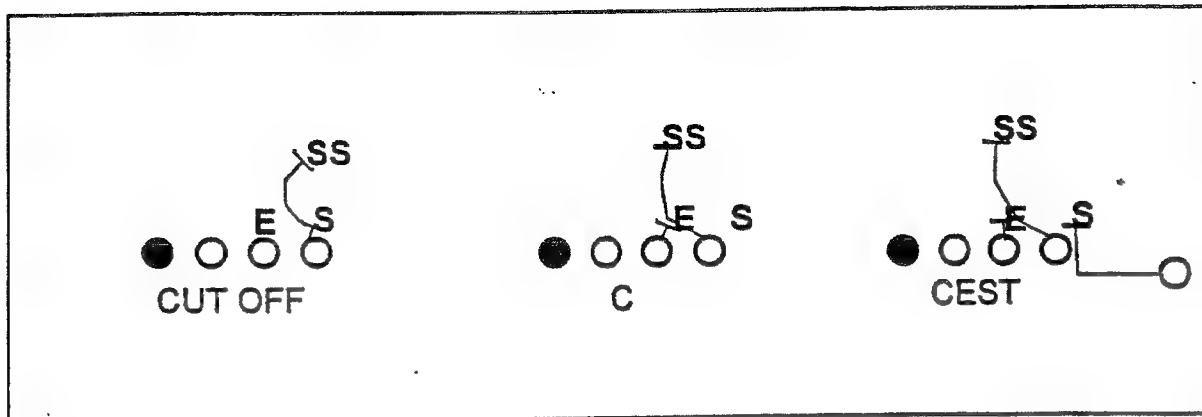
This block is used when you are at the point of attack. On the snap count, roll your weight forward and push off of your front foot, while stepping first with your rear foot. This must be a powerful step. The angle and foot used may vary depending on the alignment of the defender. Use a short 6" first step and get second step on the ground as soon as possible. Keep width in your base (feet under armpits). Keep feet in a straight line. Hit with your head in the middle, aiming at the tops of the opponent's jersey numbers. Keep head up and eyes open. Climb him quickly and Wall him the way he wants to escape. Stick and sustain your leg drive. Good drive blockers knock their men off the line of scrimmage consistently, regardless of the opponent.

BREACH BLOCK

This block is used when we are running outside of your position. Step forward with the outside foot, aiming your head with your eyes at the top of the outside number of your opponent's jersey. Hit with your head and hands simultaneously. Rip your hands into his body so that you can get control of him and feel how he is reacting. You must knock him off the LOS so that the ball carrier has plenty of room to make his cut. Work your feet and body around and wall him off. Stay up on your opponent. Do not go into a cut unless we have previously agreed to do so. Going to the ground is a one-shot all-or-nothing situation which we want to avoid. Stay on your feet. If, after running with the defender, you find that he won't let himself be hooked, "forklifting" your hands inside on his body will enable you to feel when the ball carrier is cutting inside. Turn your opponent out, work your feet and body inside and wall him out. Never allow penetration outside. Never lead your feet. Keep shoulders parallel to LOS. Explode on 2nd step after reading his initial charge.

CUT OFF BLOCK

This block is used by the offside TE whose assignment, on most plays, is to block off the pursuit on the backside, either the linebacker or Strong Safety, when the Safety is aligned outside of your Linebacker. The foot that you step with varies with their alignment. Aim your head at the inside shoulder pad of the linebacker. Rip up with your outside hand and feel how he is playing the block. If he tries to two-gap and fight through your block, continue your block on him and fight to wall him out. If he charges outside and upfield, continue through and get a cut off position on the Safety. If the Safety is aligned in a buzz position where you can't get to him, you will need to make a "Sin" call and mate with the Tackle. On "Zest" Z will half fly to block EMOL.



DOWN BLOCK (cut)

This block is used when your assigned man is aligned in your inside gap or on the man inside of you and we are running to the outside. Lead step with the inside foot down the LOS, aiming your head at his inside knee. Get your head and upper body in front of him to stop his penetration. Hit with your head and outside shoulder, then drive your outside knee and hip around his legs forcing your outside hip into his outside hip (hip to hip), and cut him down. Scramble and crab along the ground to sustain the block.

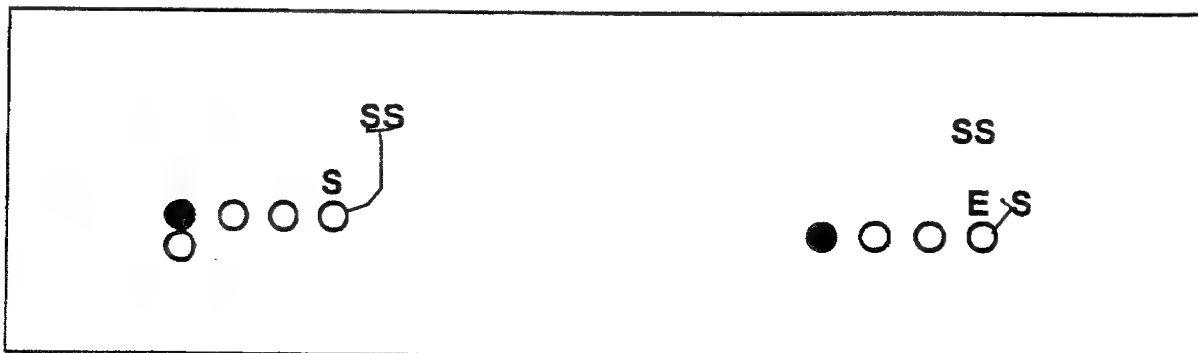
ANGLE BLOCK (stay up)

This block is used when your assigned man is offset or one man removed from you, away from the play and you are at the point of attack. Angle step with the near foot, aiming your head at the V of your opponents neck, if he is a penetrator. Move the aiming point back to the corner of his pads, if he is a reader. Hit with your head and rip up with your hands and arms. Follow through with your far foot and wall him off from the play. You must attack with quickness and force rather than reading and allowing your opponent to react to your block.

ARC

First step laterally 4-6 inches with the outside foot. Gain width from defender on initial step. Keep him off you. Weight is on outside foot. Second step is a cross-over step bringing the inside leg across the body keeping shoulders parallel to the LOS>

Focus is downfield, primarily support. The third step is upfield readying for assignment defender through his outside shoulder. If primary force sinks on coverage, by-pass to the first threat.



TERMINOLOGY FOR TIGHT ENDS

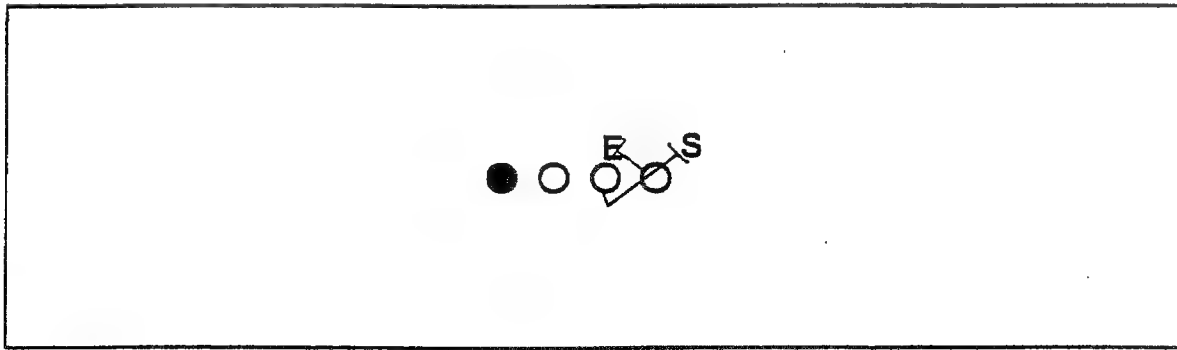
- T** The second TE (X = 2nd TE in GL personnel)
- B** The third TE (Z = 3rd TE in GL personnel)
- TRADE** TE lines up opposite his final alignment and on "Set" immediately steps back and sprints to the other side.
- JUMP** Must be done from a 2 TE formation. Y aligns to the final formation call and T aligns opposite the huddle call. On "Set" the Y TE will "trade" and the T TE will "Flip" so they will end up on the same side.
- BINGO** Y aligns to the formation and is ineligible (X is on LOS to your side).
Example: BINGO WING RT/LT

TE/TACKLE TECHNIQUE (RUN)

1. "TED"

FSY will block down on DT, step for near hip with head. Try to get head across in front to seal penetration should DT veer to inside. If DT loops or works outside, swing hips upfield in reverse body position to pin him. If DT backs off the ball, plant the inside foot, bring your shoulders parallel to the LOS, on your second step, drive your head upfield and cut the DT off.

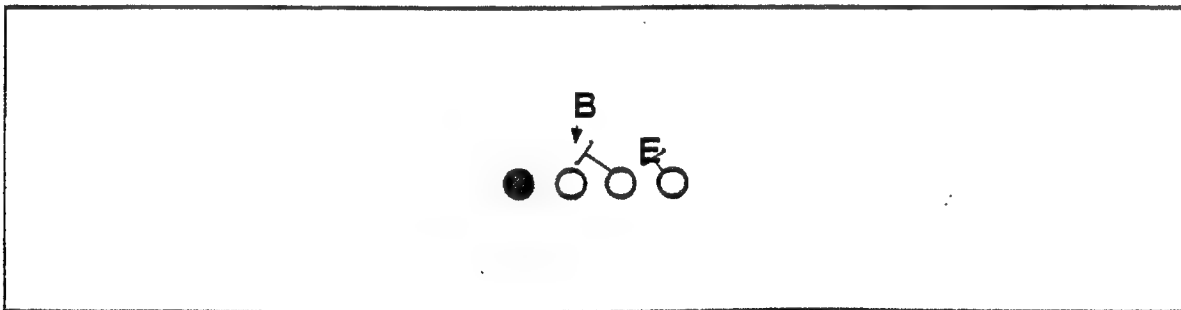
FST - Pull flat or drop with FS foot around down block by FST - you POA should be FS# or wider. You want to hook DE inside - don't let him work parallel to LOS you must get movement back toward original ball placement or backward on strong line from LOS. (Call Ed off if DT aligned in 4I.)



2. "DOWN"

FSY - Step down on DT with near foot for head across position drive man down LOS flat, allow no penetration. If DT pinches with OT work upfield on 2nd step to pin LB on the scrape technique. If DT works outside or loops, square him up and work back off LOS.

FST - Power through inside # of DT and get to FSLB with good angle upfield. Don't flatten out on initial step work north and south to LB. If DT pinches across your face, drive him down LOS with high BS flipper and head across - allow no penetration.

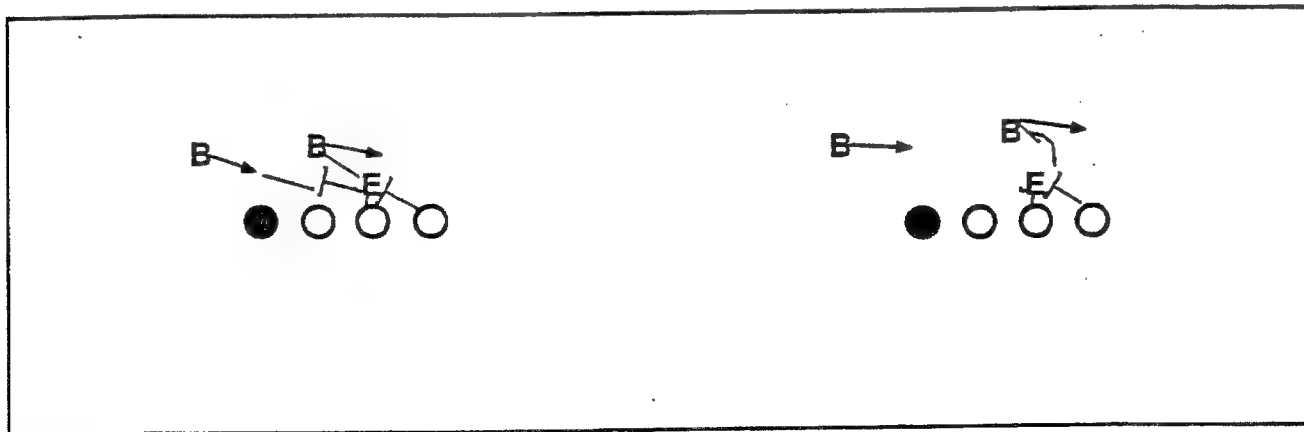


3.

"TREY"

FSY - Cut down split to 2 feet, 1st step should be semi-flat to inside to get on the outside # of the DT. 2nd step should be to seal or drive defender straight back if he plays straight or loops. If DT goes to inside, come upfield with 2nd step should be to seal or drive defender straight back if he plays straight or loops. If DT goes to inside, come upfield with 2nd step and look for FSLB to pin if he's inside of you. If he has gone over you, continue to BS of BSLB - don't case FSLB.

FST - Power through DT to get upfield to FSLB if he fills B gap or steps up. If he goes over top, don't chase but work down inside for BSLB. If the DT pinches with you, work head across in front, allow no penetration and work man down LOS. Tackle responsible for inside 1/2, Y responsible for 1/2.

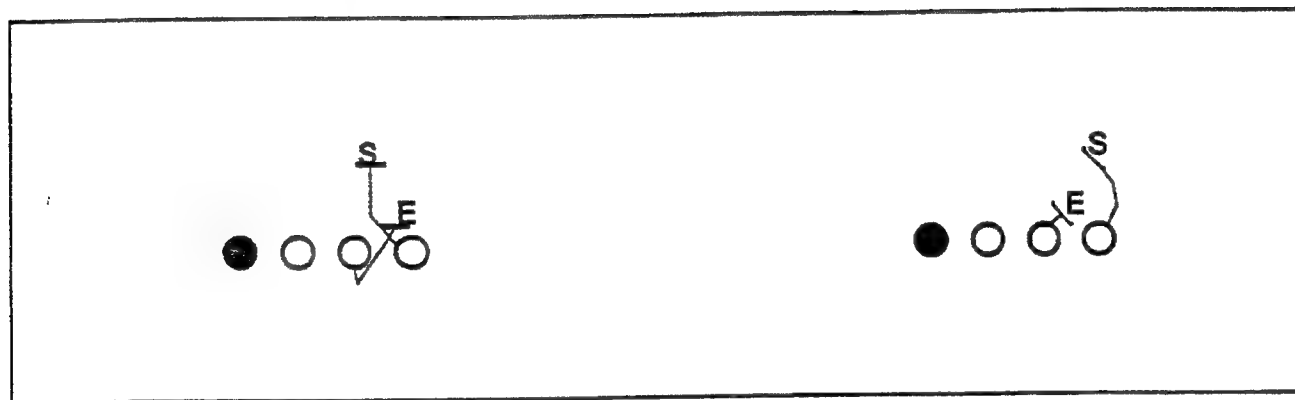


4.

"BIG"

Fold scheme between FST and Y to allow TE to go up under for LB to Inside.

FSY - You're going first. Take best angle to get to LB over FTS's head. POA inside # of LB. Block LB high and don't allow him to get to the ball. Shield man off.

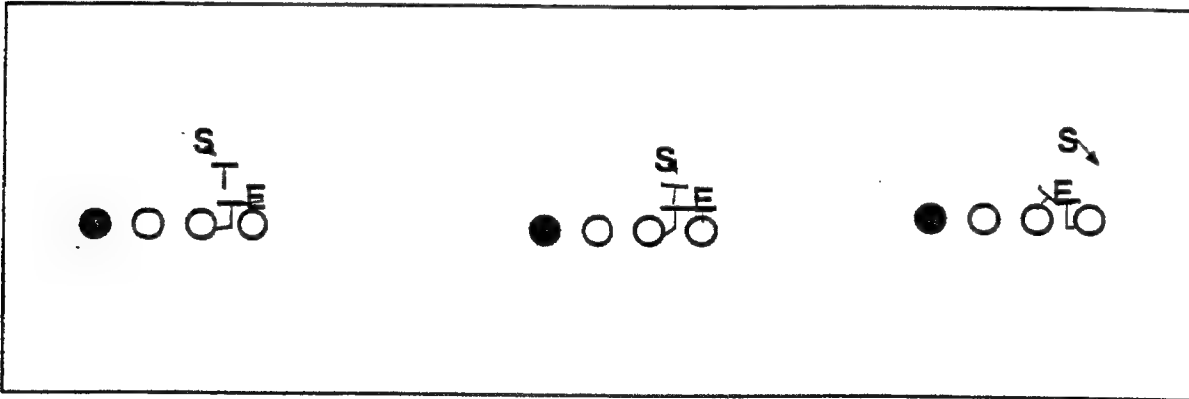


FST - Pass set and block out on EOL when he rushes. POA is inside #.

5. **"SCOOP"**

Belly technique for FST/Y vs. a bubble look over FST.
FSY - Lead step take off for inside #POA on down man.

FST - Flat step for near hip of down man, eyes on LB for fill. Double vs. LB scrape, come off when you get to LB on fill.

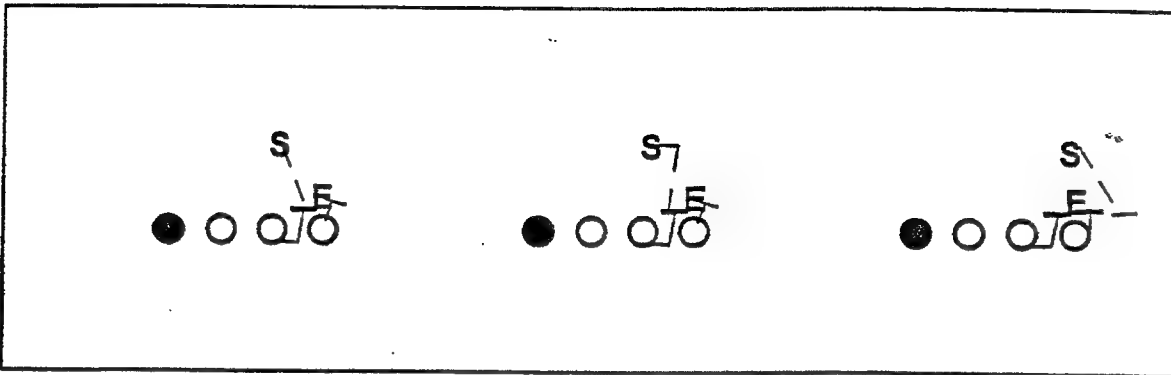


6. **"SCOOP"**

Inside zone technique for FST/Y vs. bubble look.

FSY - Settle step take off for mid-line of down man, possible get off for LB vs. scrape.

FST - Flat step take off for near hip of down man. 1 hand and push vs. hang, 2 hand push vs. stack, 2 hand push vs. scrape. Try to displace TE on down man.

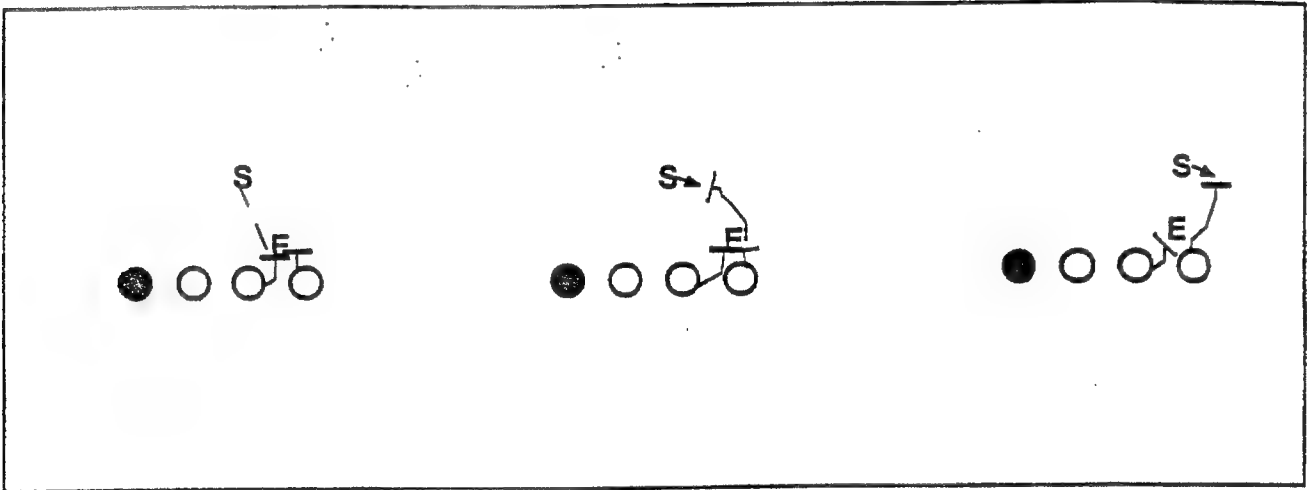


7. **"SCOOP"**

Outside zone technique for FST/Y vs. bubble look.

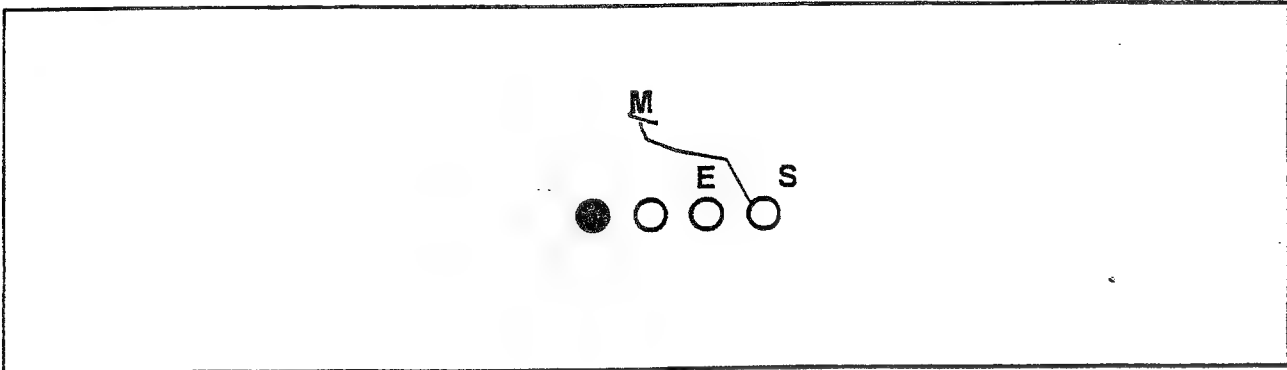
FSY - Settle step, take off for area outside of mid-line of down man. Work ahead beyond his helmet. Keep pushing (try to get head outside defenders. Body - don't turn your body to accomplish this). Look for scrap LB over the top (don't get off until he gets you).

FST - Flat step lead with near hand to hip of defender POA - Near #. Use 1 hand vs. a hanging LB, if he goes to stack, start pushing with 2 hands but don't bury your head until you know he's past defensive linemen. Now slip head to near #, mid-line and cover man up keep pushing.



8. "TURN" (tackle call)

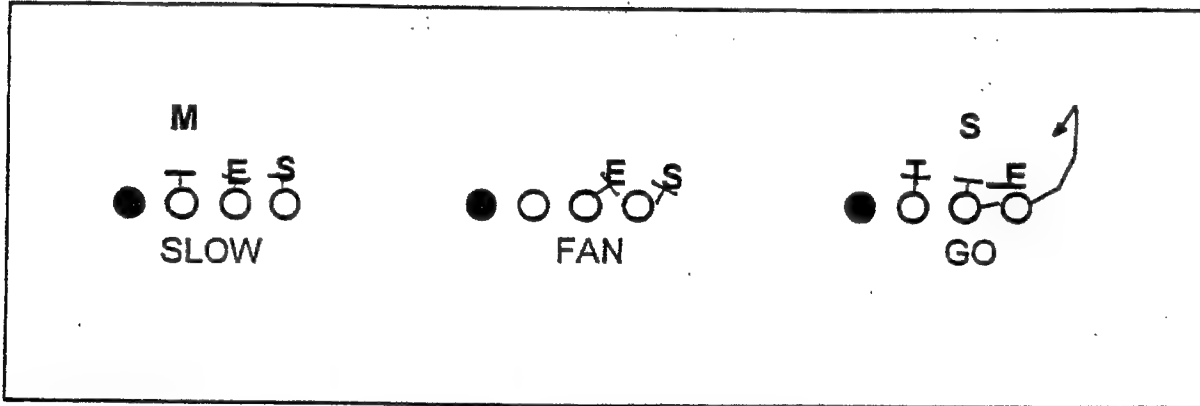
Influence scheme. Widen split and get down inside on FSLB as fast as possible. Get head in front and stop penetration.



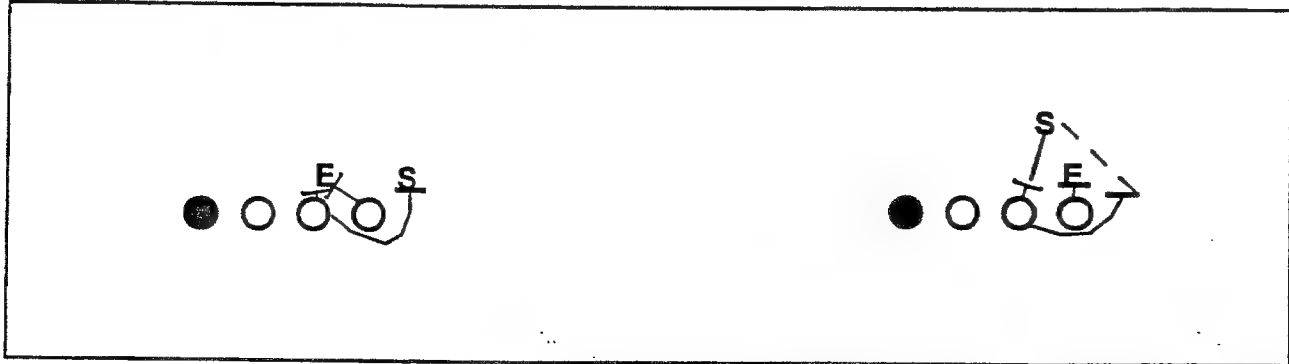
TE/TACKLE TECHNIQUE (PASS)

1. "SLOW" (FST call to FSY on 80/81)

90/91 (1 Back formation) where T and Y are in zone protection to their side.



2. "SLOW TED" (FST/Y technique on 258/259 Dash)



Set to block rush by man on N/R wipe off man over FST who will pull and seal your man.

PASS RELEASES FOR A TIGHT END

For the TE to be effective in the pass game, you must first be able to get off the LOS. The following releases will get you off the LOS if executed properly. One must become proficient with a release to both the left and right directions. A TE must use different releases as much as possible. Don't get into the habit of using the same release.

1. RIP TECHNIQUE

A power move performed by stepping with near foot (inside) and bringing the outside arm through as you step with the outside foot. Keep the head up and the shoulders low. Work the elbow of the rip arm and through the defender's hands. Primarily for an Inside Release.

2. SWIM TECHNIQUE

Step with the outside foot and with the outside hand pin the defender's elbow to his body. In the same movement bring the inside arm over the defenders body much like that of a swimmer. Must follow all the way through with the swimming motion so as not to get arm caught on defender's pads or headgear. Make sure you get separation from the defender and turn shoulders to the line of scrimmage and stay low, through the move. Primarily for an Outside Release.

3. HEAD & SHOULDER FAKE

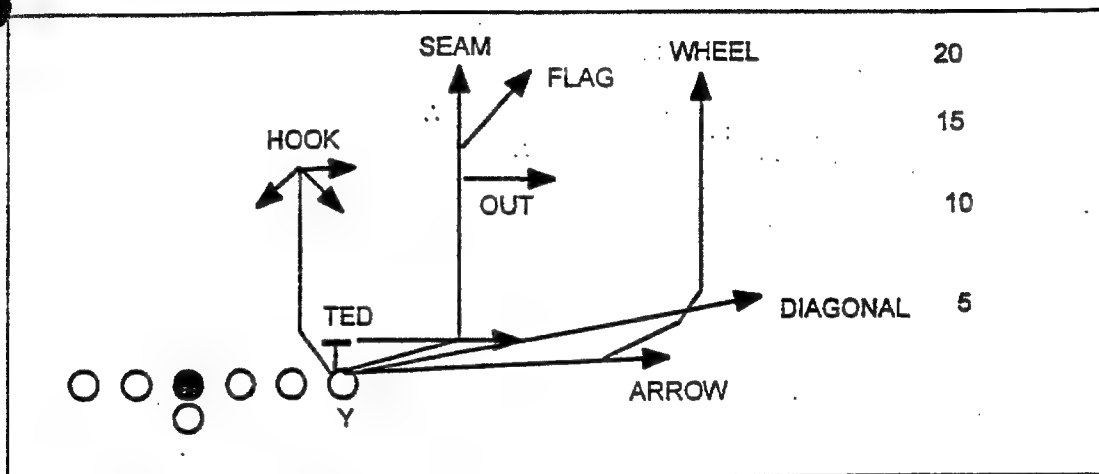
Must be executed quickly. Make a quick deliberate upper body fake opposite the direction you are going to release. Then quickly step with the directional foot avoiding the defender.

4. SLAM RELEASE

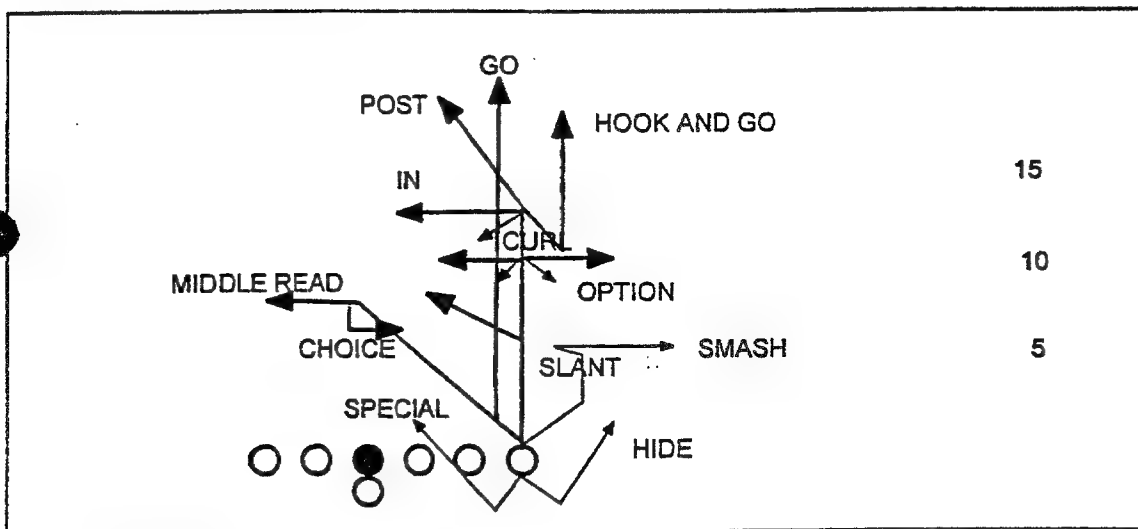
Use only as a game planned technique. Come off as a base block on 6 technique defender and then release into route. Hold on line of Scrimmage for a 1 or 2 count.

All of these releases can go in either direction, inside or outside. Get off the LOS as quickly as possible and get to the prescribed destination. Take the most direct route. Do not let the defender take you off course.

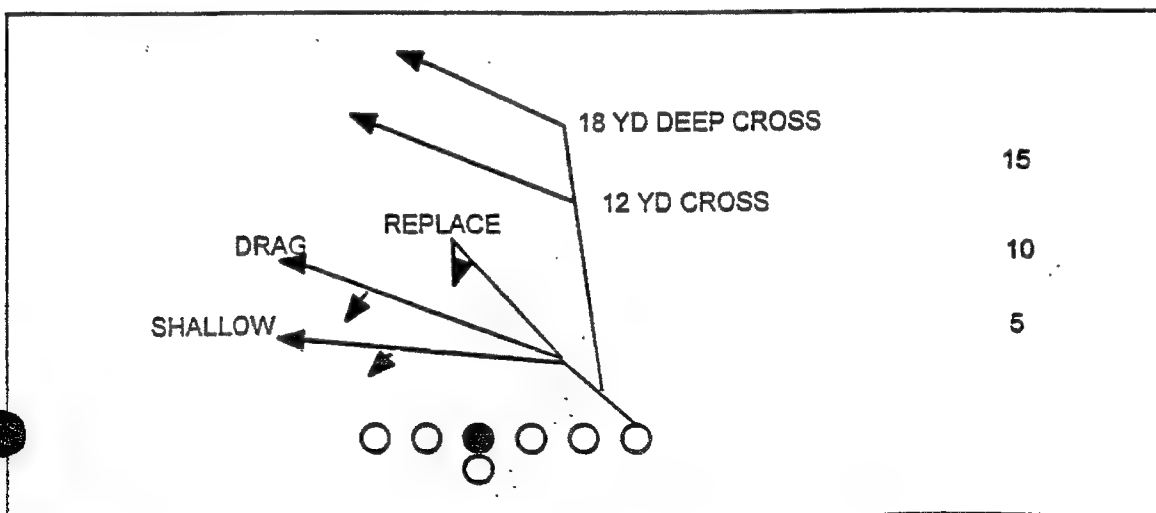
INDIVIDUAL ROUTES FOR "Y"



"Y" MIDDLE ROUTES



"Y" CROSSING ROUTES

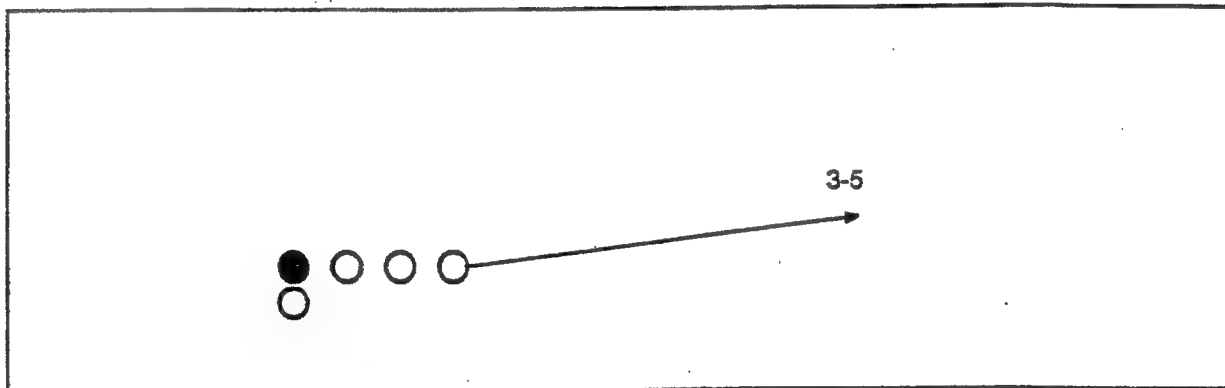


INDIVIDUAL ROUTES FOR "Y"

OUTSIDE ROUTES

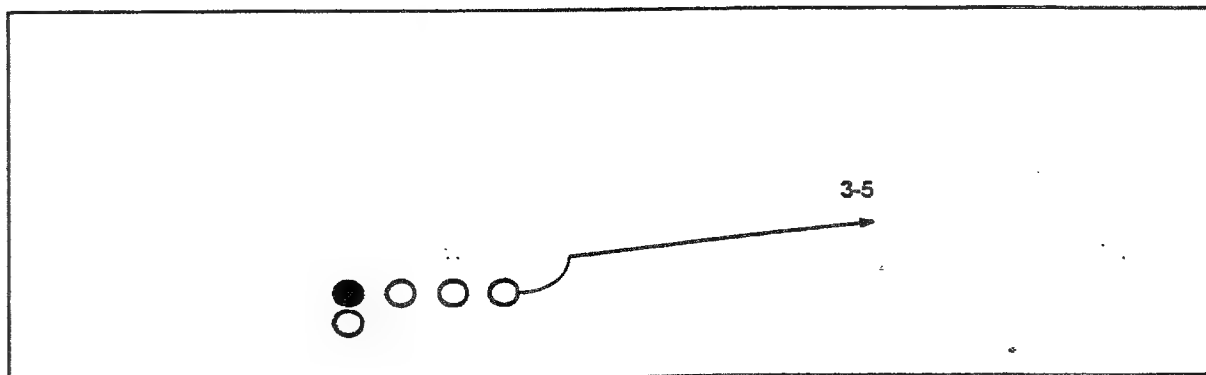
1. **ARROW**

Outside release, flat, towards sideline. Get wide quickly to pull coverage off of slant.



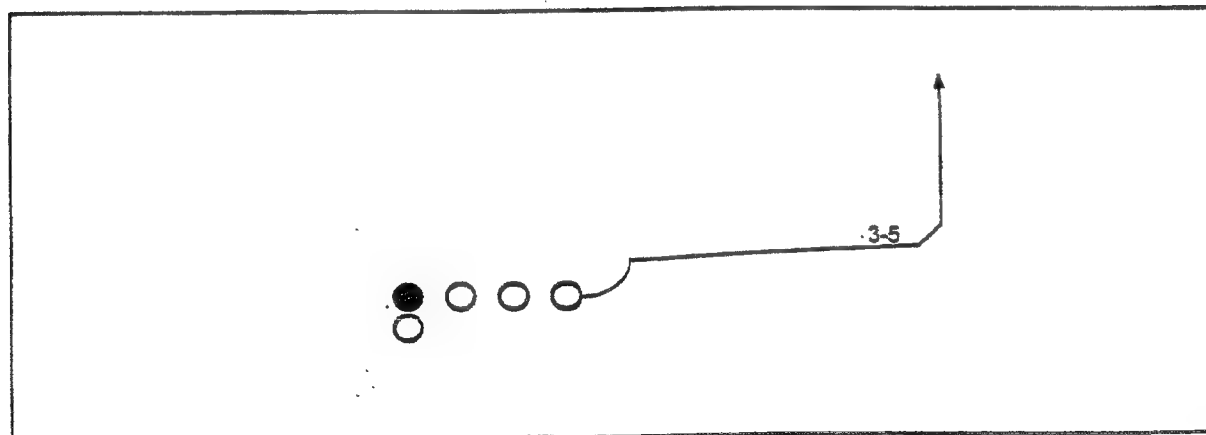
2. **DIAGONAL (D)**

Outside release, on second upfield step, plant inside foot and cut sharply to outside.



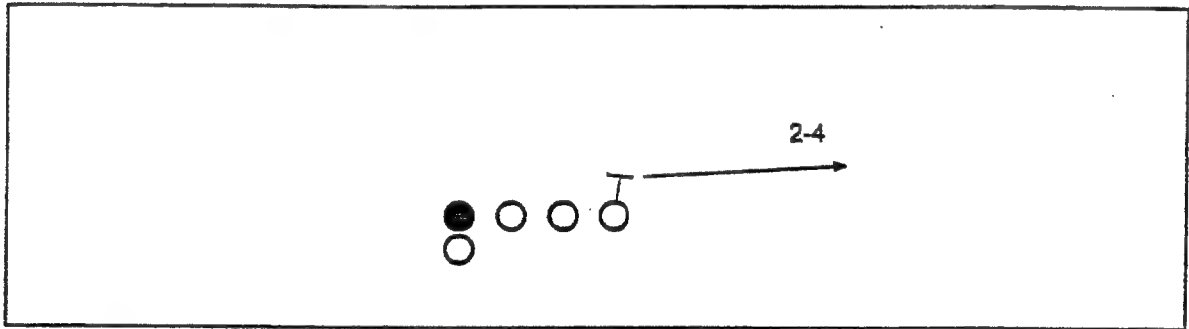
3. **WHEEL**

Run diagonal - look back at QB and turn it up sideline - looking over inside shoulder for ball.



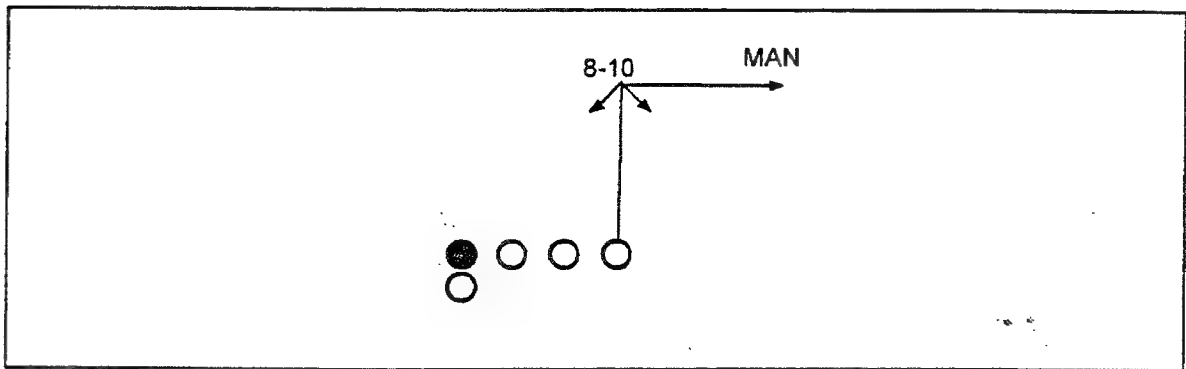
4. **TED**

The name Ted is a short term meaning Tight End Delay out - this route will be used mainly in short yardage and goal line situations. Deliver a good blow to the outside half of man over - keep stalemate and hold for two counts - then delay out in the diagonal area and laterally with the LOS - looking for ball - you should be 2-4 yards deep depending on the situation.



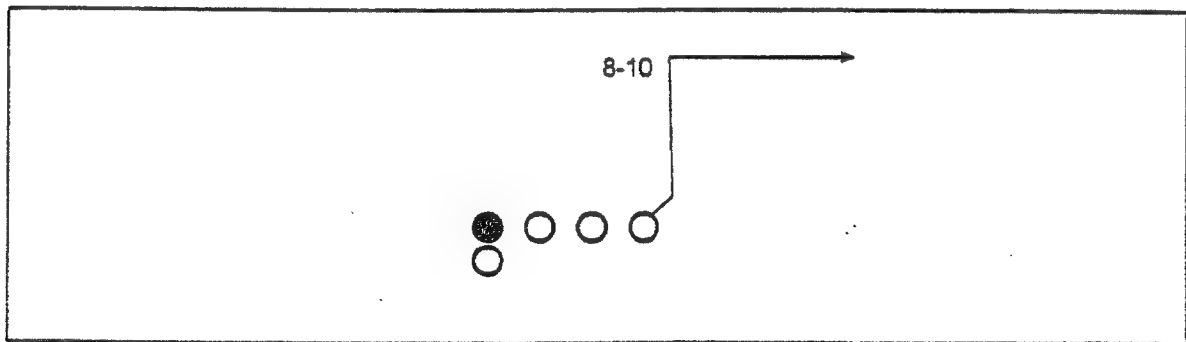
5. **HOOK**

Inside release to depth of 8-10 yards and hook it up to the outside. Plant upfield foot and comeback on a 45 degree angle to the outside or inside vs. zone. Turn route out vs. man coverage, but never break the route inside.



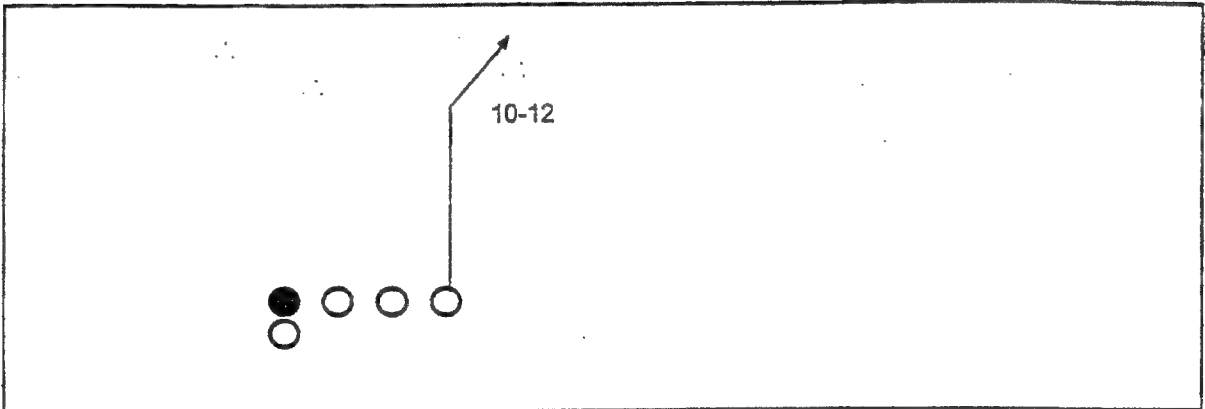
6. **OUT**

Outside release, run to depth of 8-10 yards. Plant inside foot and cut sharply to outside.



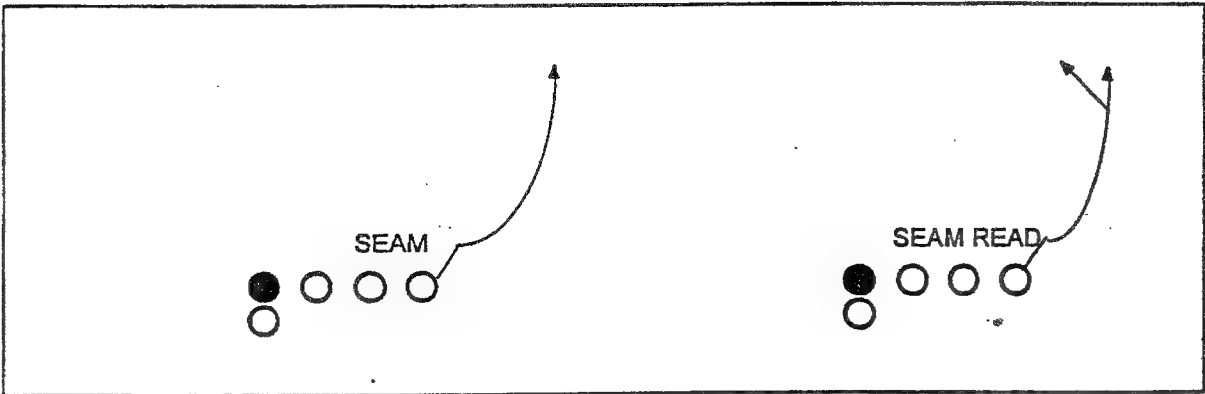
7. **FLAG**

Inside or outside release, run to a depth of 10-12 yards and bend toward the area of the flag looking over outside shoulder.



8. **SEAM**

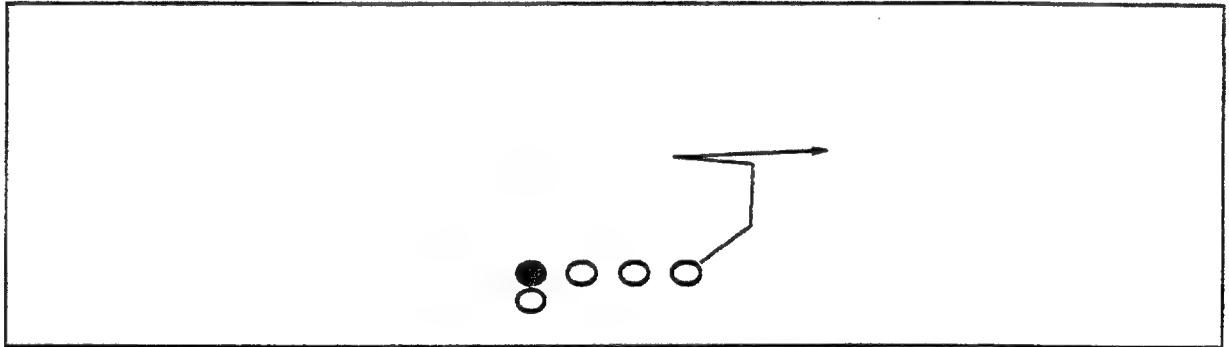
Outside release widen, as you run vertically to a point 3 yards inside the numbers, regardless of where the ball is positioned, looking over inside shoulder. On Seam read, vs. 2 deep (no one between hashes) shake move at 12 yards and break to post.



II. MIDDLE ROUTES

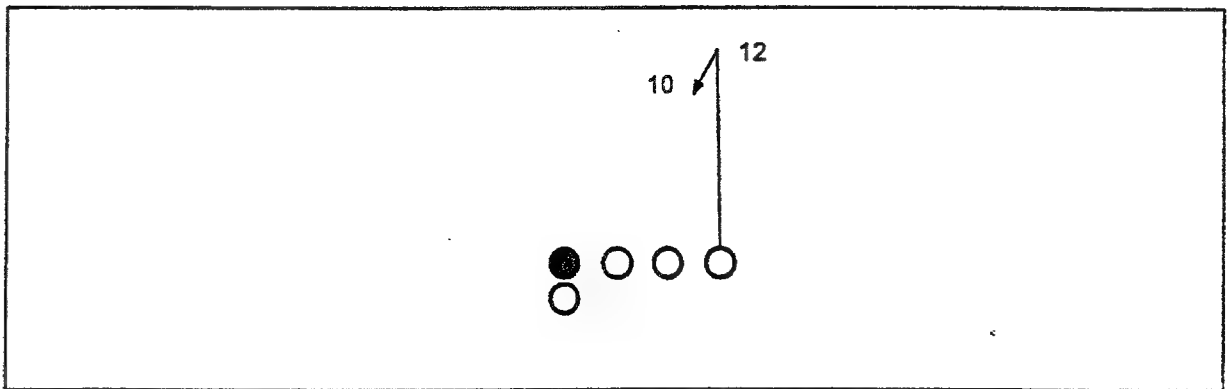
9. **SMASH**

Hard outside release to depth of 5 yards and 4 yards outside your alignment. Stop and cut sharply down inside - or run a wing in. OUT - start delay move and break back outside.



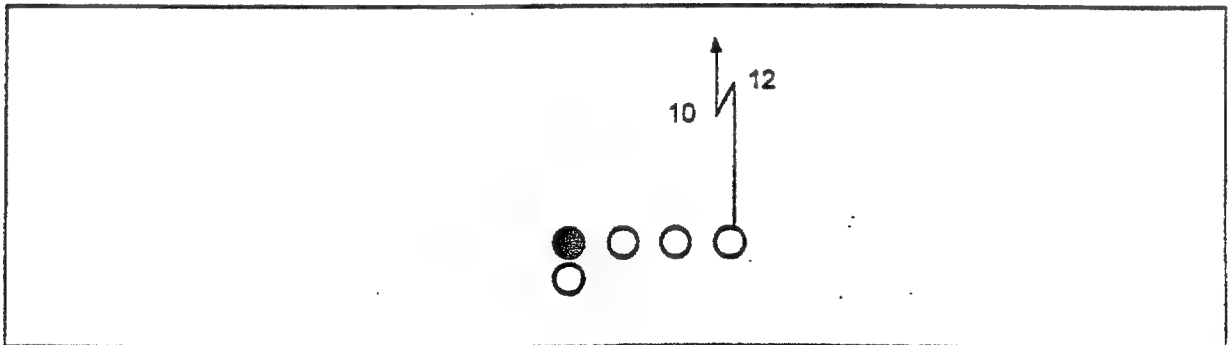
10. **CURL**

Inside or outside release, straight up the field except now we want to hook it up in the open spot. Depth of 12. Hook up at 10.



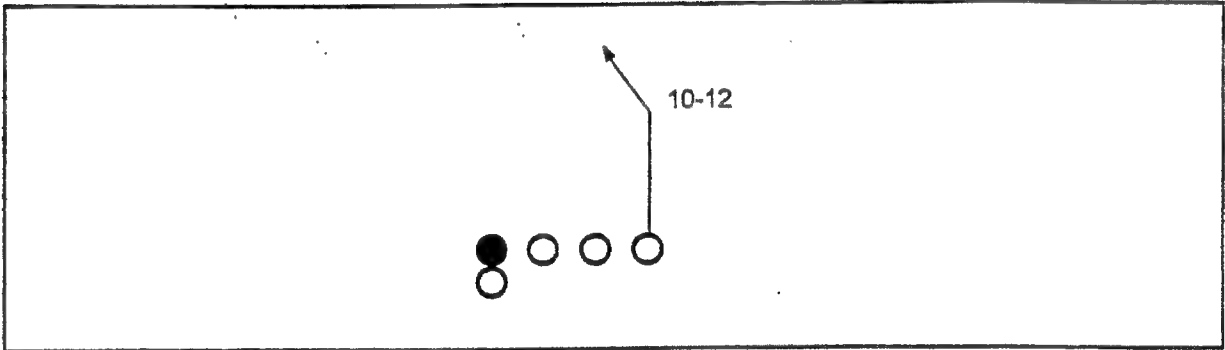
11. **CURL & GO**

Either inside or outside release to depth of 12 yards, give good hook move and then turn upfield after defense commits.



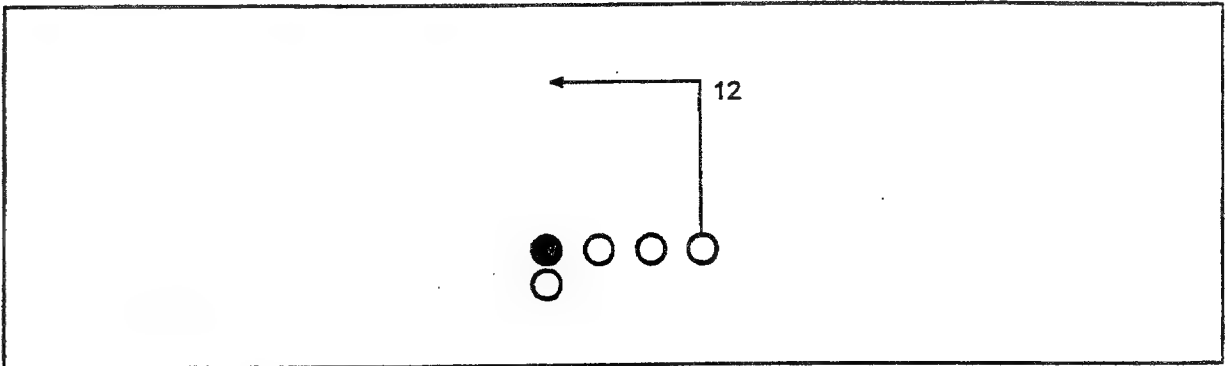
12. POST

Inside or outside release - run to depth of 10-12 yards - plant outside foot and break a little more than 45 degree angle to inside, running to the goalpost upfield.



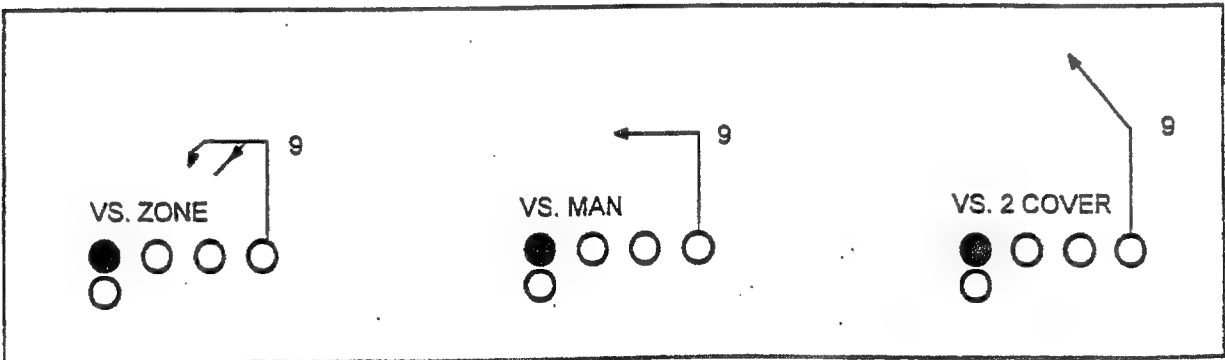
13. IN

Inside or outside release, running to depth of 12 yards, plant outside foot and cut sharply across the field. Continue across field and avoid gaining ground upfield. Stay flat once in route.



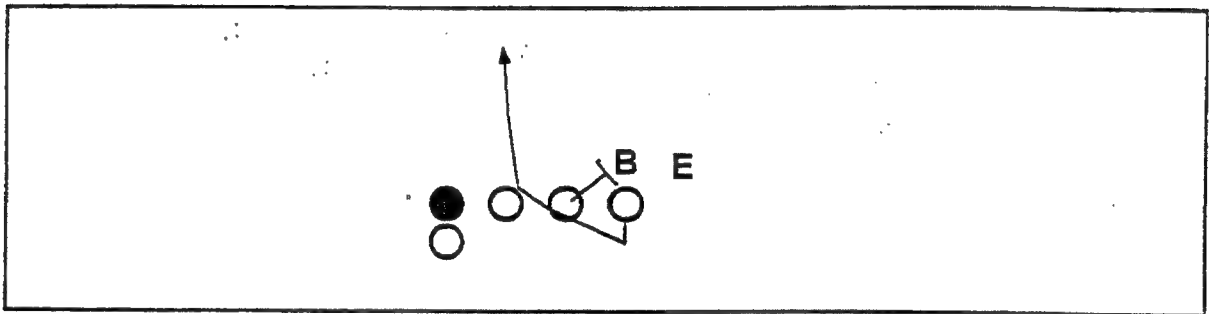
14. MIDDLE READ

Inside release, work upfield to depth of 9 yards. Hood over the Center vs. Zone or continue across field not gaining depth vs. Man vs. 2 Deep scheme, take route up middle.



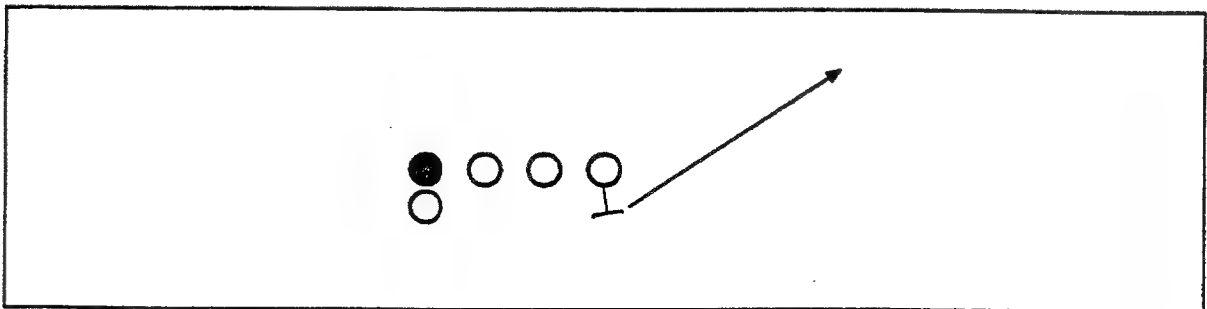
15. **SPECIAL**

Set-Block-Man on for 2 counts. Release inside - look quick for ball-CP-tackle bubble with cover man on you, tackle will block out, release under his block.



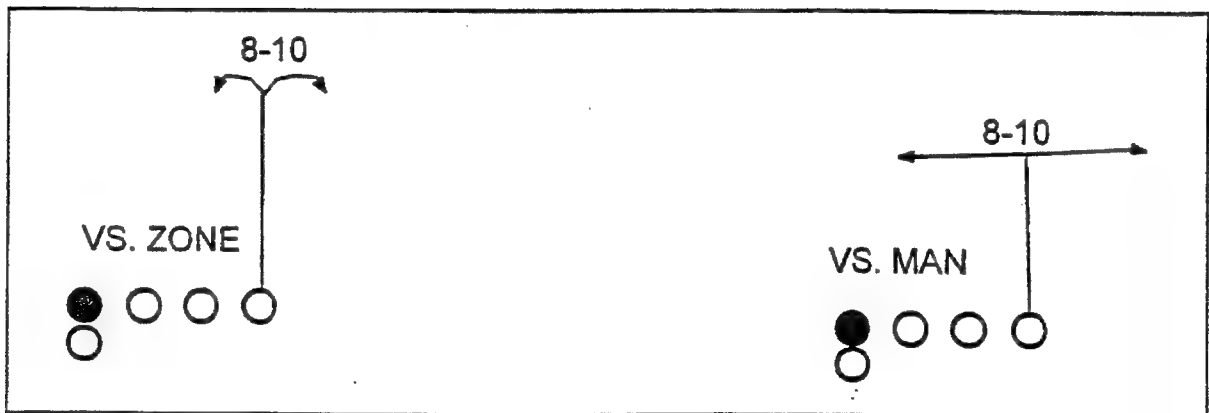
16. **HIDE**

Set block man on for 2 counts. Release outside - look quickly for ball while working to a depth of 5 yards.



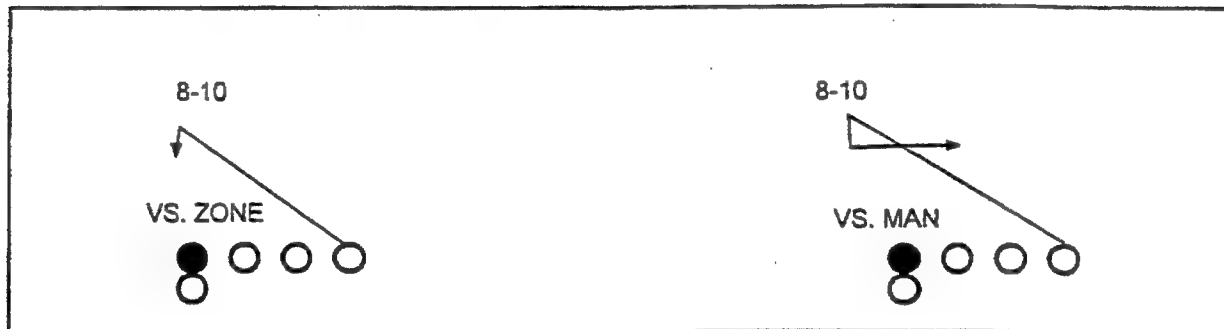
17. **OPTION**

Inside release through inside number of defender working vertically over the guard - tackle alignment to a depth of 8-10 yards. Break route away from underneath coverage. Comeback toward QB on Zone. Stay on the move vs. Man.



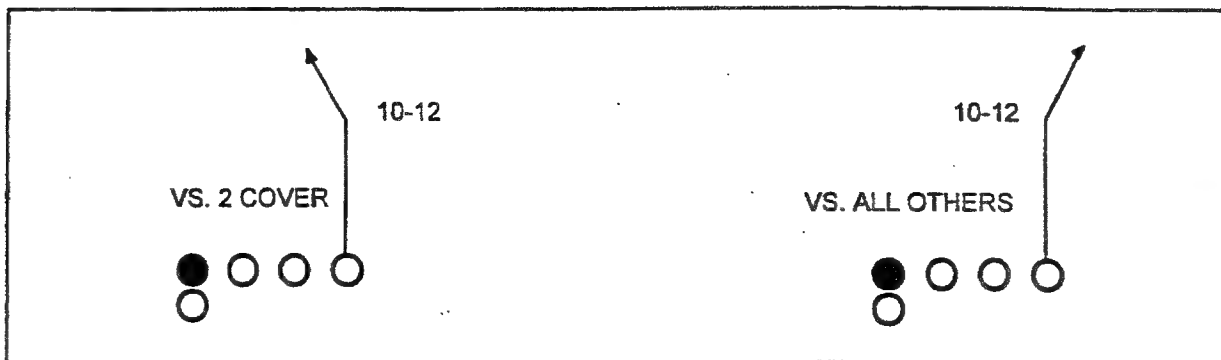
18. CHOICE ROUTE

Release inside underneath linebackers working to a point over the center at a depth of 8-10 yards, plant outside (upfield) foot, vs. Zone comeback on a direct line toward the offensive center. Vs. Man flatten and break route to outside not gaining depth while working crossfield.



19. "Y" READ

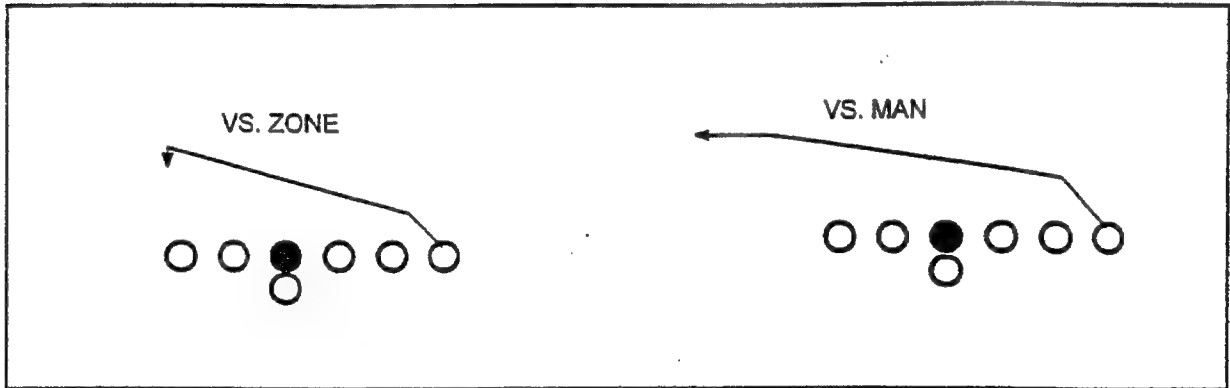
Best release, run to depth of 10-12 yards. Vs. 2 Deep coverage, run post. Vs. all other coverages, run flag.



III. CROSSING ROUTES

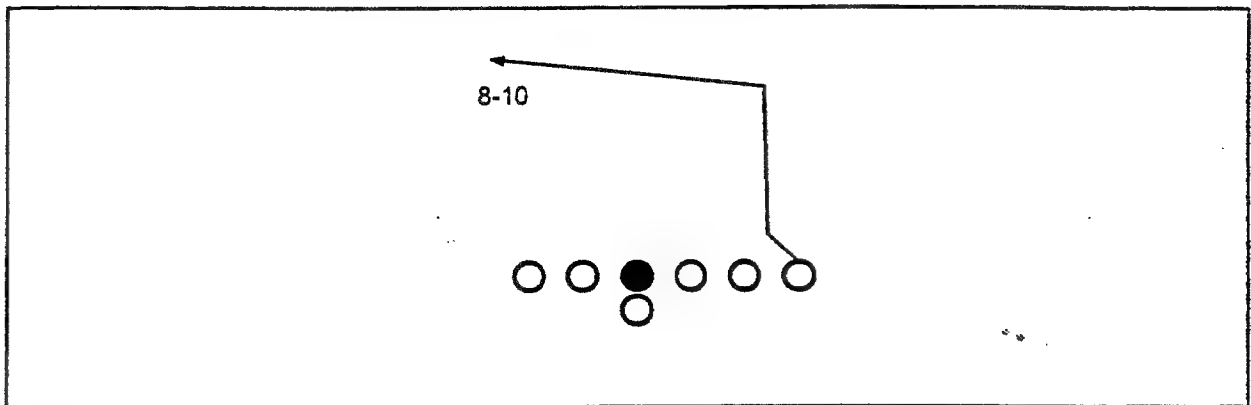
20. **DRAG**

Release inside underneath linebackers. Stop in front of our weakside tackle at a depth of 6 yards. Keep moving vs. Man.



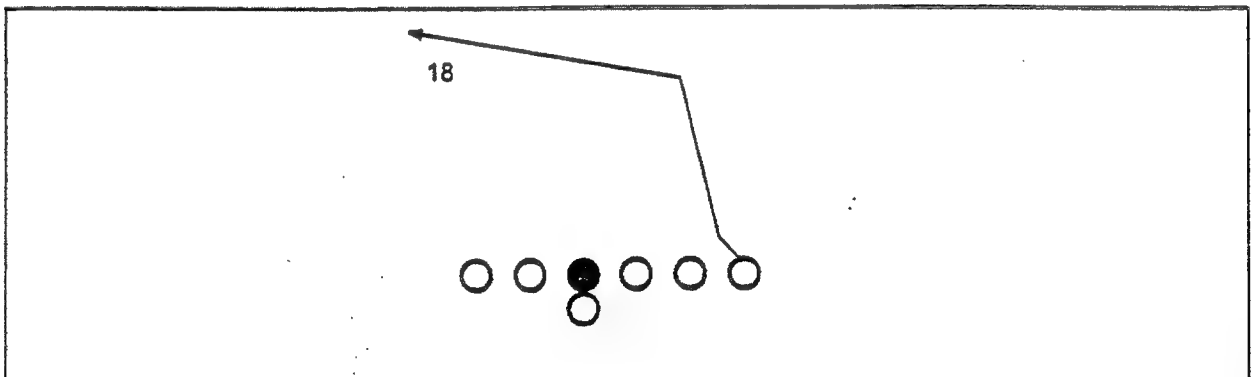
21. **CROSS**

Inside release and upfield three steps, plant and run route to depth of 8-10 yards over offside OT looking for ball and gaining ground upfield.



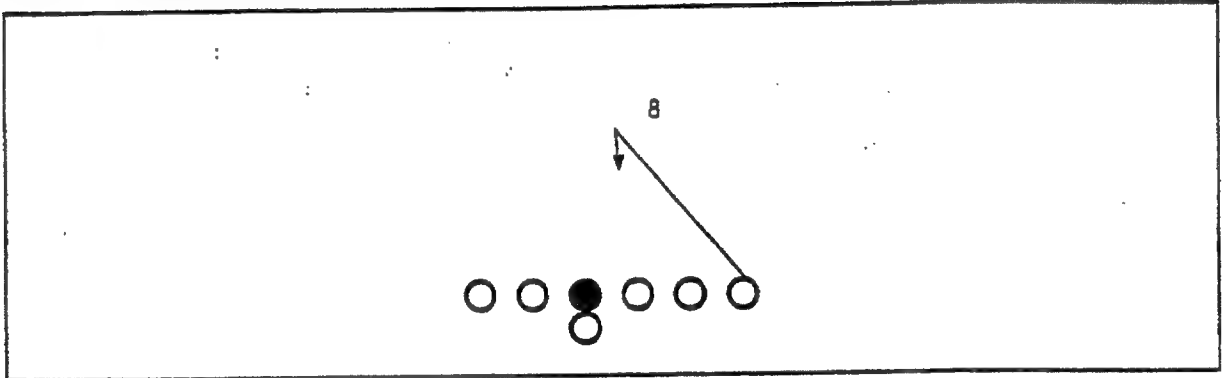
22. **DEEP CROSS**

Inside release - run upfield for 3 yards - break for the post area gaining width with depth to an area of 18 yards from LOS.



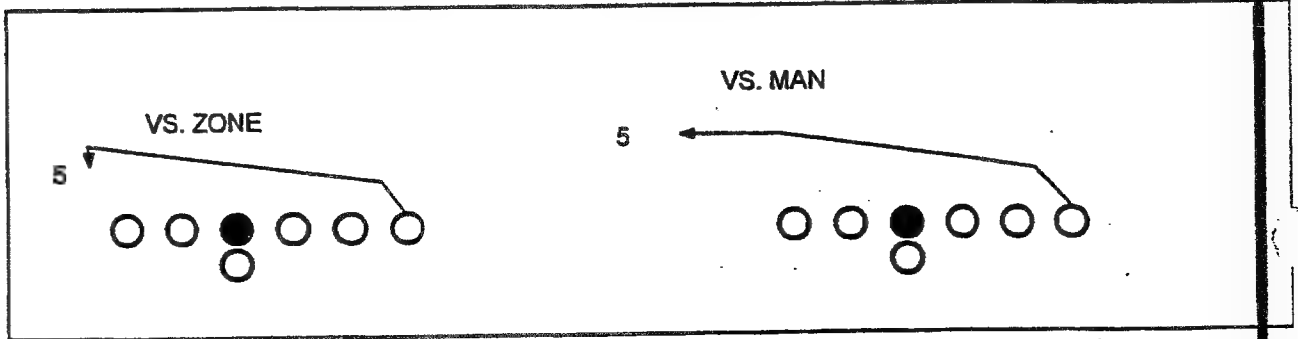
23. REPLACE

Inside release, underneath linebackers. Work quickly upfield gaining depth of 8 yards, replacing the backside linebacker.



24. SHALLOW

Inside release, 1 stop upfield then come underneath at depth of 5 yards. Sit down in area past the tackle vs. Zone, keep going vs. Man.



CONSISTENCY

Consistency is the truest measure of performance. Almost anyone can have a great day or even a great year. But true success is the ability to perform day in and day out, year after year, under all types of conditions. Inconsistency will win some of the time, consistency will win most of the time.

Consistency requires concentration, determination and repetition. To be at your best all the time you must:

TAKE NOTHING FOR GRANTED

If you aren't "Up" every day, something or someone will knock you down.

TAKE PRIDE IN WHAT YOU DO

The things you do well are the things you enjoy doing.

TAKE SETBACKS IN STRIDE

Don't brood over reverses. Learn from them.

TAKE CALCULATED CHANCES

To win something, you must risk something.

TAKE WORK HOME

To get ahead, plan ahead.

TAKE THE EXTRA LAP

Condition yourself for the long run. The tested can always take it.

DON'T TAKE "NO" FOR AN ANSWER

You can do what you believe you can do.



CLEVELAND BROWNS

DEFENSIVE

TERMINOLOGY

DEFENSIVE IDENTIFICATION AND TERMINOLOGY

NOMENCLATURE

DEFENSIVE PERSONNEL ABBREVIATIONS

LINEMEN

- T - TACKLES
- E - ENDS
- N - NOSE (Only used in 3-4 Looks)

LINEBACKERS

- S - SAM - Outside LB to strong side
- M - MIKE - MLB in 4-3 or strong side inside in 3-4
- J - JACK - Weak inside LB in 3-4 or 4-4
- W - WILL - Outside LB to weak side

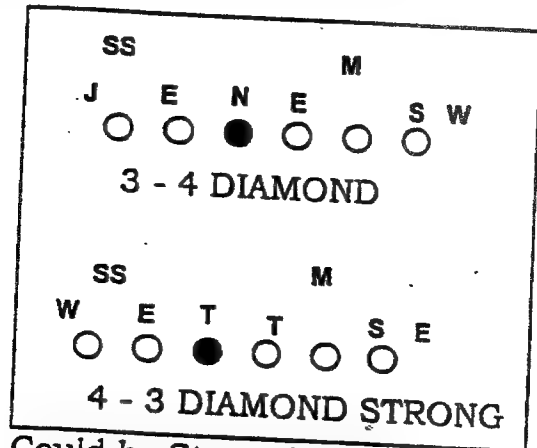
DEF. BACKS

- C - CORNERS - Outside deep back
- S/S - STRONG SAFETY - Inside deep back to strong side
- F/S - FREE SAFETY - Inside deep back away from strength
- SUB - Extra defensive back in substitution defense
- DB - Strong side LB position in substitution defense
- WB - Weak side LB position in substitution defense

IDENTIFYING THE DIAMOND PERSONNEL

- SAM - Man on TE
- WILL - Man outside TE (End 4-3)
- MIKE - Man in Strong Bubble
- STRONG SAFETY - Man in Weak Bubble

MAN OUTSIDE WEAK = JACK (3-4) END (4-3)



Could be Strong/Weak
Depending on DE's Alignment

DEFENSIVE LINE TECHNIQUES

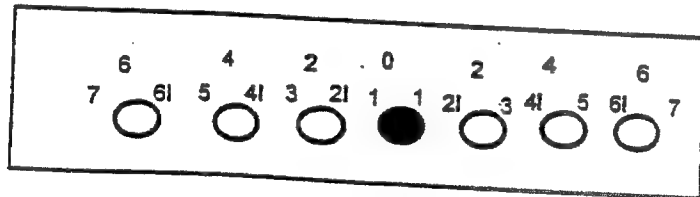
We will label defenders on the LOS with number we call Techniques.
We identify alignments of defenders using their Techniques.

EVEN NUMBERS - HEAD UP DEFENDERS

- 0 - Head up on Center
- 2 - Head up on Guard
- 4 - Head up on Tackle
- 6 - Head up on End

ODD NUMBERS

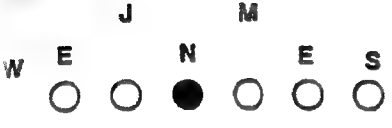
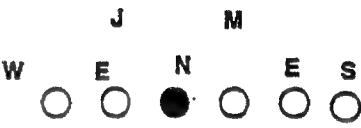
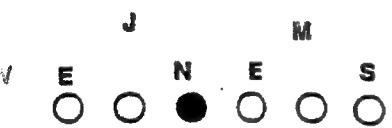
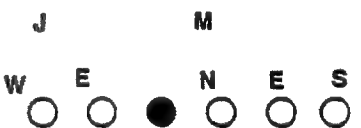
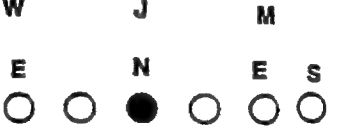
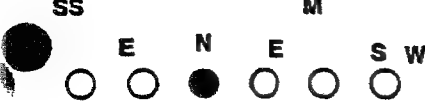
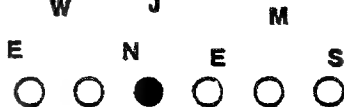

- 1 - Outside shoulder of Center
- 3 - Outside shoulder of Guard
- 5 - Outside shoulder of Tackle
- 7 - Outside shoulder of End



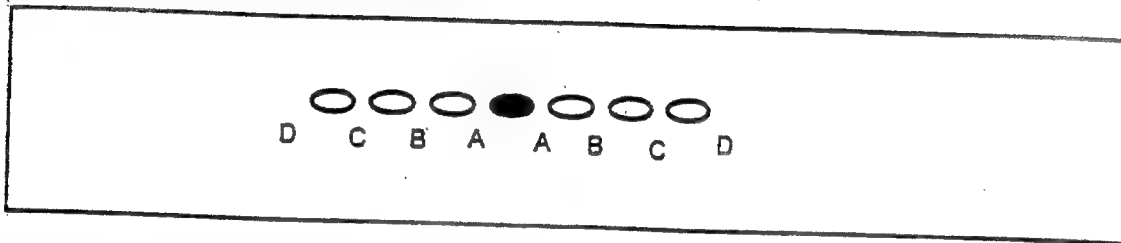
INSIDE ALIGNMENT

- 2I - Inside shoulder of Guard
- 4I - Inside shoulder of Tackle
- 6I - Inside shoulder of End

3 MAN DEFENSIVE LINE FRONTS

 <p style="text-align: center;">3-4 UNDER</p>	 <p style="text-align: center;">3-4 DOUBLE REDUCED</p>	 <p style="text-align: center;">4 OVER STACK</p>
 <p style="text-align: center;">3/4 / 4-4</p>	 <p style="text-align: center;">3-4 BOSS</p>	
 <p style="text-align: center;">4 DIAMOND</p>	 <p style="text-align: center;">3-4 OVER STACK W IN</p>	 <p style="text-align: center;">3-4 OVER LOAD</p>

GAP - CALLED BY LETTERS



- A GAP - GAP BETWEEN C AND G
- B GAP - GAP BETWEEN G AND T
- C GAP - GAP BETWEEN T AND E
- D GAP - GAP OUTSIDE TE POSITION

LB POSITION

Having knowledge of where the LB is will allow you to ID the look and further understand the defensive philosophy.

MIKE ALIGNMENTS

- 3-4 NORMAL - Over Strong Side Guard and off the LOS
- UNDER - Over Strong Side Guard and off the LOS
- OVER STACK - Over Strong Side Tackle and off the LOS
- TUFF - in any of the above alignments and on the LOS

- 4-3 NORMAL - Over Center and off the LOS
- OVER - Over Weak Side Guard and off the LOS
- UNDER - Over Strong Side Guard and off the LOS
- TUFF - In any of the above alignments and on the LOS

LINEBACKER SHIFTS

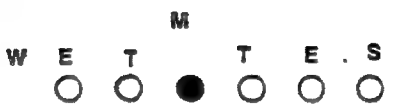
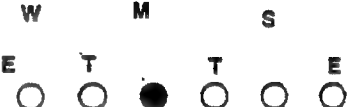




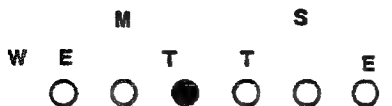
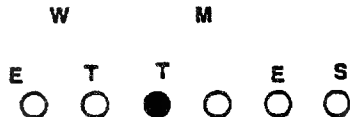





- BOSS - Backer (S) over Strong
- BOW - Backer (S) shifted away from Strength
- Mike LB in a "0" Stack

WILL ALIGNMENTS

- 3-4 NORMAL - Outside the DT and on the LOS
- UNDER - Aligned in 5 Tech on Weak Side Tackle on the LOS
- HIP - Slightly outside DT off the LOS
- WALK - Midway between OT and WR off the LOS
- HAWK - Covering WR on the LOS

- 4-3 NORMAL - Outside DE and on the LOS
- IN - Inside DE and off the LOS
- HIP - Slightly outside DE and off the LOS
- WALK - Midway between OT and WR off the LOS
- HAWK - Covering the WR and on the LOS
- TUFF IN - Inside DE and on the LOS

4 MAN DEFENSIVE LINE FRONTS

 <p>W E T M T E S ○ ○ ● ○ ○ ○</p> <p>4-3</p>	 <p>W M S E T M T E ○ ○ ● ○ ○ ○</p> <p>43 STACK</p>	 <p>W M E T M T E S ○ ○ ● ○ ○ ○</p> <p>44 STRONG</p>
 <p>W M S E T M T E ○ ○ ● ○ ○ ○</p> <p>44 S - HIP</p>	 <p>M W E T T E S ○ ○ ● ○ ○ ○</p> <p>4-3 OVER</p>	 <p>M W E T T E S ○ ○ ● ○ ○ ○</p> <p>4-3 UNDER</p>
 <p>M S W E T T E ○ ○ ● ○ ○ ○</p> <p>4-3 OVER STACK</p>	 <p>W M E T T E S ○ ○ ● ○ ○ ○</p> <p>4-3 UNDER W IN</p>	 <p>W M E T T E S ○ ○ ● ○ ○ ○</p> <p>4-3 UNDER WIDE</p>
 <p>M S W E T T E ○ ○ ● ○ ○ ○</p> <p>4-3 STACK OVER</p>	 <p>W M E T T E SS S ○ ○ ● ○ ○ ○</p> <p>DIAMOND WK SUP</p>	 <p>W M E T T E SS S ○ ○ ● ○ ○ ○</p> <p>4-3 SS DIAM WK</p>
 <p>M SS W E T T E S ○ ○ ● ○ ○ ○</p> <p>OVER STK SAM OUT SIN</p>		

SAM ALIGNMENTS

- 3-4 NORMAL - Head up to TE on either shoulder
- 4-3 NORMAL - Head up to TE on either shoulder
STACK - Over Strong Side OT, inside DE and off the LOS
(Depends on the Base Front)
OVER STACK - Over Strong Side OT, inside DE and off the LOS
STACK OVER - Over Strong Side OG, inside DT and off the LOS
TUFF - Aligned over any player other than TE and on the LOS
OUT - Outside the TE and DE and on the LOS
HIP - Outside of TE and DE and off the LOS
SWITCH - Any case where Sam and DE have switched alignments on LOS
WALK - Three or more yards outside of Y off the LOS.

JACK ALIGNMENTS (USED ONLY IN 3-4 DEFENSE OR WITH 4-4 PERSONNEL)

- NORMAL - Over Weak Side OG and off the LOS
UNDER - Over Weak Side OG, outside DT and off the LOS
HIGH - Outside DE and Will and off the LOS
HIGH TUFF - Outside DE and Will and on the LOS

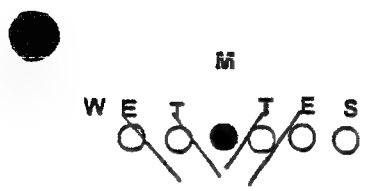
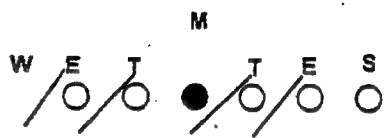
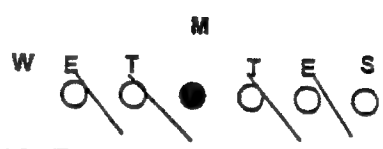
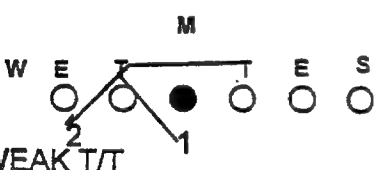
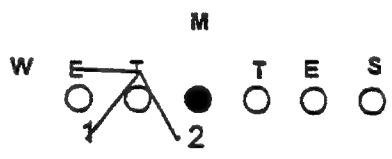
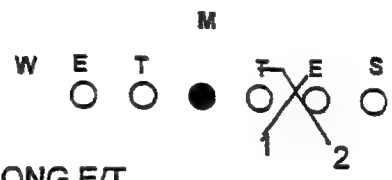
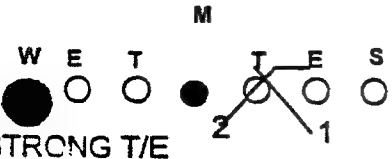
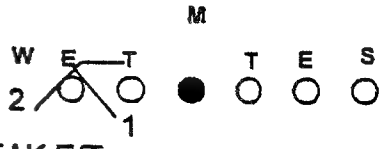
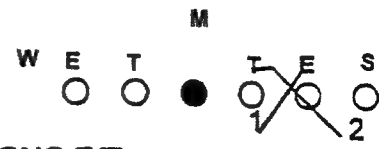
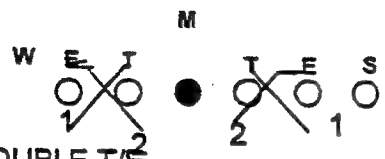
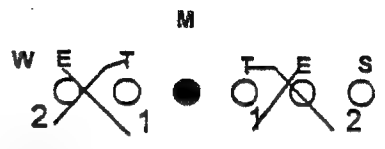
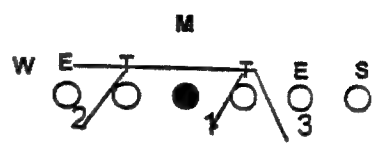
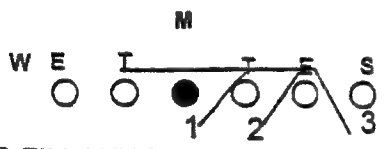
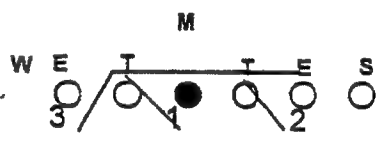
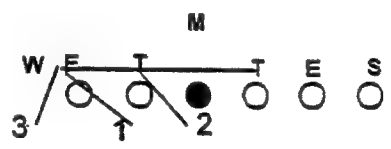
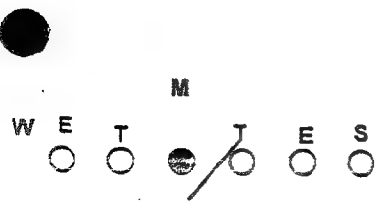
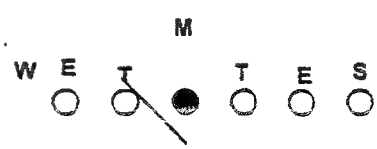
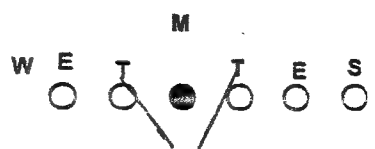
S/S (IN AN 8 MAN FRONT CONCEPT DESIGNATES THAT S/S IS NOT PART OF THE DEF FRONT)

- SUP - Safety aligned to area outside TE and on the LOS
SOY - Safety aligned to area over TE and off the LOS
SIN - Safety aligned to area inside TE (Weak = To Weak Side)
WS - WUP - Safety aligned to area outside OT and on the LOS
- WOY - Safety aligned to area over OT and off the LOS
WIN - Safety aligned to area inside OT off the LOS

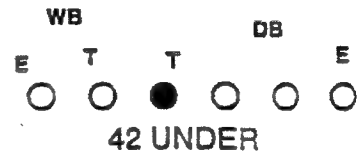
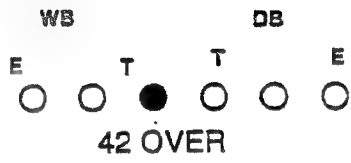
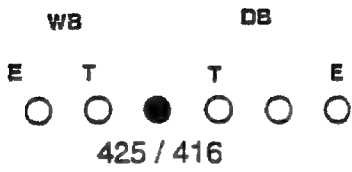
3 MAN LINE STUNTS & TWISTS

<p>RONG VEER</p>	<p>WEAK VEER</p>	<p>DOUBLE VEER</p>
<p>SINGLE</p>	<p>SLANT</p>	<p>WK FILL</p>
<p>R FILL</p>	<p>SKIN STRONG</p>	<p>SKIN WEAK</p>
<p>STRONG E/N</p>	<p>WEAK E/N</p>	<p>STRONG N/E</p>
<p>WEAK N/E</p>	<p>STRONG N E / SAM</p>	<p>DBL VEER STORM</p>

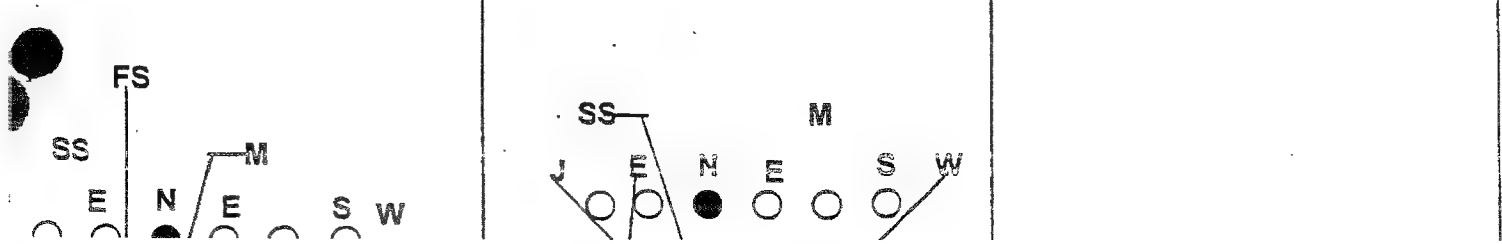
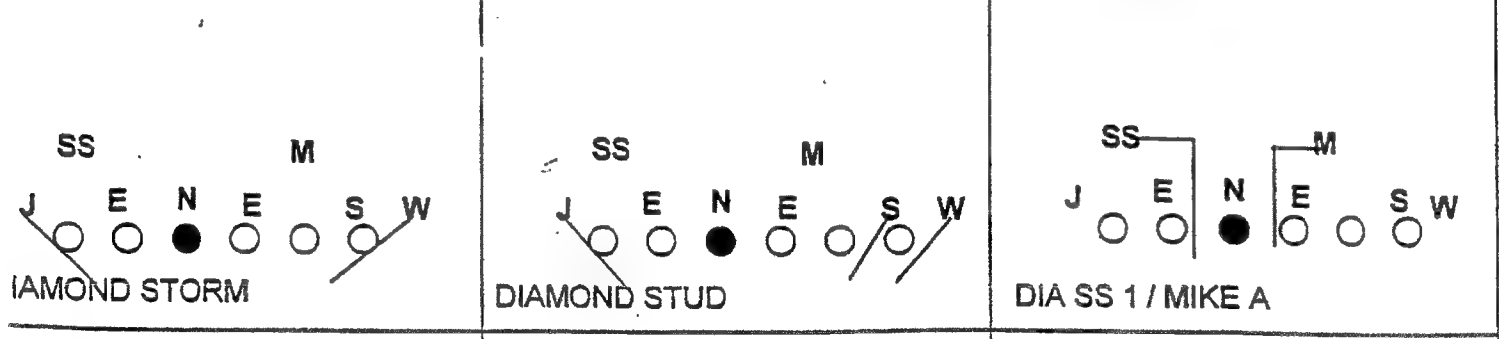
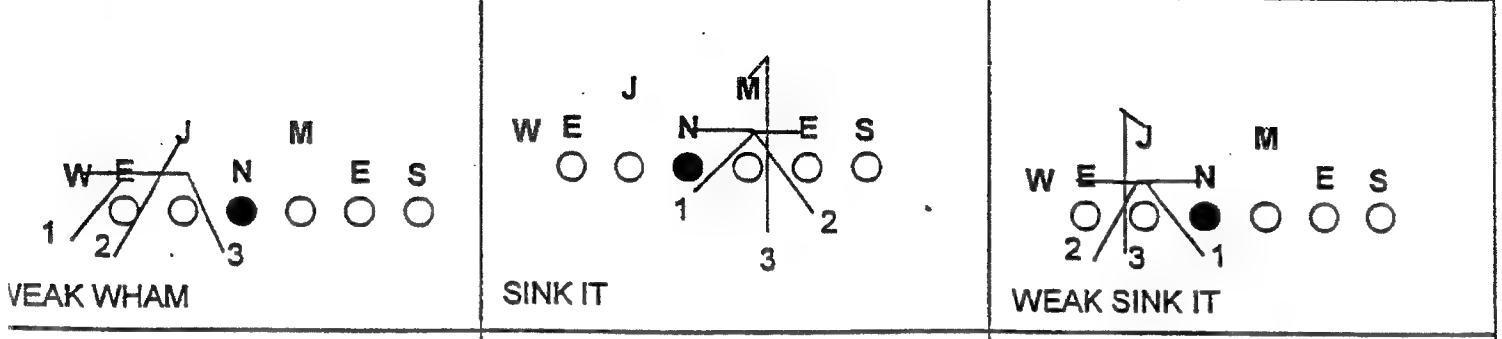
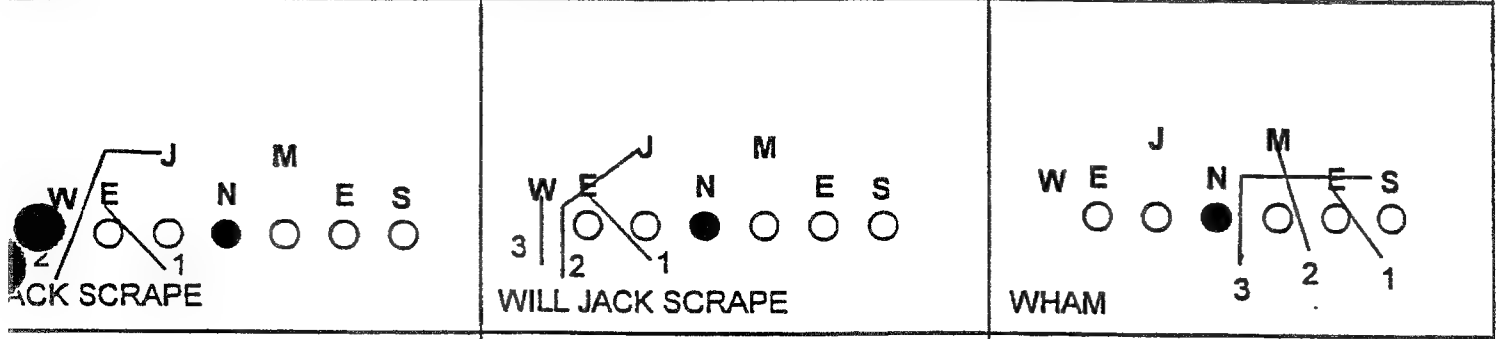
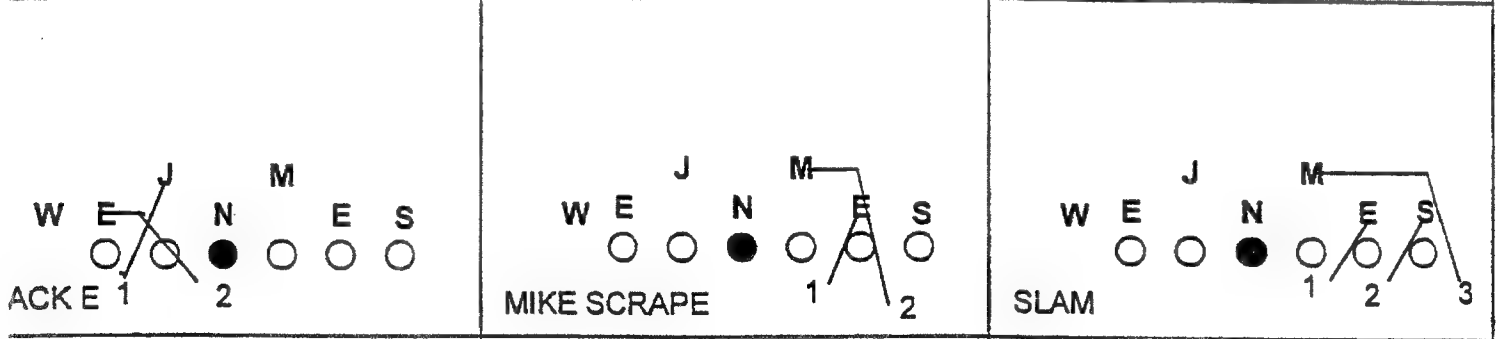
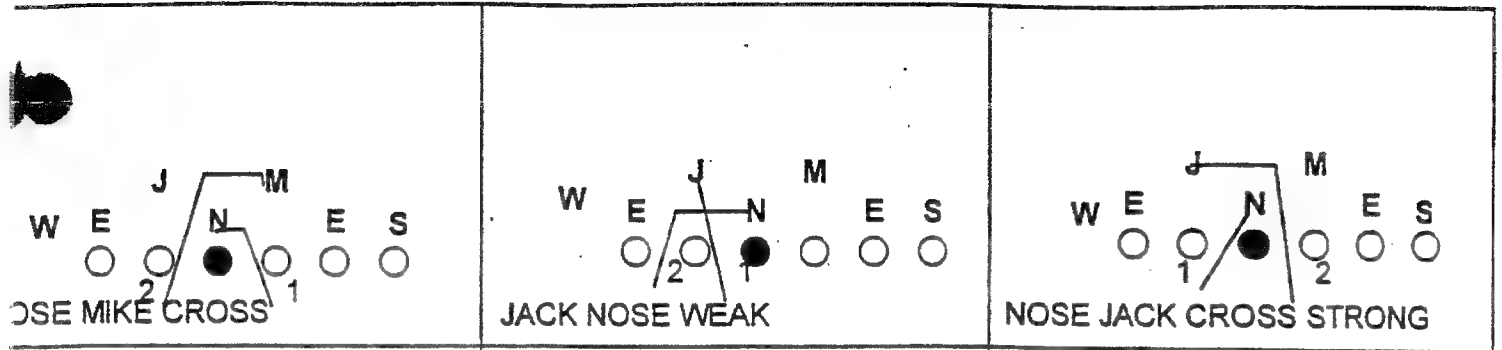
4 MAN TWIST AND STUNTS

 <p>DBL FILL</p>	 <p>SLANT</p>	 <p>ANGLE</p>
 <p>WEAK T/T</p>	 <p>WEAK T/E</p>	 <p>STRONG E/T</p>
 <p>STRONG T/E</p>	 <p>WEAK E/T</p>	 <p>STRONG E/T</p>
 <p>DOUBLE T/E</p>	 <p>DOUBLE E/T</p>	 <p>TS SLANT WK E</p>
 <p>STR FILL WK T</p>	 <p>TS ANGLE STR E</p>	 <p>WK FILL STR T</p>
 <p>STRONG DART</p>	 <p>WEAK DART</p>	 <p>STRONG DART</p>

4 MAN SUB DEFENSIVE FRONTS



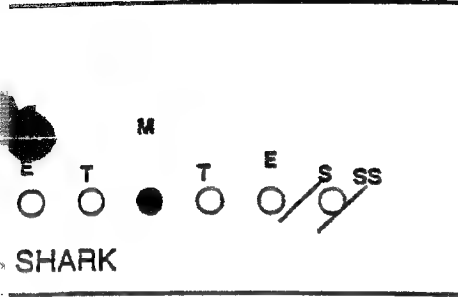
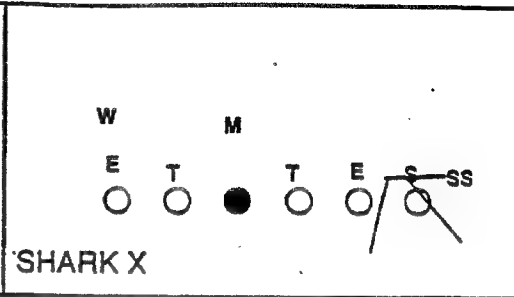
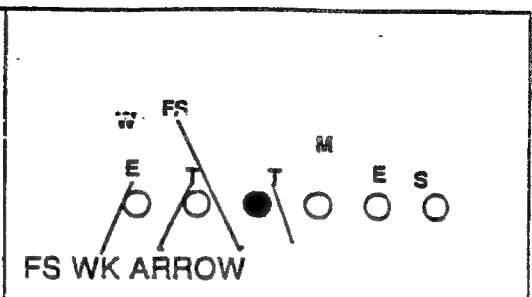
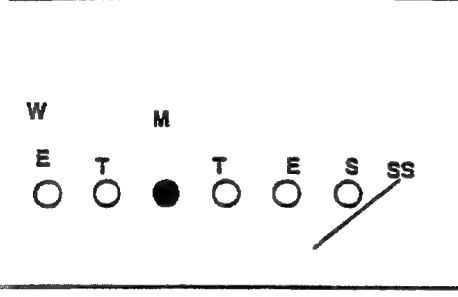
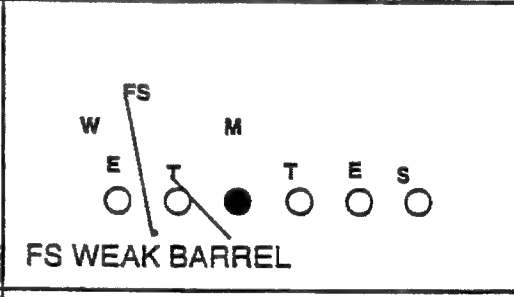
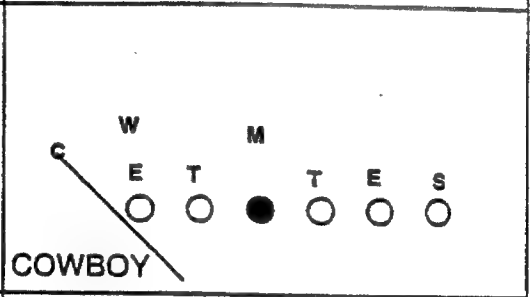
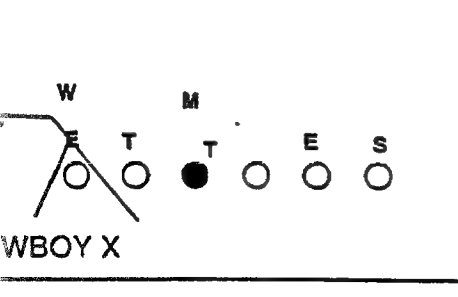
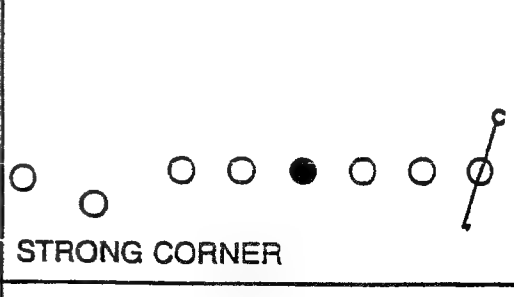
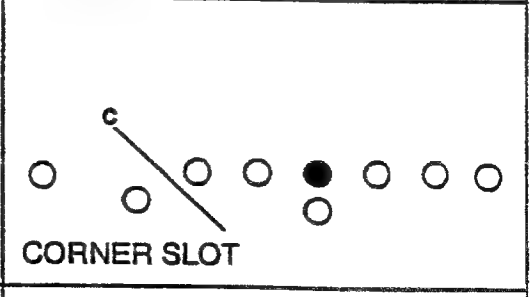
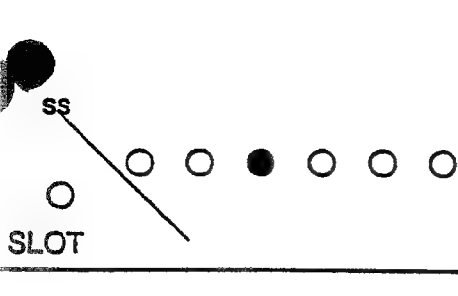
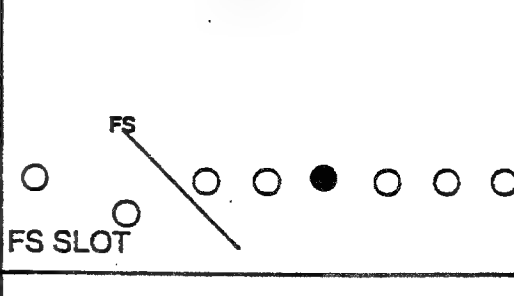
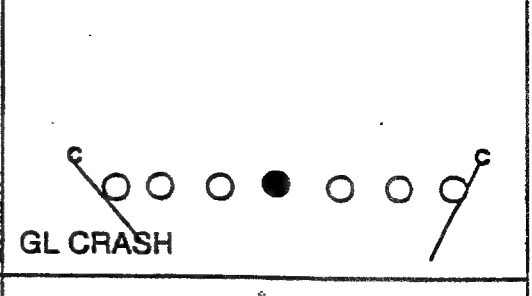
3-4 LINEBACKER STUNTS, BUTZES & DEFENSIVE LINEMEN



4-3 LINEBACKER BUTZES

<p>SAM</p>	<p>MIKE A</p>	<p>WILL</p>
<p>SAM MIKE 1</p>	<p>MIKE A WILL</p>	<p>STORM</p>
<p>ALL</p>	<p>MIKE SCRAPE ST</p>	<p>MIKE SCRAPE WK</p>
<p>E WILL</p>	<p>WILLE</p>	<p>E SAM</p>
<p>SAME</p>	<p>STORM E WILL</p>	<p>STORM E SAM</p>
<p>E E STORM</p>	<p>MIKE WILL 1</p>	<p>DIA SS 1 / MIKE A</p>
<p>FS SS M</p>	<p>SS M</p>	<p>SS M</p>

SECONDARY STUNTS AND BLITZES

 <p>SHARK</p>	 <p>SHARK X</p>	 <p>FS WK ARROW</p>
 <p>FS WEAK BARREL</p>	 <p>COWBOY</p>	 <p>WBOY X</p>
 <p>STRONG CORNER</p>	 <p>CORNER SLOT</p>	 <p>FS SLOT</p>
 <p>SLOT</p>	 <p>FS SLOT</p>	 <p>GL CRASH</p>

3 - 4 LINEBACKER STUNTS AND BLITZES

<p style="text-align: center;">SAM</p>	<p style="text-align: center;">MIKE</p>	<p style="text-align: center;">WILL</p>
<p style="text-align: center;">JACK</p>	<p style="text-align: center;">STORM</p>	<p style="text-align: center;">MIKE JACK</p>
<p style="text-align: center;">MIKE JACK CROSS</p>	<p style="text-align: center;">JACK MIKE CROSS</p>	<p style="text-align: center;">MIKE JACK X</p>
<p style="text-align: center;">JACK MIKE X</p>	<p style="text-align: center;">JACK DOUBLE CROSS</p>	<p style="text-align: center;">ALL</p>
<p style="text-align: center;">E / SAM</p>	<p style="text-align: center;">SAM / E</p>	<p style="text-align: center;">E / WILL</p>
<p style="text-align: center;">WILL / E</p>	<p style="text-align: center;">MIKE / NOSE STRONG</p>	<p style="text-align: center;">MIKE / E</p>

BLITZES

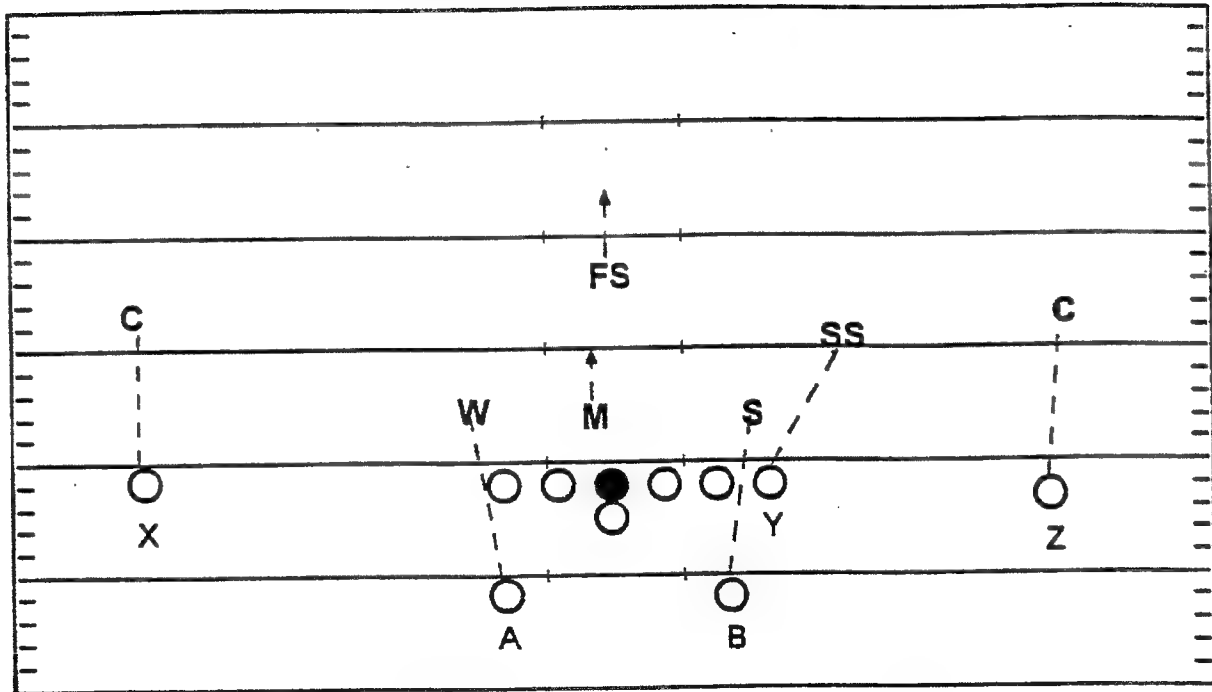
Blitzes involve a LB or a DB making a predetermined charge across the LOS and into the Offensive Backfield, usually on the snap of the ball.

We designate the Blitzing Defender by name, i.e., Sam, Mike, Will, Jack, S/S, F/S. We will also use descriptive terms to indicate the type of Blitz, i.e., S/S Shark, F/S Cat, Will - E, etc. (Cowboy = Corner).

Dog = 1 Additional Rusher

Blitz = 2 Additional Rushers

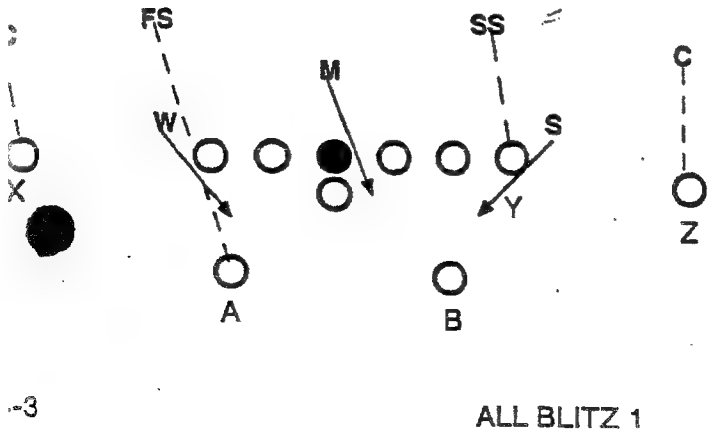
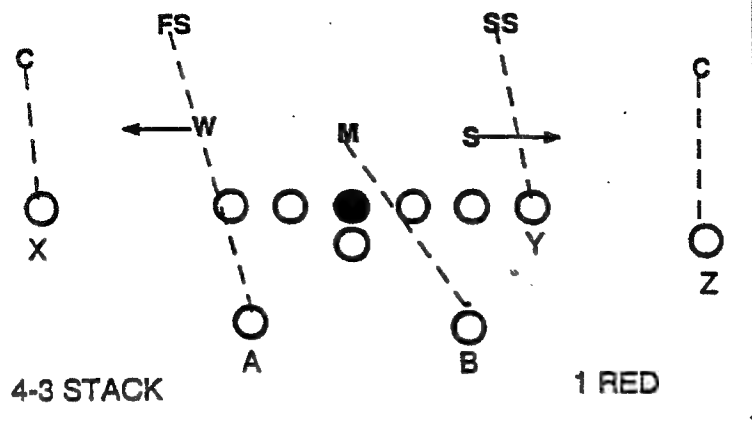
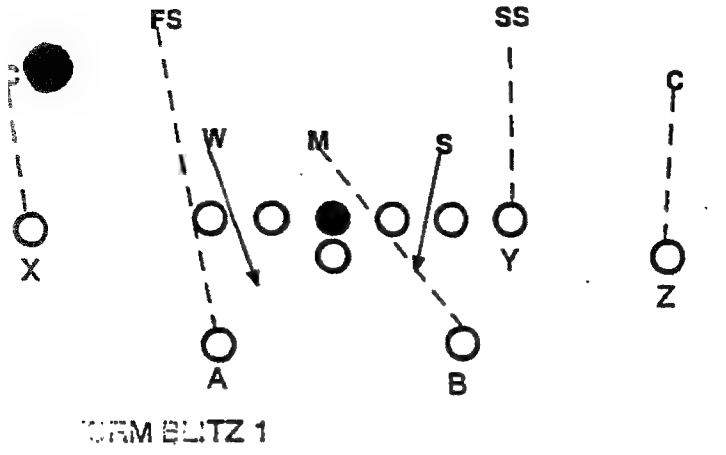
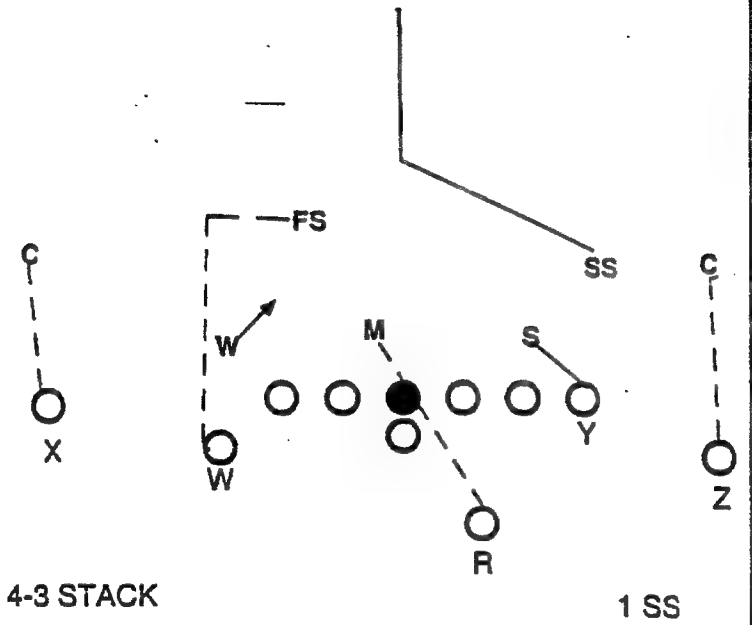
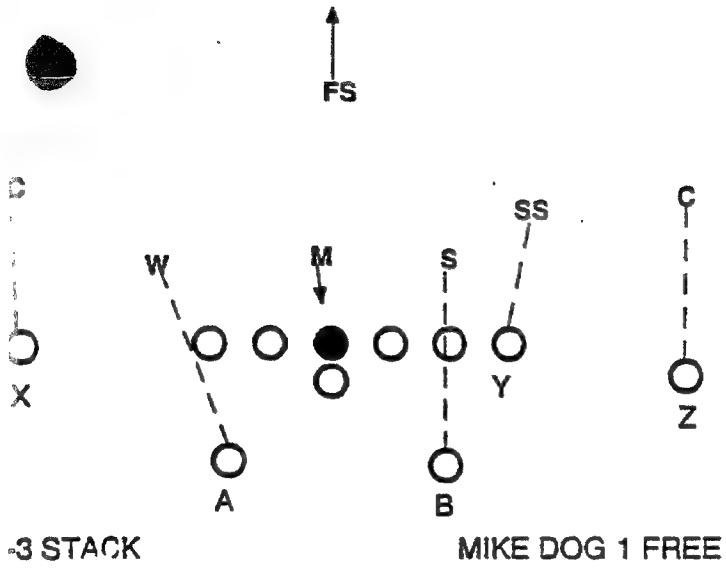
4-3 STACK COVER 1 FREE



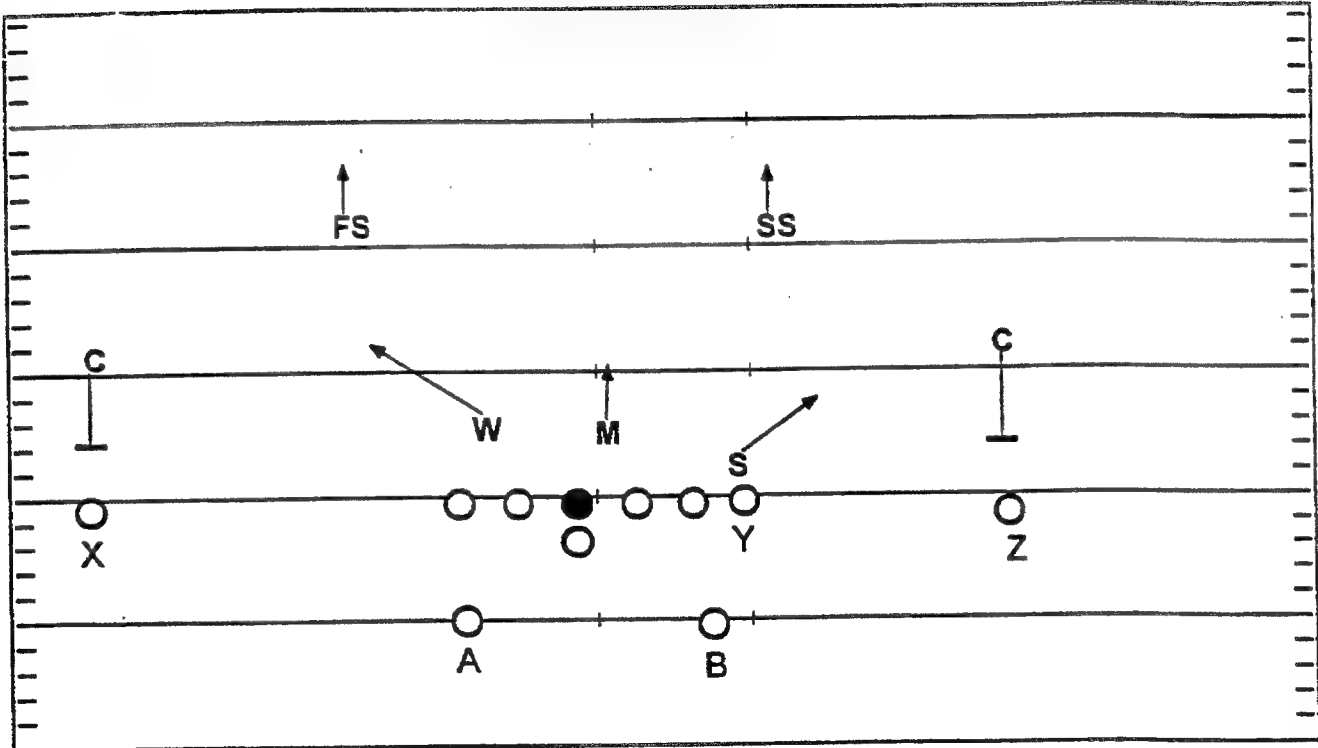
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Outside Shade	Cover Z M/M Outside Technique
STRONG SAFETY	7 Yards Deep (1-3 Yards) Outside Shade	Cover Y M/M Y Blocks = Force Run
FREE SAFETY	12-14 Yards Deep	Free - Play Post Area
WEAK CORNER	7-9 Yards Deep Outside Shade	Cover X M/M Outside Technique
SAM	Defense Called	Cover 1 st Back Strong, N/T = Free
MIKE	Defense Called	Cover 2 nd Back Strong or Weak, N/T = Free
WILL	Defense Called	Cover 1 st Back Weak, N/T = Free

NOTE: CB ALIGNMENTS / SHADE CAN VARY, i.e.: PRESS

4-3 STACK COVER 1 VARIATIONS

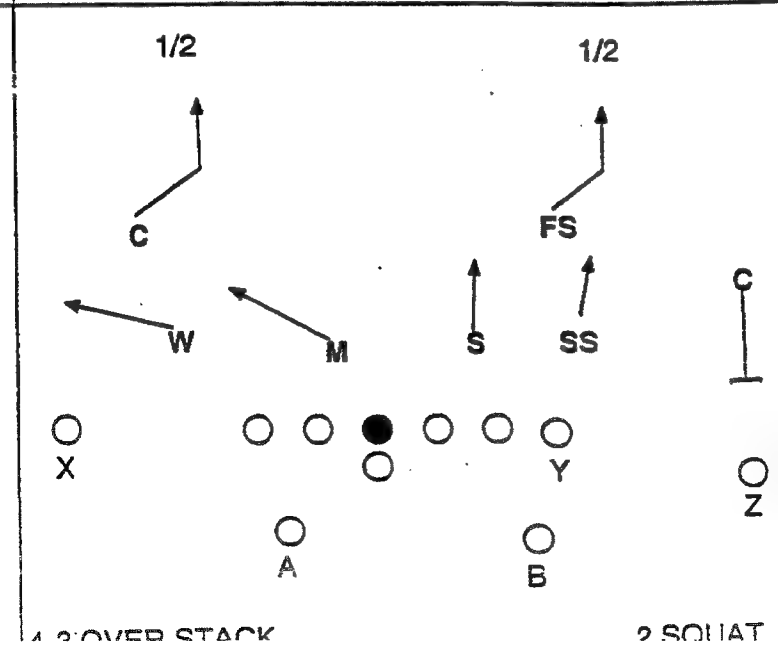
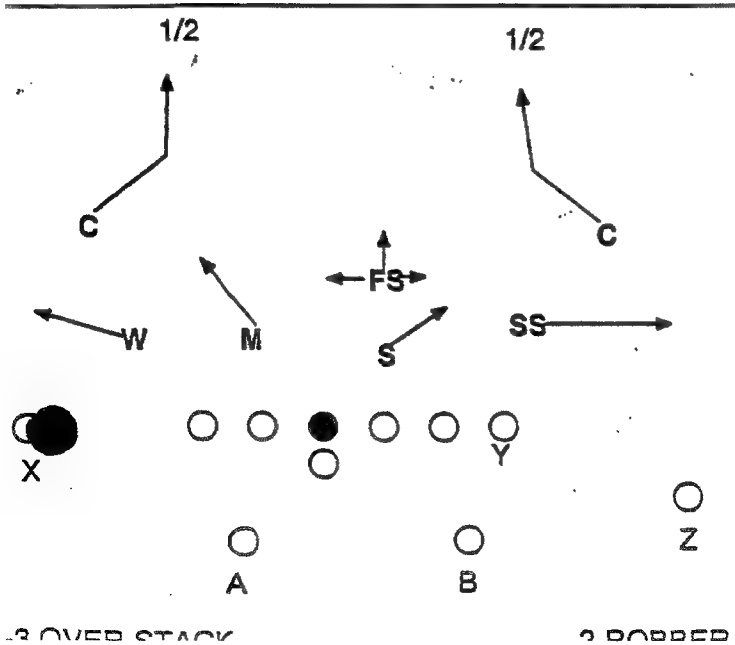
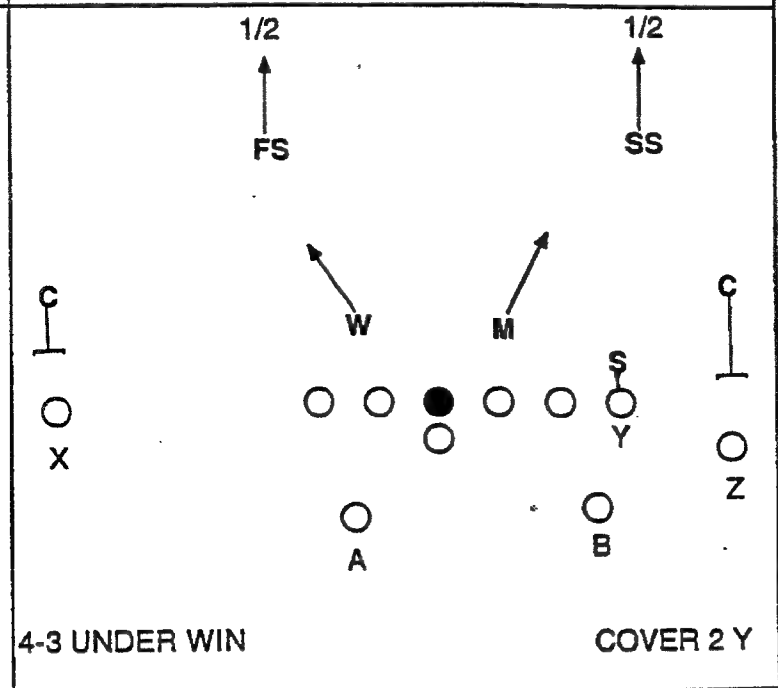
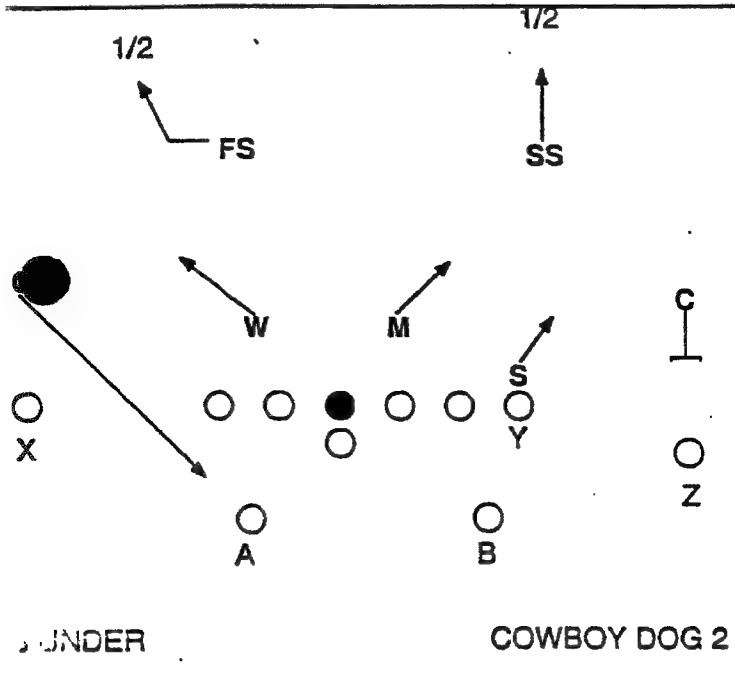
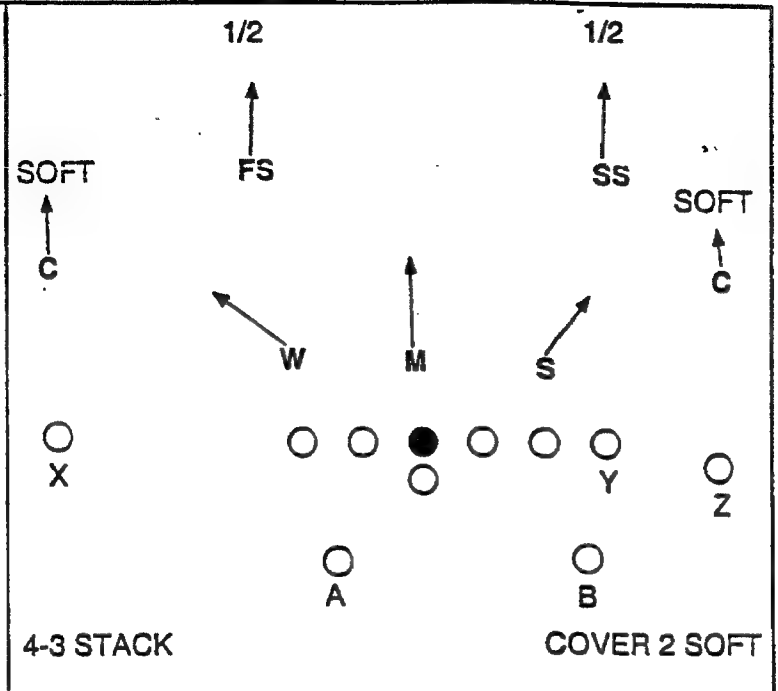
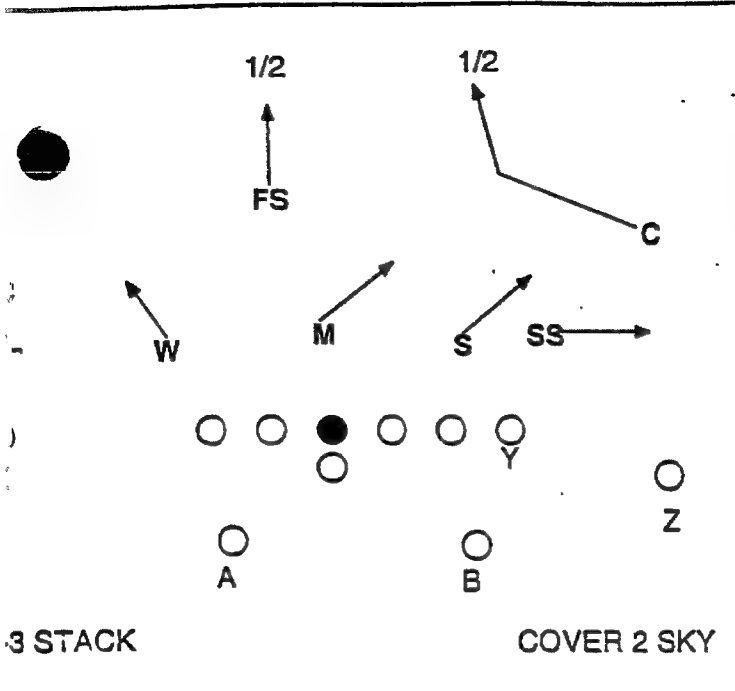


4-3 STACK COVER 2

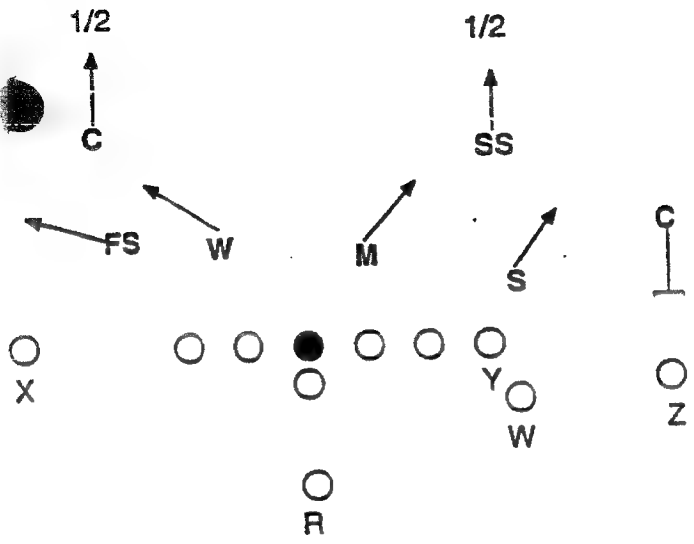


POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	5-7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
STRONG SAFETY	12-15 Yards Deep 4 Yards Plus Outside Hash	Strong Deep ½
FREE SAFETY	12-15 Yards Deep 4 Yards Plus Outside Hash	Week Deep ½
WEAK CORNER	5-7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
SAM	Defense Called	Zone Strong Hook to Curl
MIKE	Defense Called	Strong Hook
WILL	Defense Called	Zone Weak Hook to Curl

COVER 2 VARIATIONS

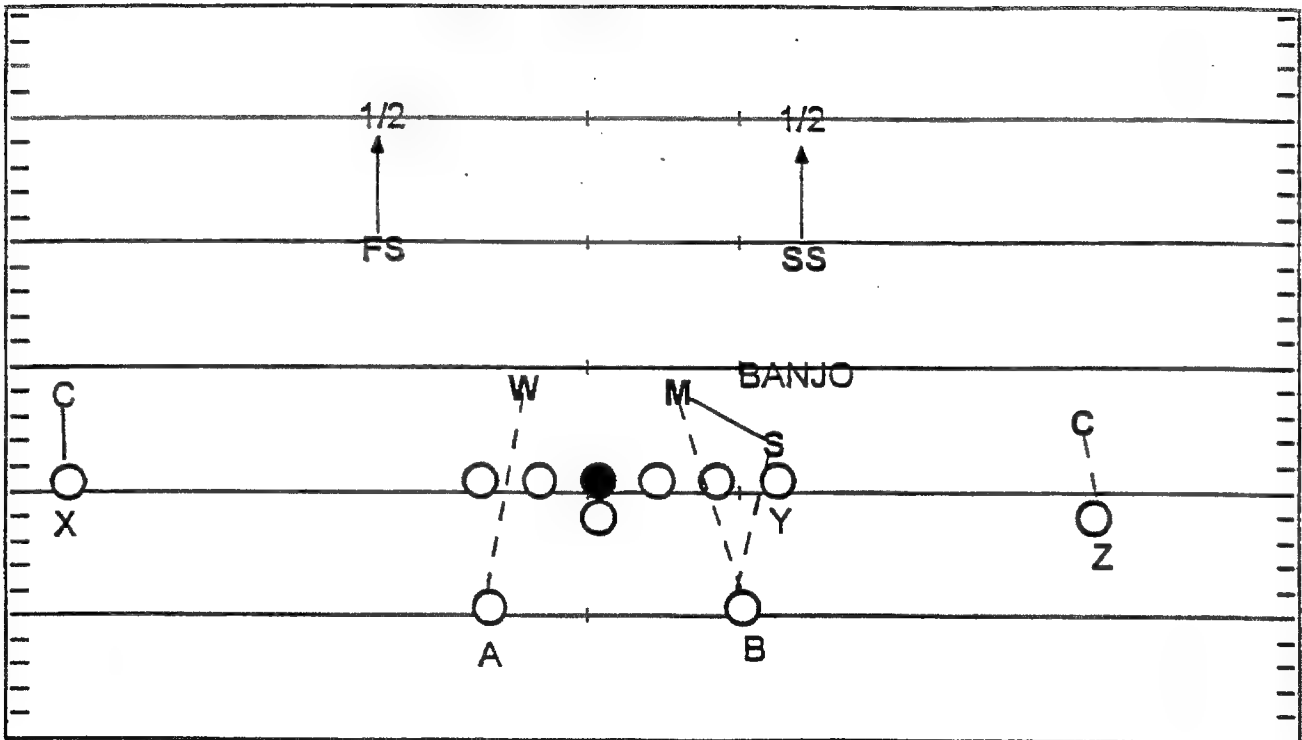


COVER 2 VARIATIONS



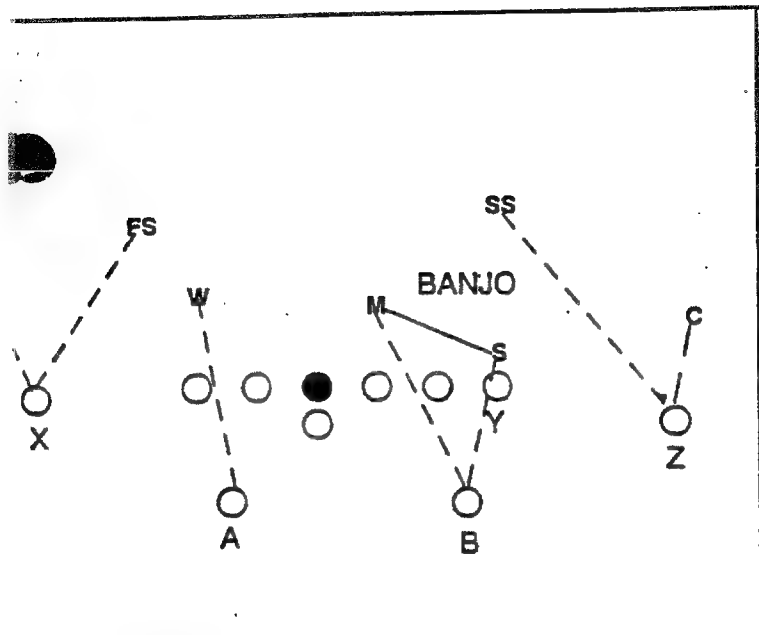
4-3 UNDER WILL IN COVER 2 FS SKY

4-3 UNDER WILL IN COVER 2 MAN

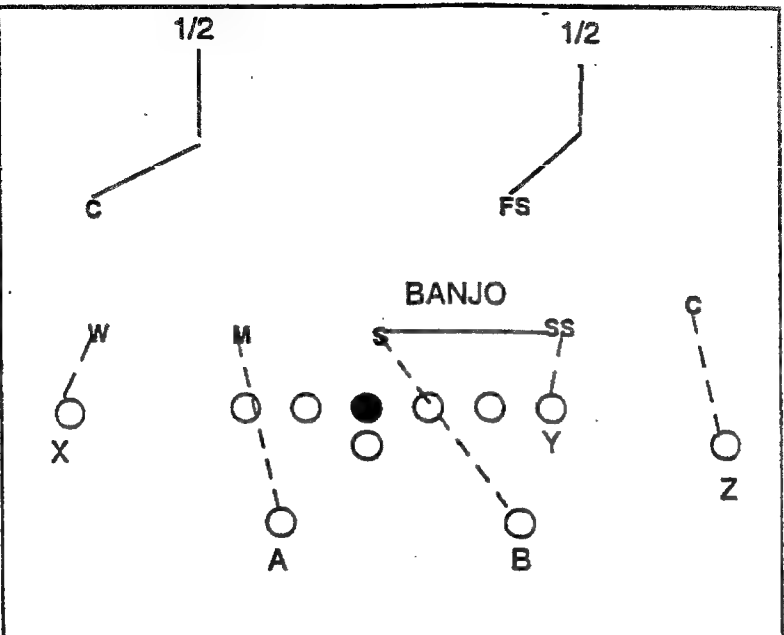


POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Press 1 Tech	M/M on Wide Receiver with Inside Technique
STRONG SAFETY	12 Yards Deep - 4 Yards Plus Outside Hash	Zone Deep Strong ½ of Field
FREE SAFETY	12 Yards Deep - 4 Yards Plus Outside Hash	Zone Weak ½ of Field
WEAK CORNER	Press 1 Tech	M/M on Inside Receiver with Inside Technique
SAM	Defense Called	M/M Banjo Tech on Y and 1 st Back Inside
MIKE	Defense Called	M/M Banjo Tech on Y and 1 st Back Inside
WILL	Defense Called	M/M on "A" Back

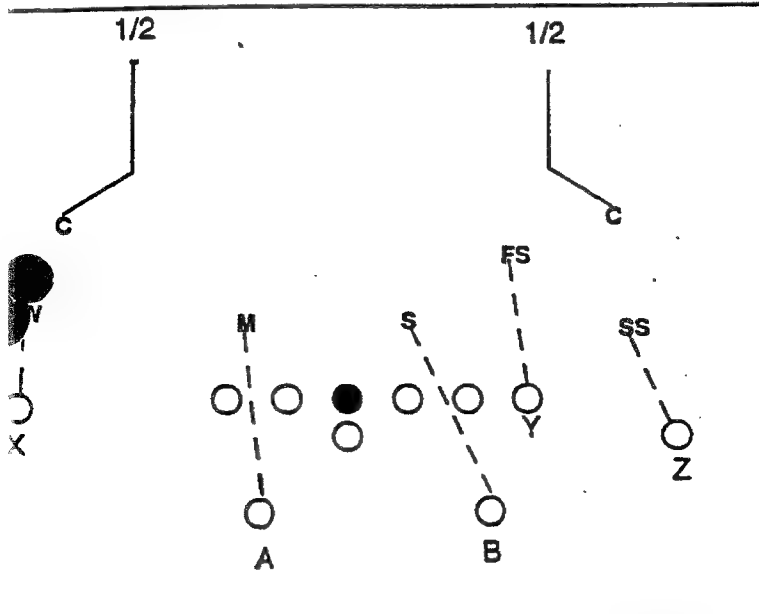
COVER 2 MAN VARIATIONS



4-3 UNDER WILL IN DOUBLE 2 MAN

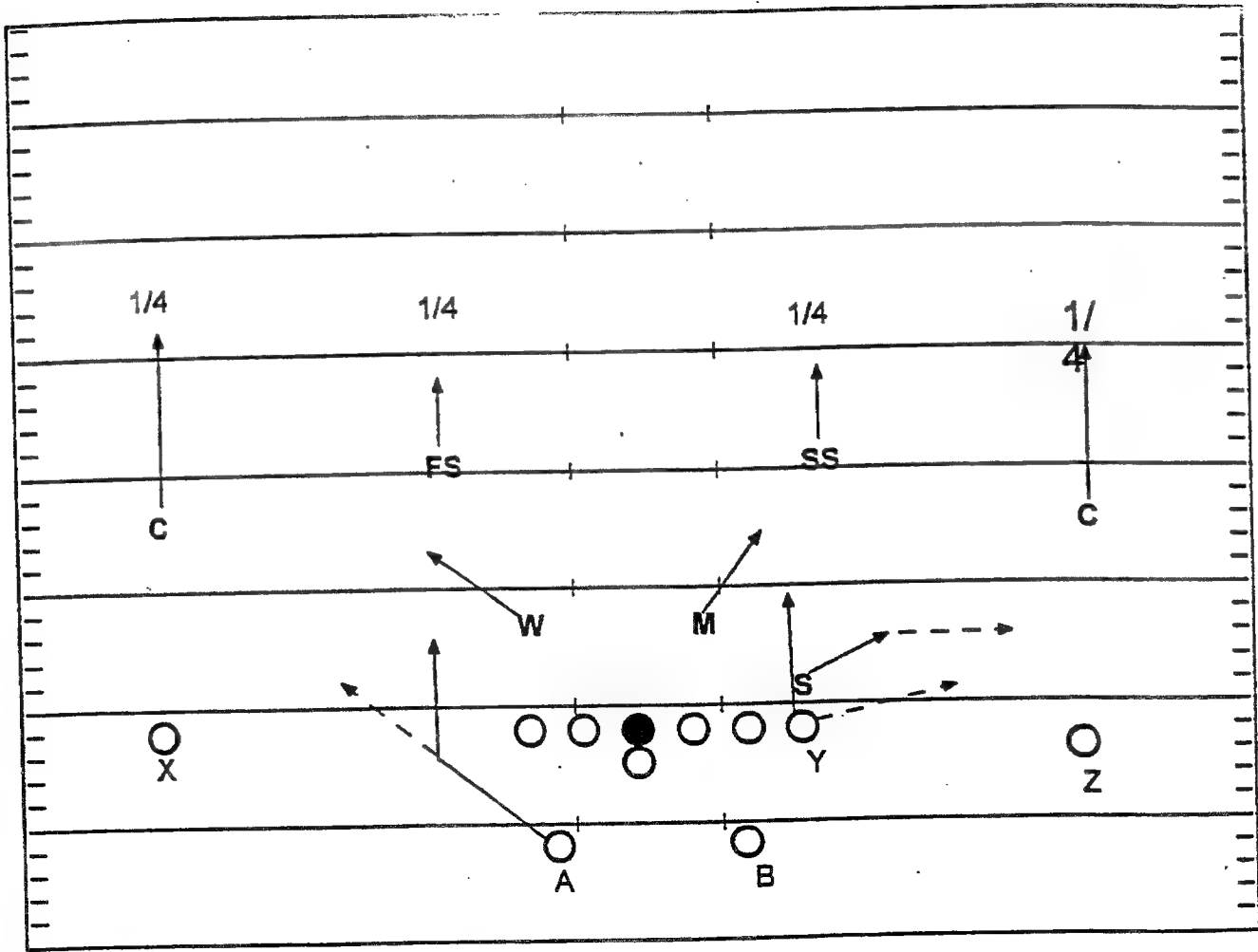


4-3 OVER STACK W HAWK 2 SQUAT MAN



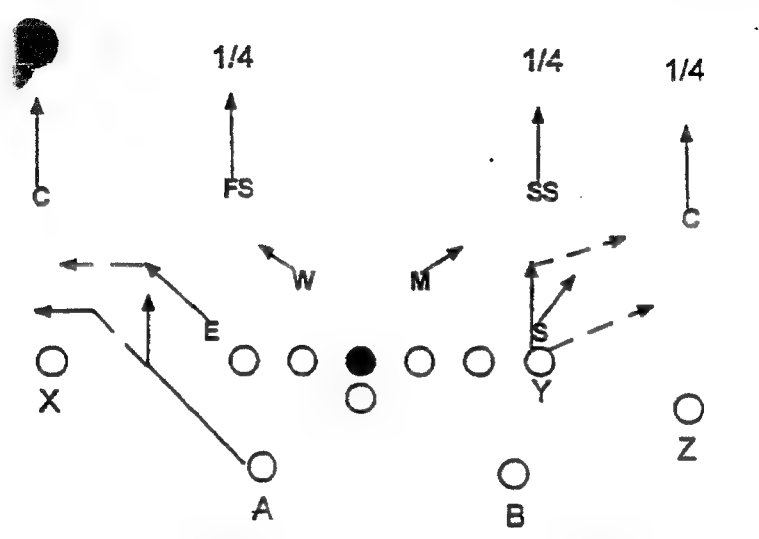
4-3 OVER STACK W HAWK - ROBBER 2 MAN

4 - 3 UNDER WILL IN COVER 0



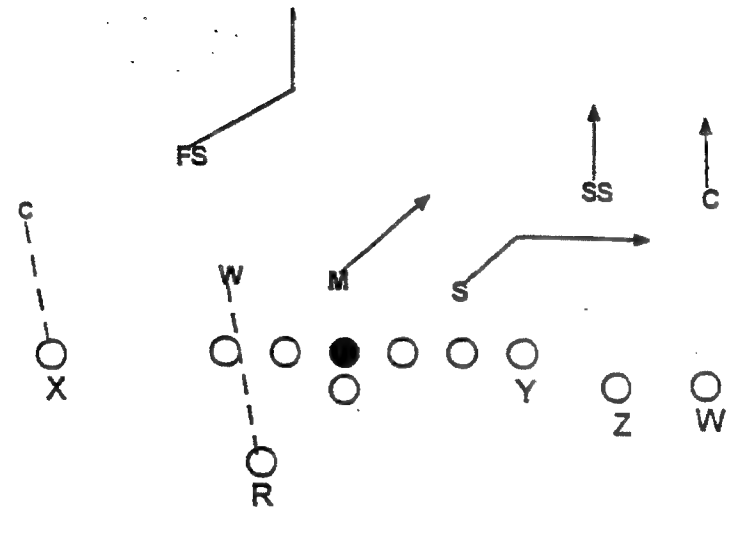
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Outside Shade	Deep Outside $\frac{1}{4}$ (Possible M/M Z)
STRONG SAFETY	12 Yards Deep - Less Than 4 Yards Outside Hash	Strong Inside $\frac{1}{4}$ Y In/Out, Free to Help on Inside Rts. Y Blocks = Force Run
FREE SAFETY	12 Yards Deep - Less Than 4 Yards Outside Hash	Zone Week Inside $\frac{1}{4}$
WEAK CORNER	7-9 Yards Deep Outside Shade	Deep Outside $\frac{1}{4}$ (Possible M/M X)
SAM	Defense Called	Curl to 1 st Flat
MIKE	Defense Called	Hook Area Strong Side
WILL	Defense Called	Curl to 1 st Flat

COVER 0 (ZERO) VARIATIONS



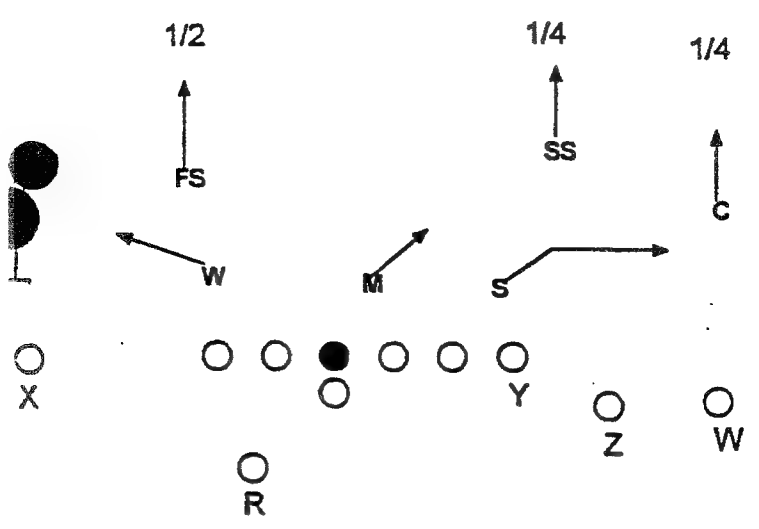
4-3 UNDER WIDE

COVER P ZERO



4-3 STACK

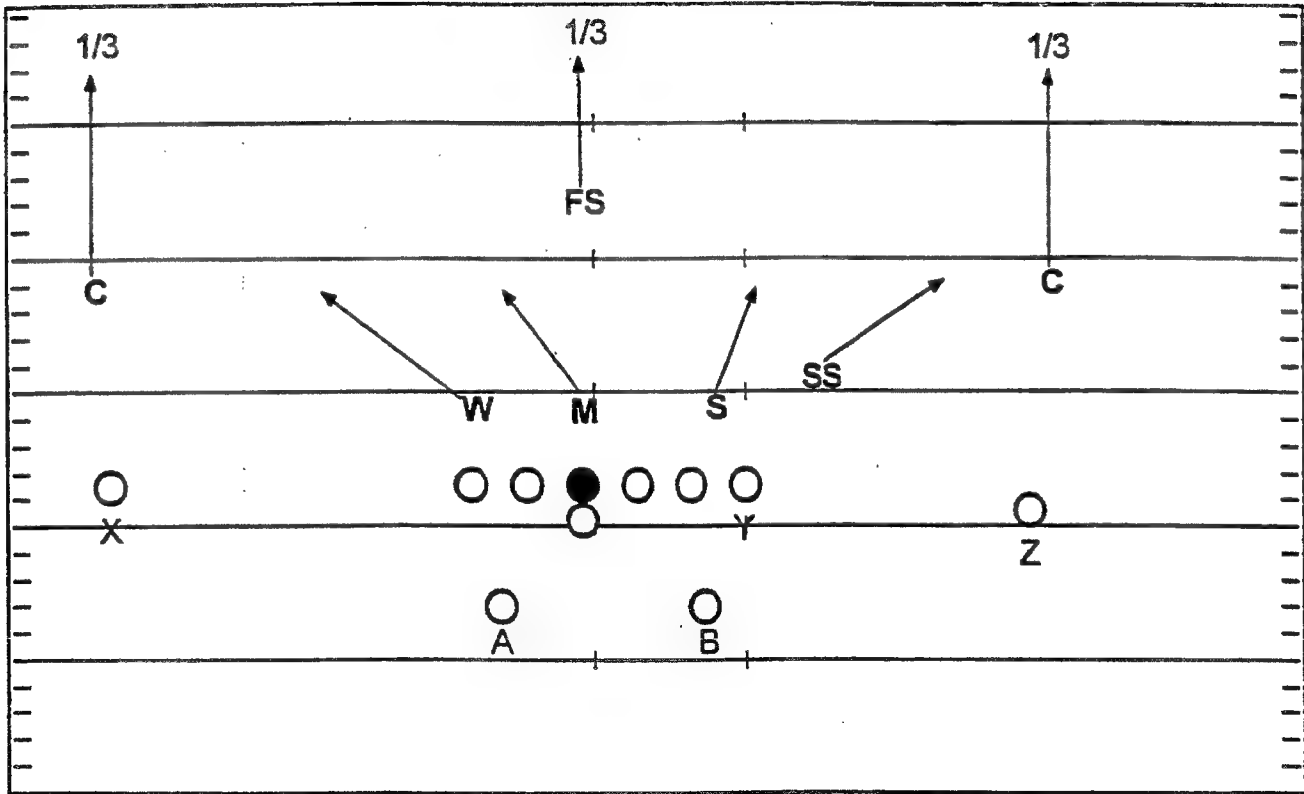
COVER 0/1 FREE



4-3 STACK

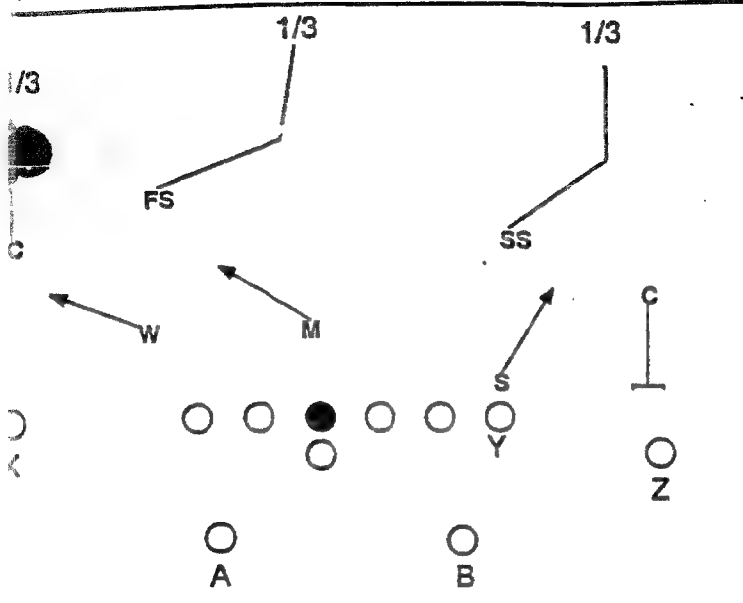
COVER 0/2

4-3 STACK COVER 3



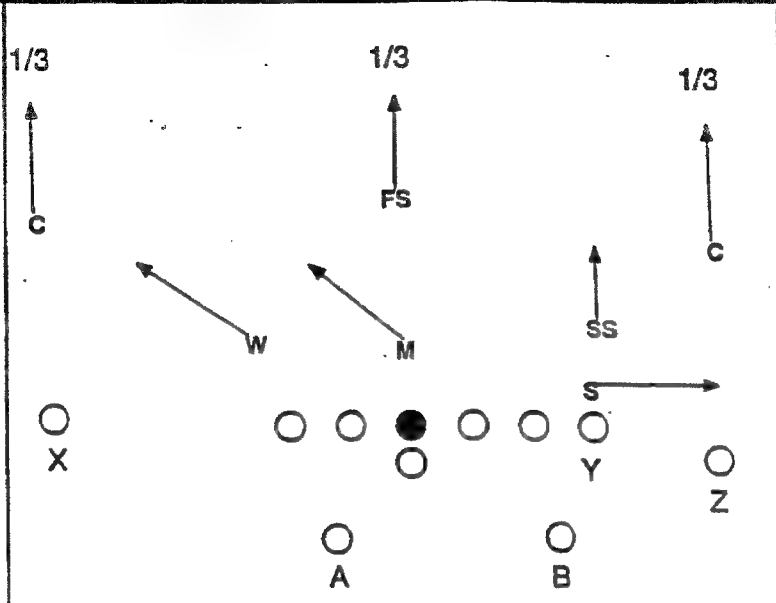
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Outside Shade	Zone Deep Outside 1/3
STRONG SAFETY	7 Yards Deep - Outside Hash Shade of Y	Force Run - Zone Curl to Flat on Pass
FREE SAFETY	12-14 Yards Deep - Between Hashes	Zone Deep Middle
WEAK CORNER	7-9 Yards Deep Outside Shade	Zone Deep Outside 1/3
SAM	Defense Called	Zone Hook to Curl
MIKE	Defense Called	Zone Weak Hook
WILL	Defense Called	Zone Curl to Flat

COVER 3 VARIATIONS



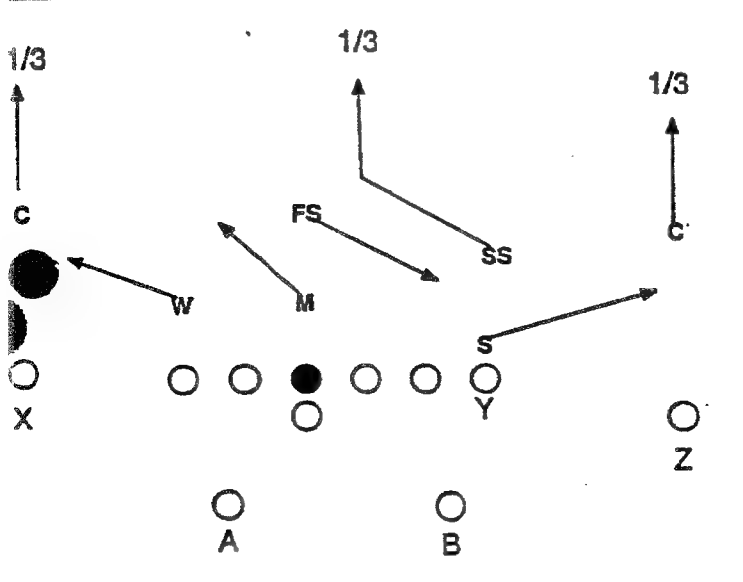
4-3 WILL HIP

COVER 3 CLOUD



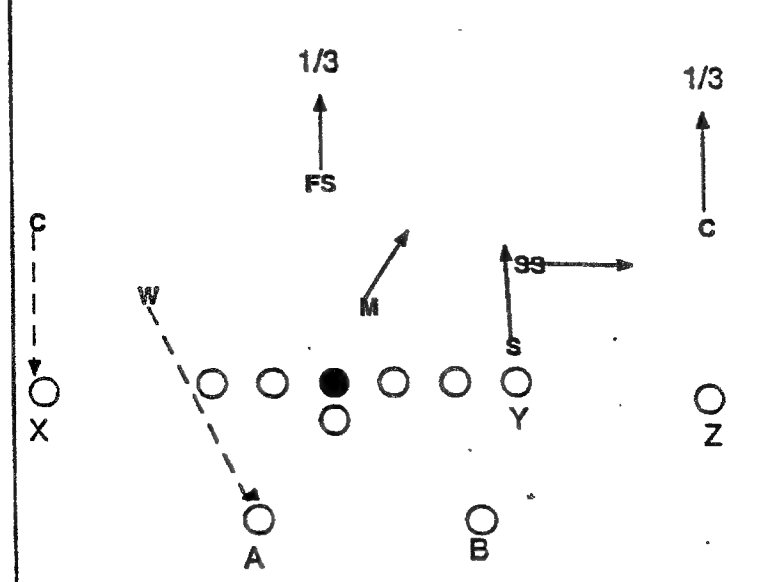
4-3 WILL HIP

COVER 3 BUZZ



4-3 WILL HIP

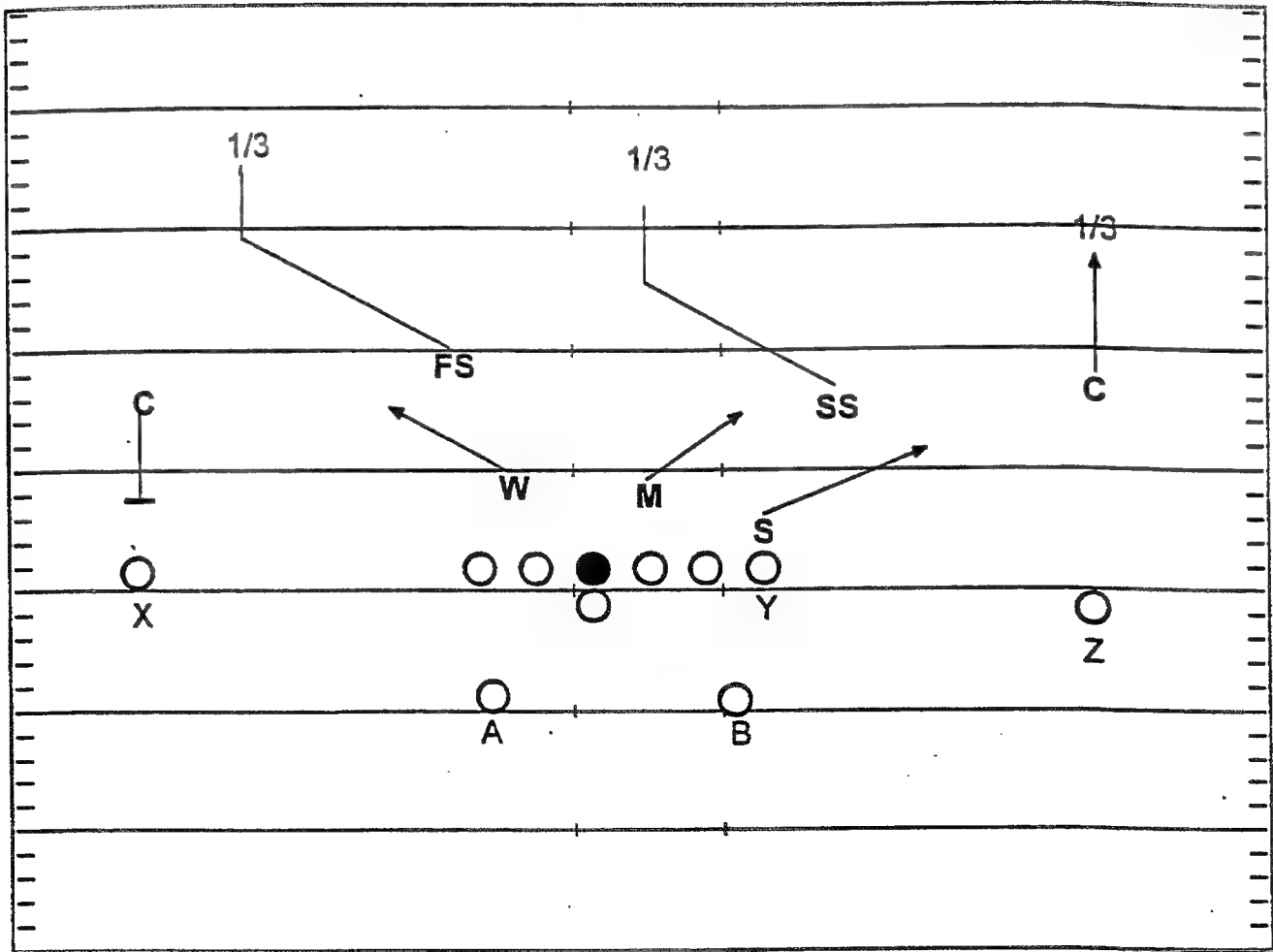
COVER 3 BUZZ FLOP



4-3 WILL HIP

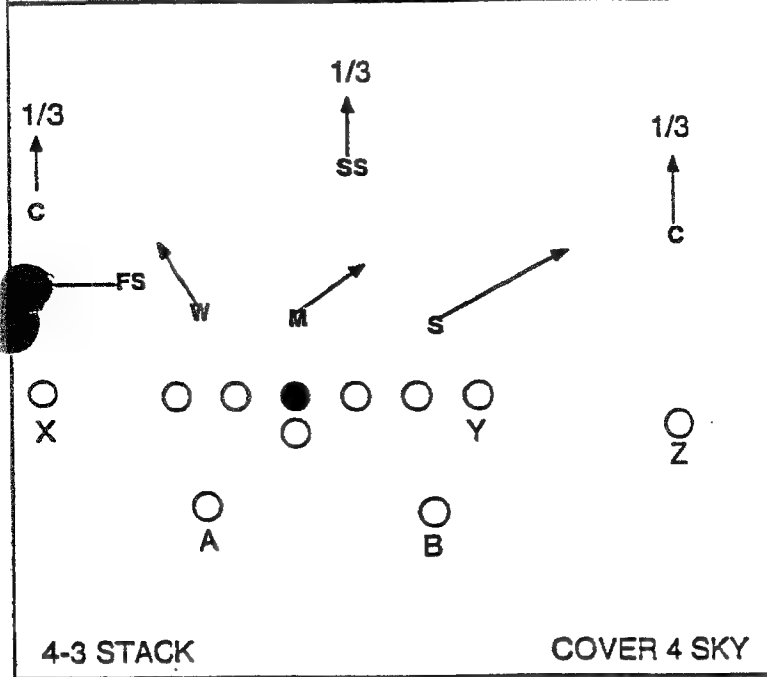
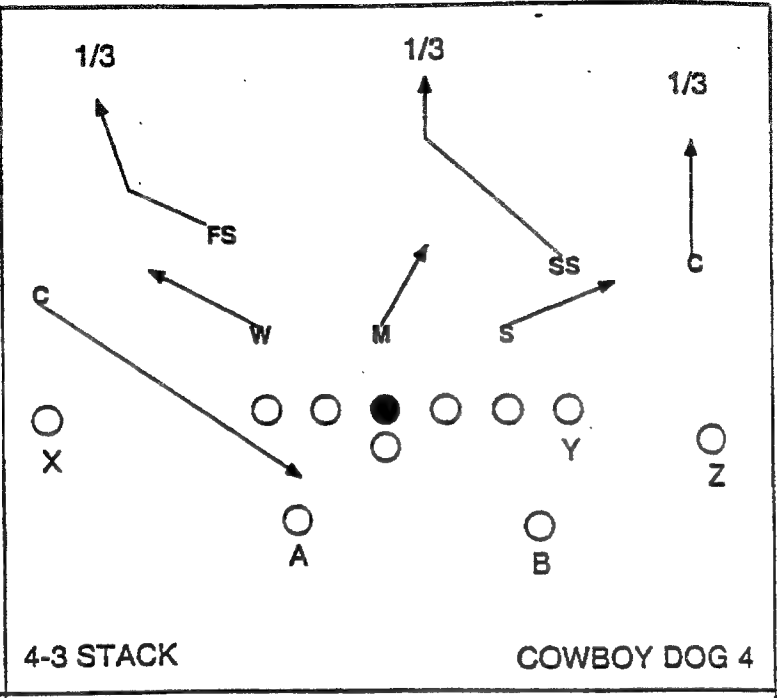
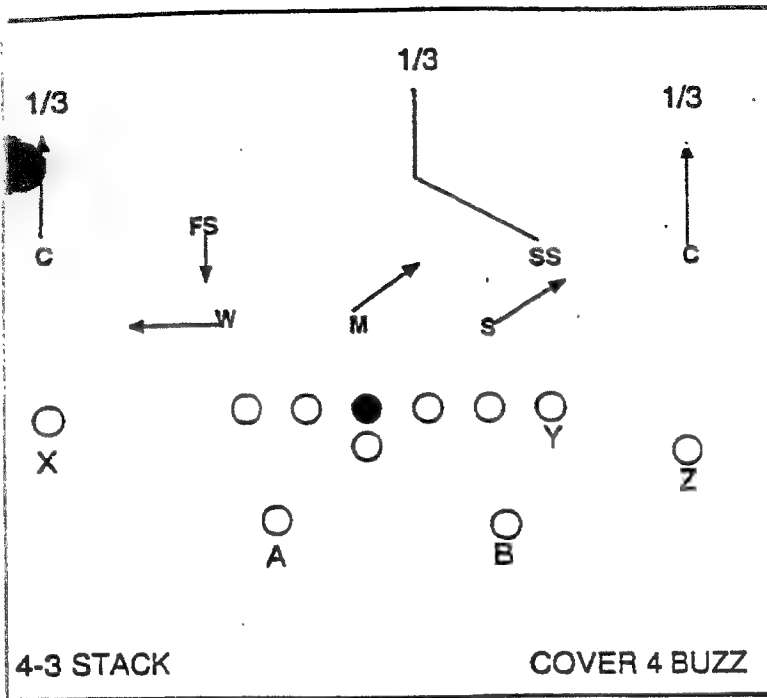
COVER 31

4-3 UNDER WILL IN COVER 4

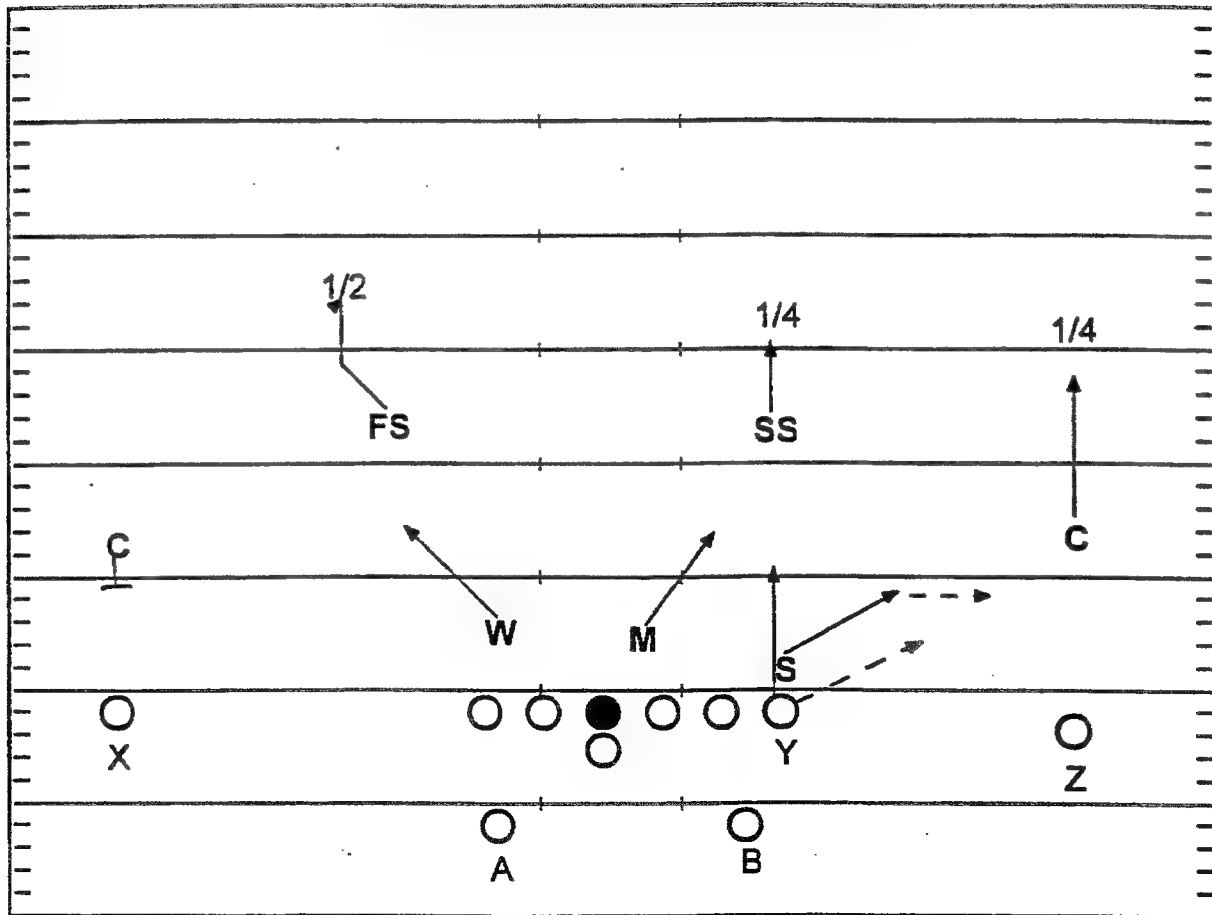


POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Outside Shade	Zone Deep Outside 1/3
STRONG SAFETY	7 Yards Deep - Outside Shade of Y	Zone Deep Middle 1/3
FREE SAFETY	10-12 Yards Deep - Over Weak OT	Zone Deep Outside 1/3 Weak
WEAK CORNER	7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
SAM	Defense Called	Zone Curl to Flat
MIKE	Defense Called	Zone Strong Hook to Curl
WILL	Defense Called	Zone Weak Hook to Curl

COVER 4 VARIATIONS

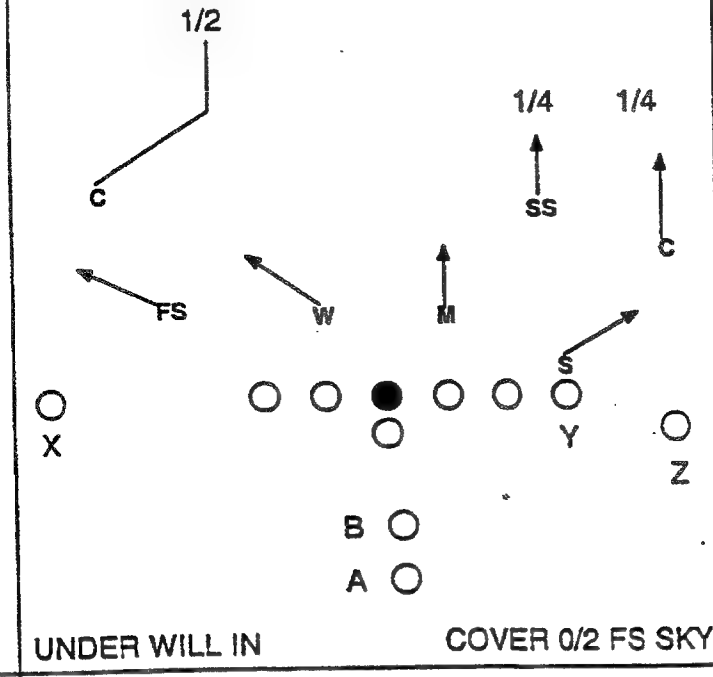
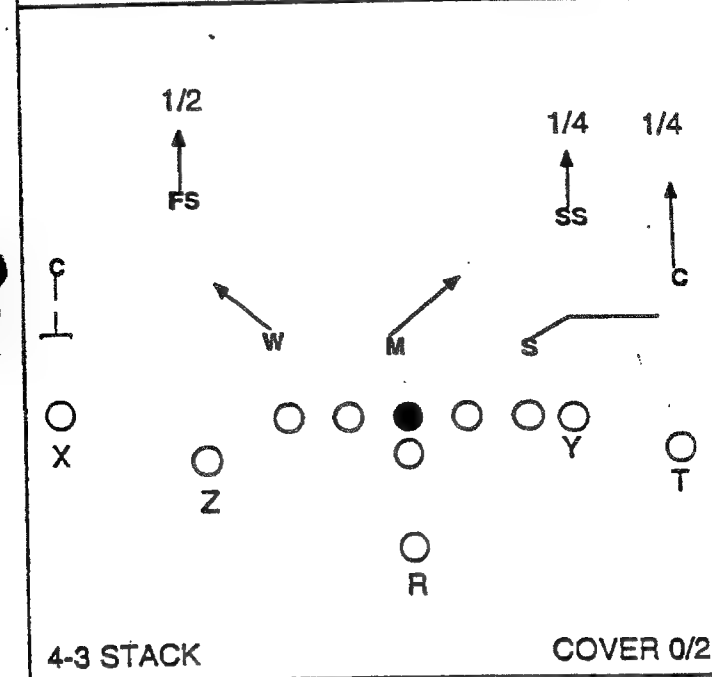
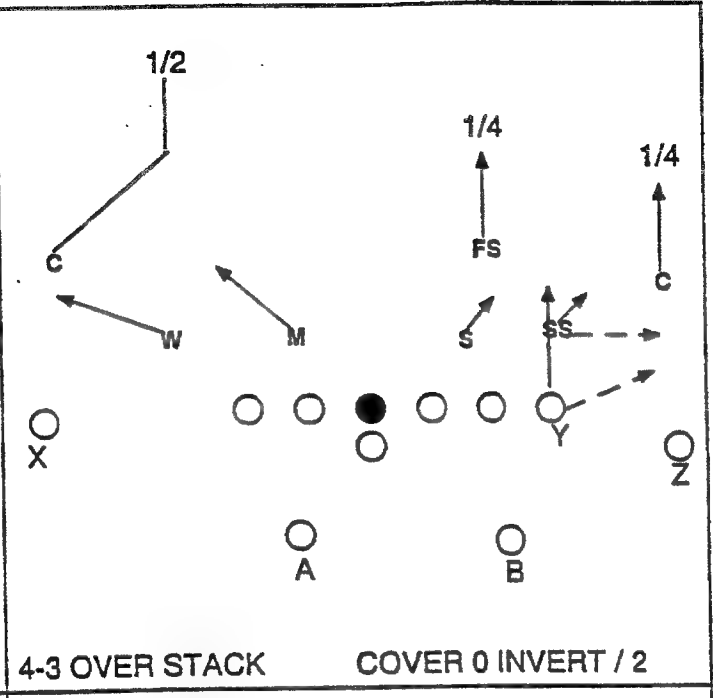
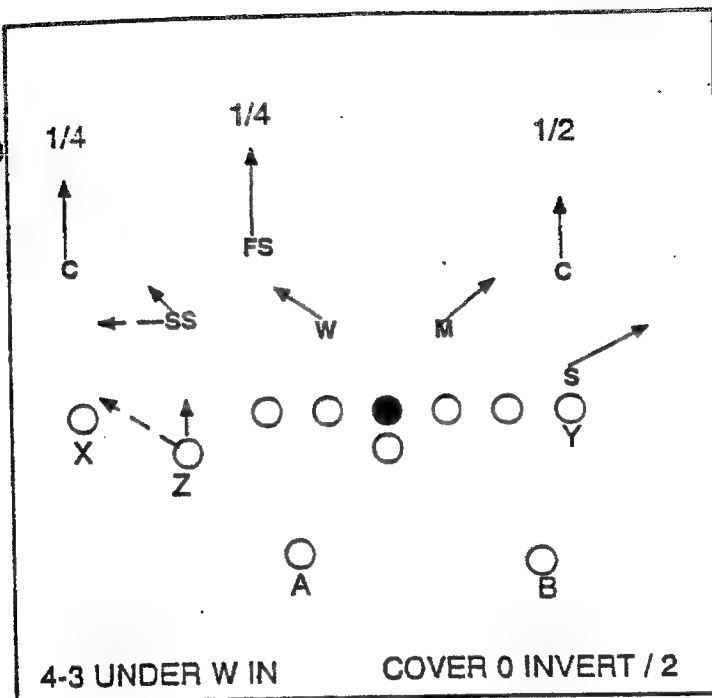


4-3 UNDER WILL IN COVER 0/2

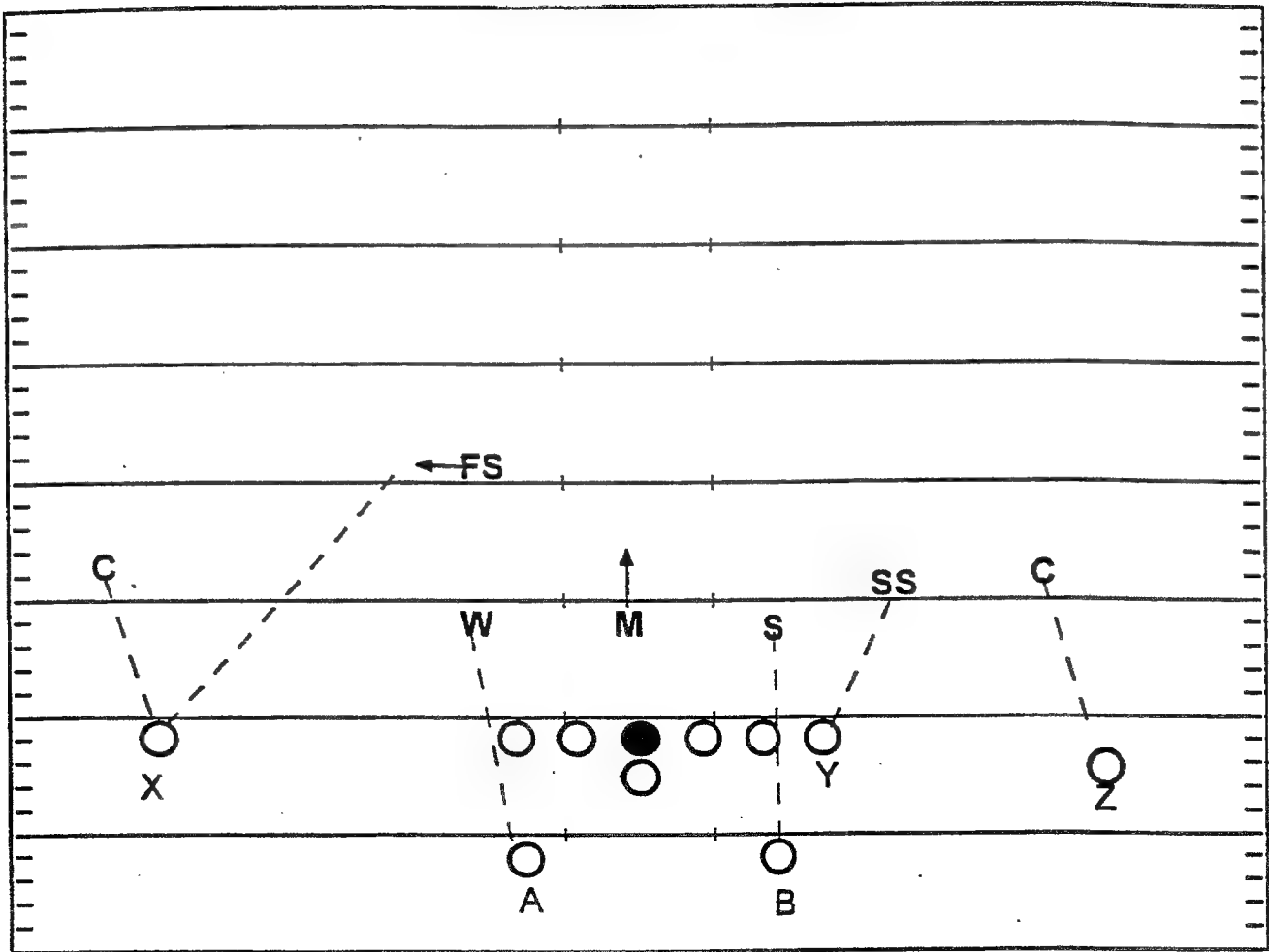


POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Outside Shade	Deep Outside $\frac{1}{4}$ (Possible M/M Z)
STRONG SAFETY	10-12 Yards Deep - 4 Yards or Less Outside Hash	Strong Inside $\frac{1}{4}$ Y In/Out, Free to Help on Inside Rts. Y Blocks = Force Run
FREE SAFETY	10-12 Yards Deep - Over Weak OT	Zone Deep Outside $\frac{1}{3}$ Weak
WEAK CORNER	7 Yards Deep Outside Shade	Force Run Zone Flat Area on Pass
SAM	Defense Called	Zone Curl to Flat
MIKE	Defense Called	Zone Strong Hook to Curl
WILL	Defense Called	Zone Weak Hook to Curl

COVER 0/2 VARIATIONS



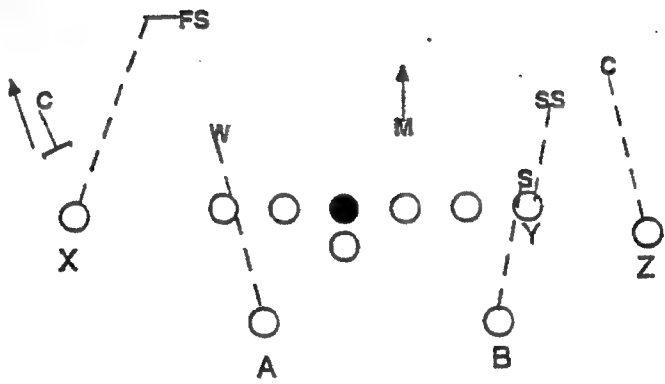
4-3 STACK COVER 5



POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Inside Shade	Cover Z M/M
STRONG SAFETY	7 Yards Deep Over Strong OT	Cover Y M/M
FREE SAFETY	12 Yards Deep Over OT	M/M on X - Short & Long w/CB N/T = Play Like 2 Man
WEAK CORNER	7 Yards Deep Outside Shade	Cover X M/M Using Outside Tech Inside Help From FS
SAM	Defense Called	Cover 1 st Back Strong, N/T = Free
MIKE	Defense Called	Cover 1 st Back Strong or Weak, N/T = Free
WILL	Defense Called	Cover 1 st Back Weak, N/T = Free

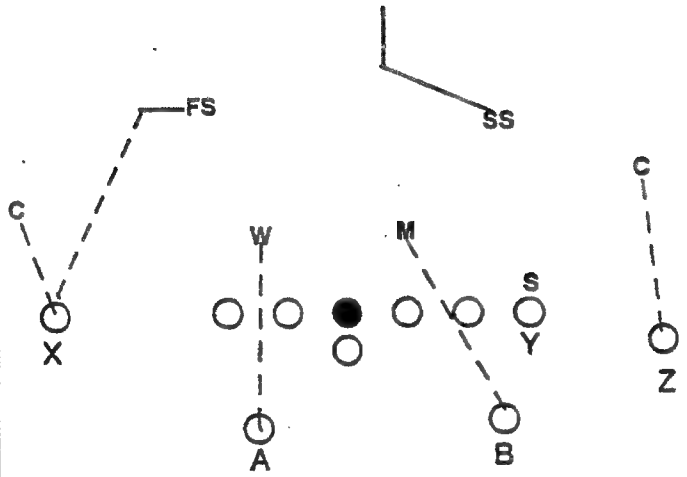
COVER 5 VARIATIONS

4-3 UNDER WILL IN



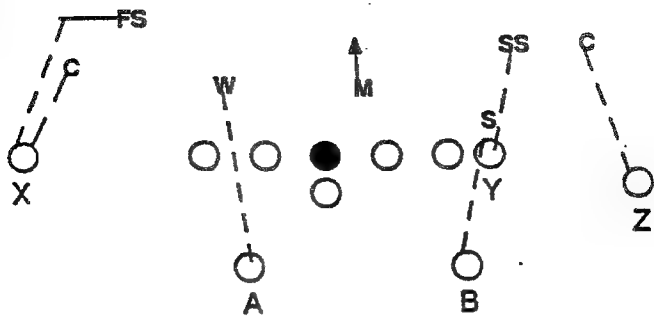
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4-3 UNDER WILL IN



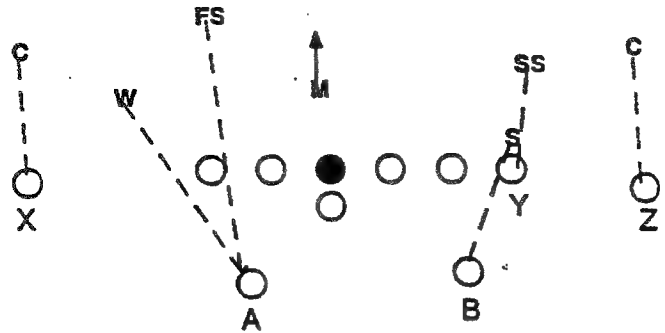
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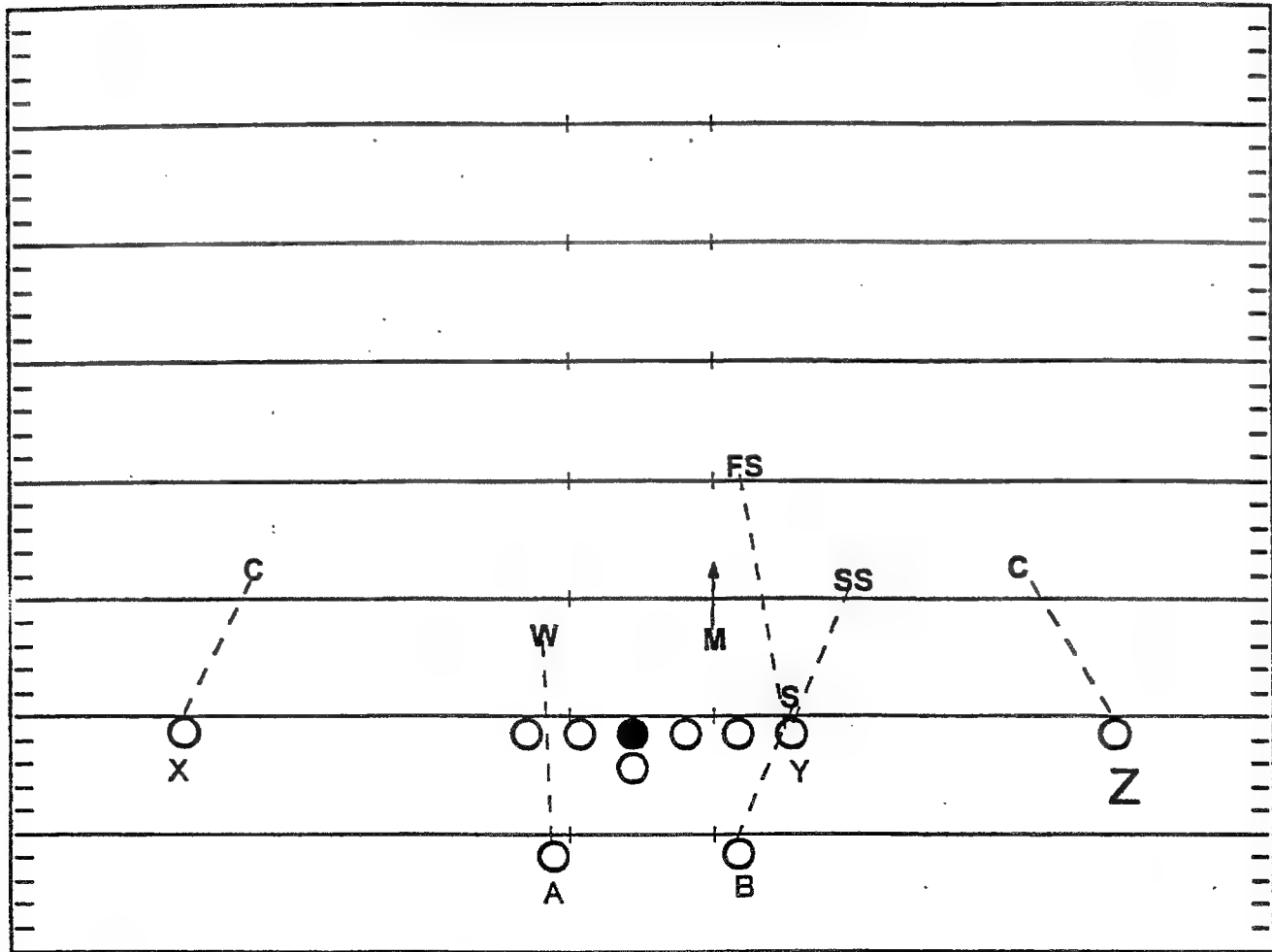
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4-3 UNDER WILL IN



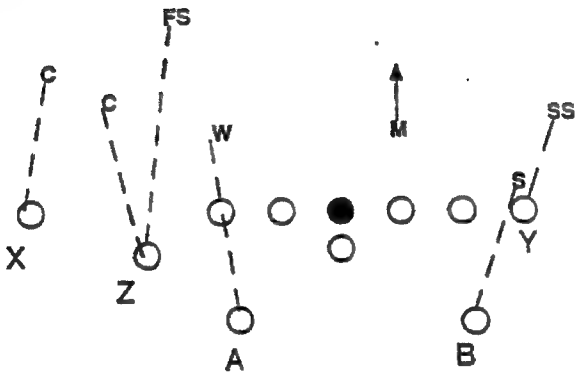
COVER 5 RABBIT

4-3 UNDER WILL IN COVER 6



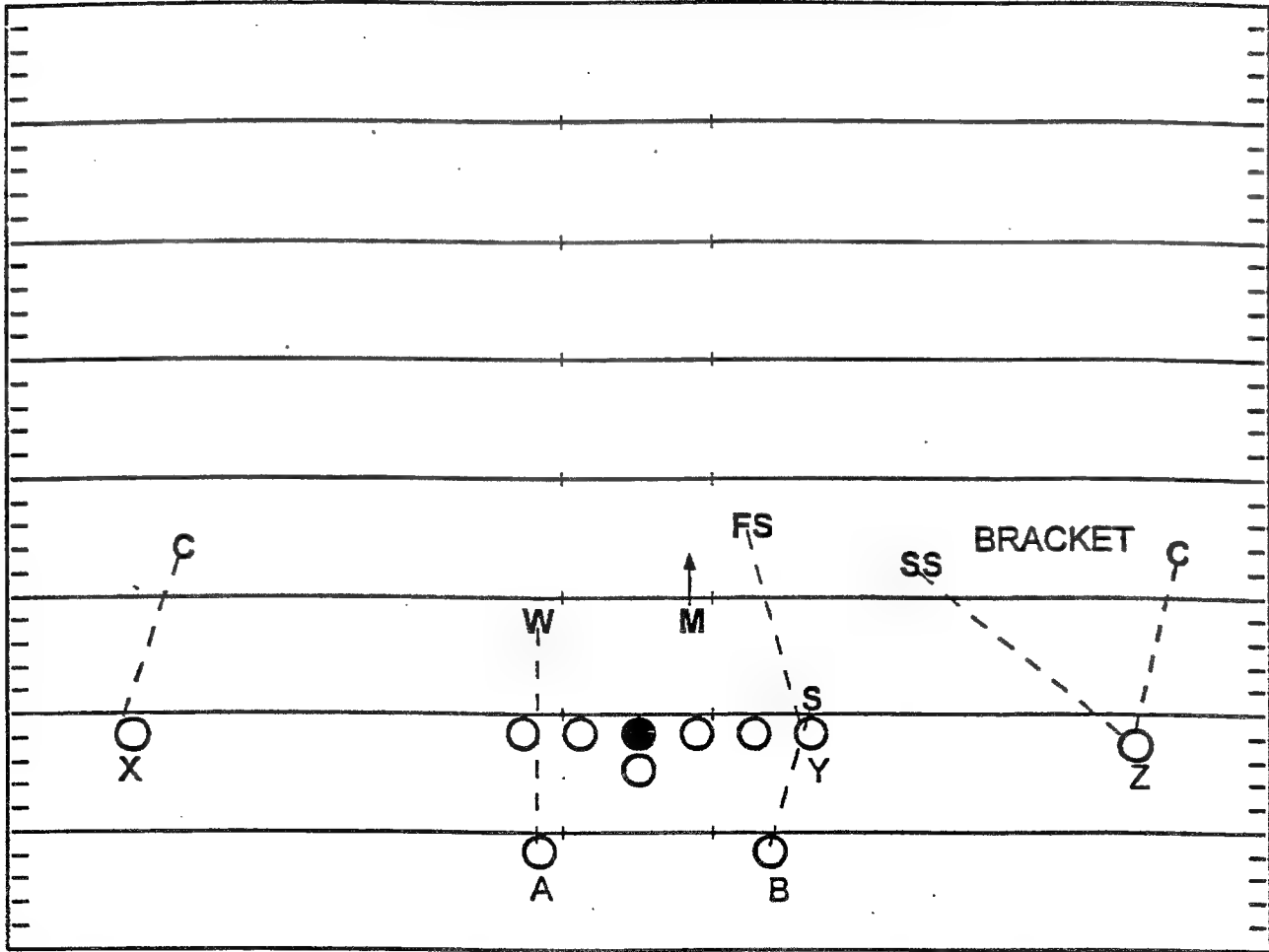
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Inside Shade	Cover Z M/M
STRONG SAFETY	7 Yards Deep Outside Shade of Y	In/Out on Y w/FS. Take All Out Rts by Y. Y Goes In = Help on Z
FREE SAFETY	Over Strongside OT 12 yards Deep	In/Out on Y w/SS. Take All Out Rts by Y. Y Goes Out, Free in Mid.
WEAK CORNER	7-9 Yards Deep Inside Shade	Cover X M/M
SAM	Defense Called	Cover 1 st Back Strong, N/T = Free
MIKE	Defense Called	Cover 2 nd Back Strong or Weak, N/T = Free
WILL	Defense Called	Cover 1 st Back Weak, N/T = Free

COVER 6 VARIATIONS



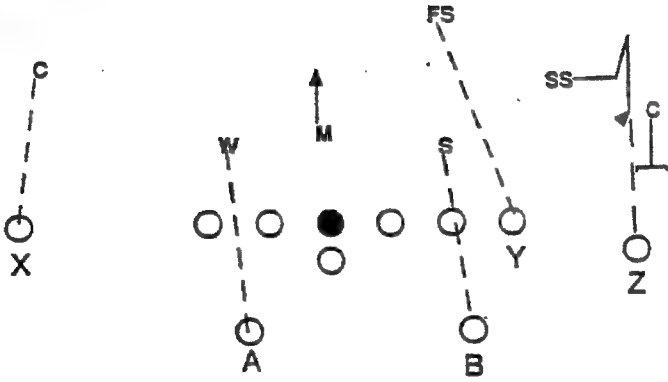
4-3 UNDER WILL IN COVER 6

4-3 UNDER WILL IN COVER 7



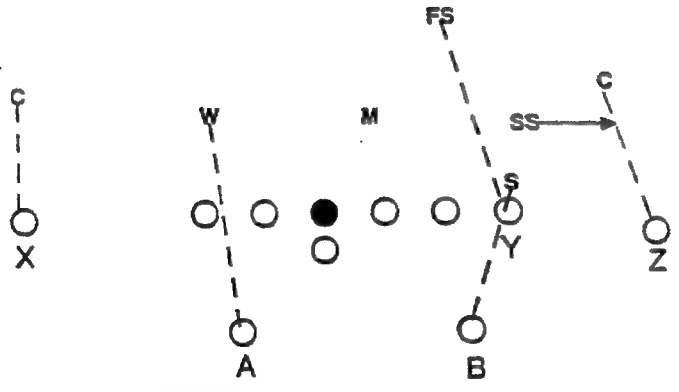
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7 Yards Deep Outside Shade	M/M Double on Z-Short/Long w/SS Use Outside Tech
STRONG SAFETY	7-9 Yards Deep 3-4 Yards Outside Y	M/M Double on Z Take All Inside Cuts
FREE SAFETY	12 yards Deep Over Strong OT	Cover Y M/M
WEAK CORNER	7-9 Yards Deep Inside Shade	Cover X M/M
SAM	Defense Called	Cover 1 st Back Strong, N/T = Free
MIKE	Defense Called	Cover 2 nd Back Strong or Weak, N/T = Free
WILL	Defense Called	Cover 1 st Back Weak, N/T = Free

COVER 7 VARIATIONS



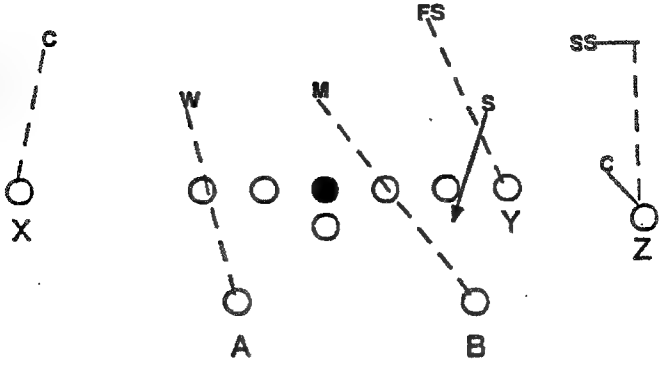
4-3 STACK

COVER 7 CLOUD



4-3 UNDER WILL IN

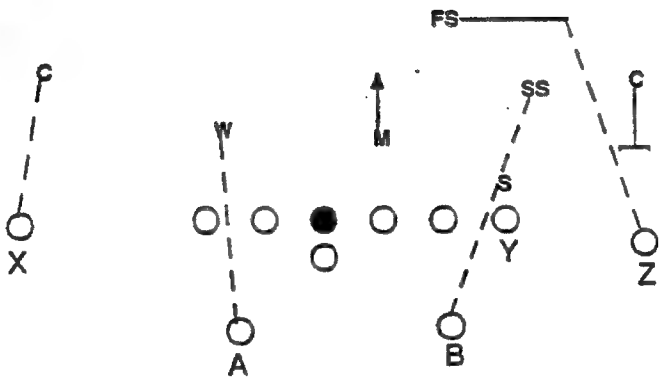
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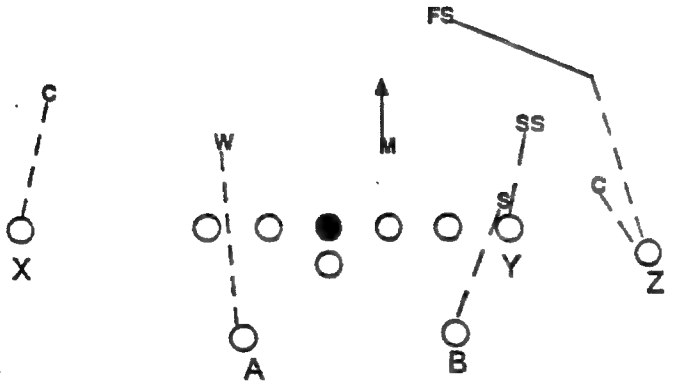
COVER 7U

COVER 8 VARIATIONS



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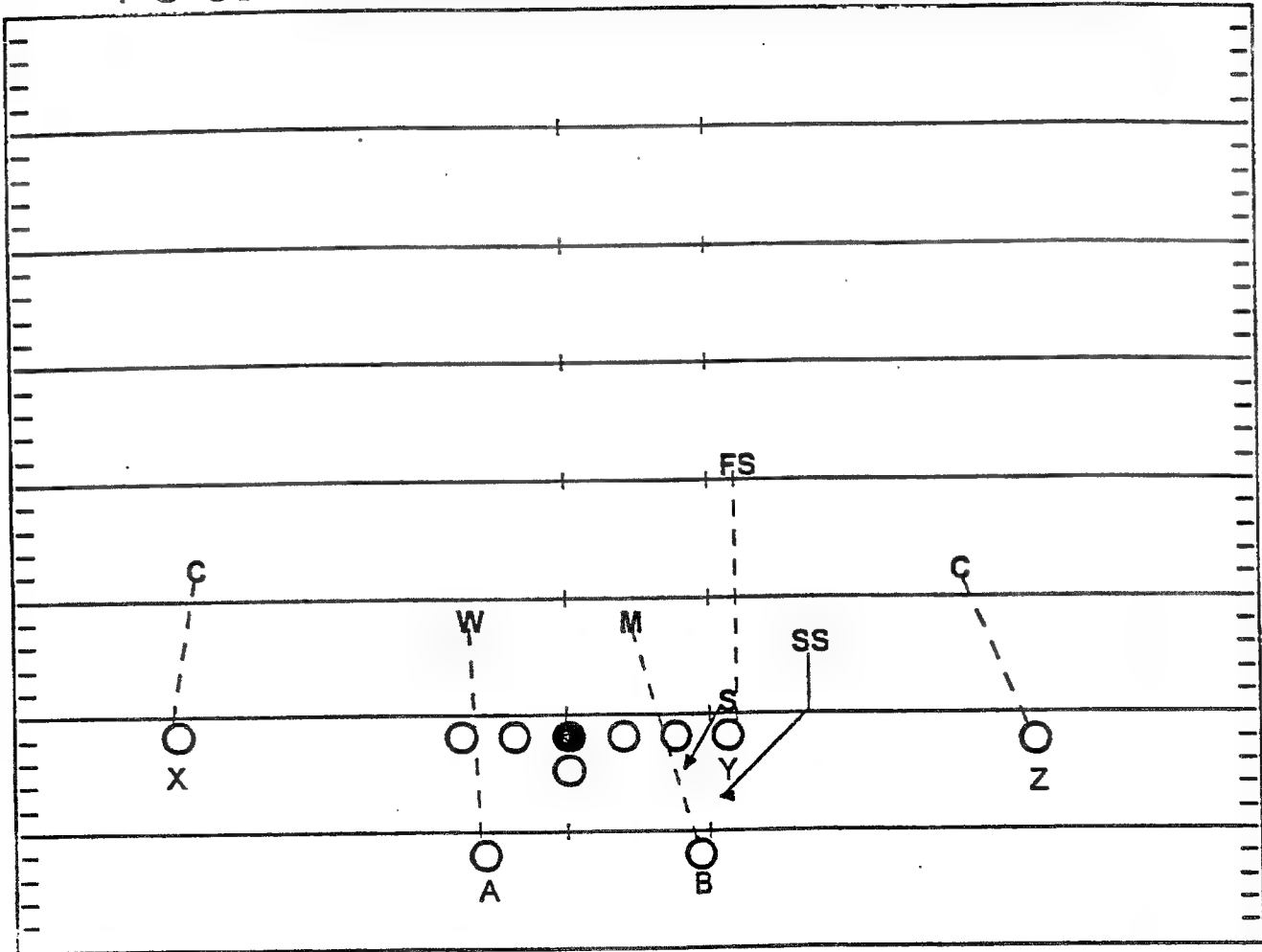
COVER 8



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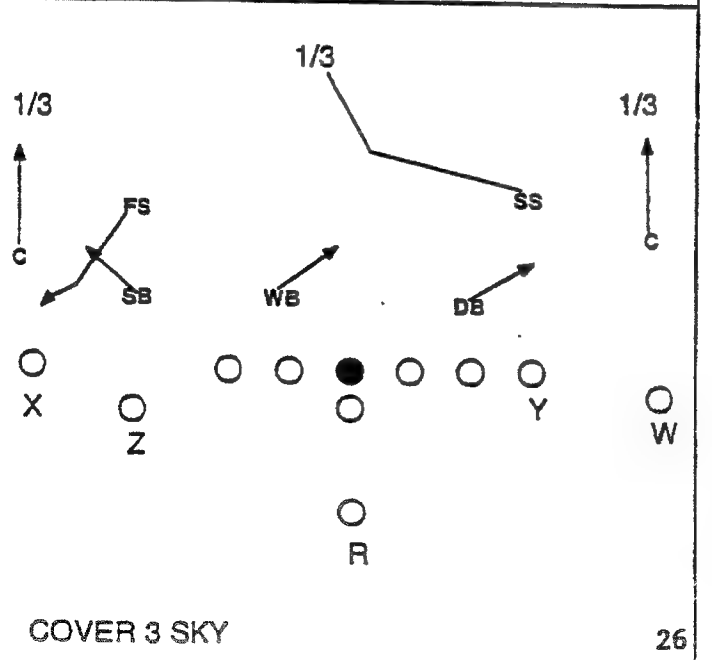
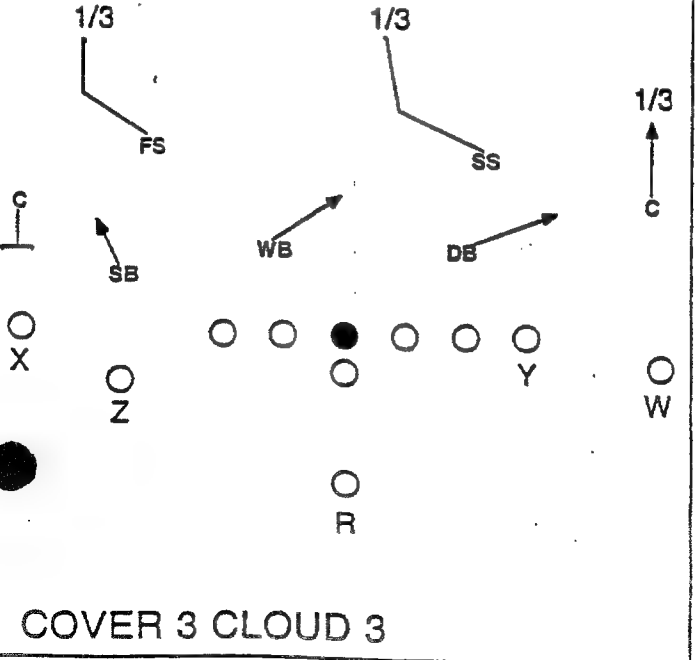
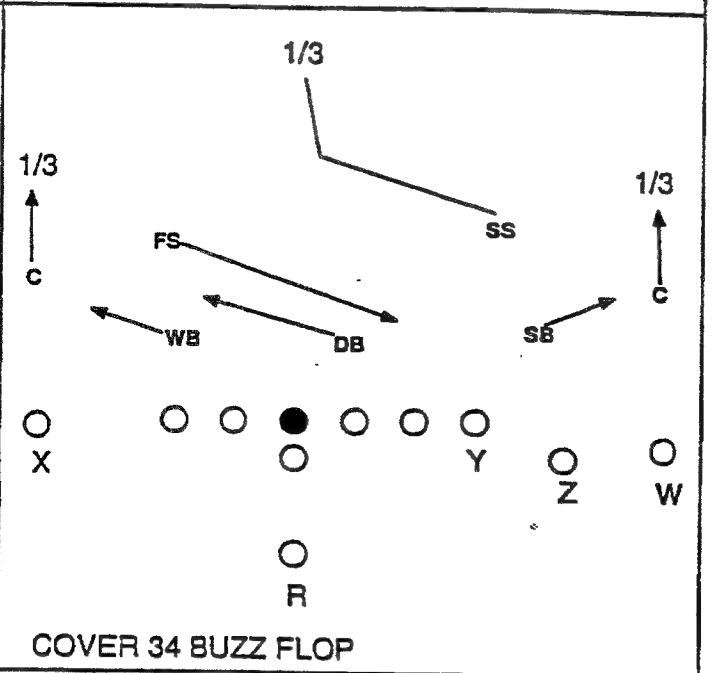
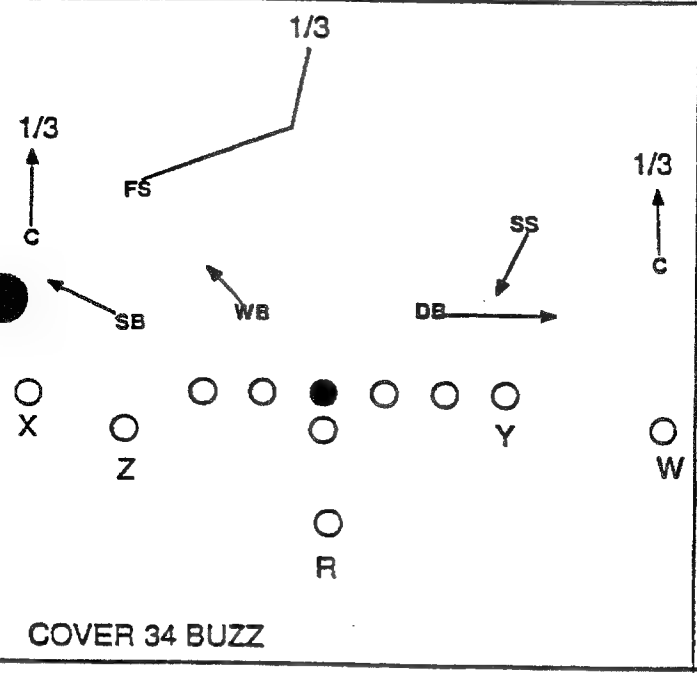
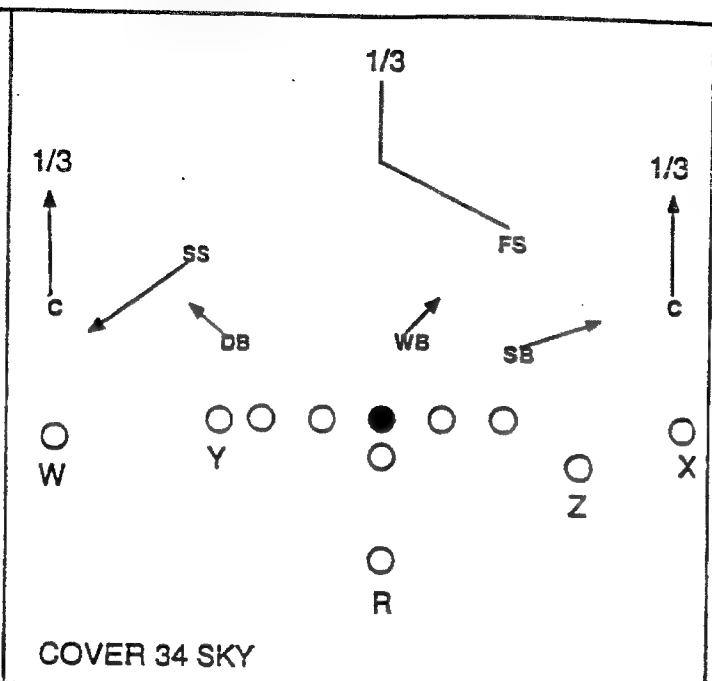
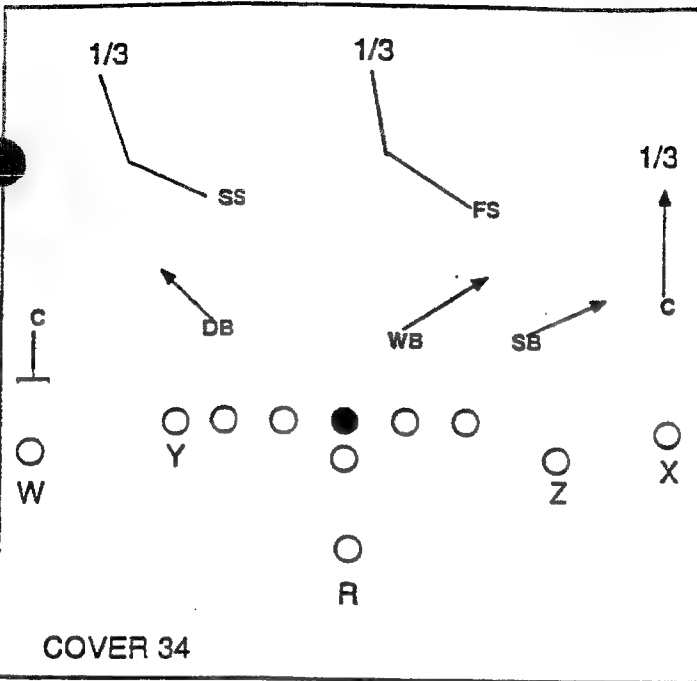
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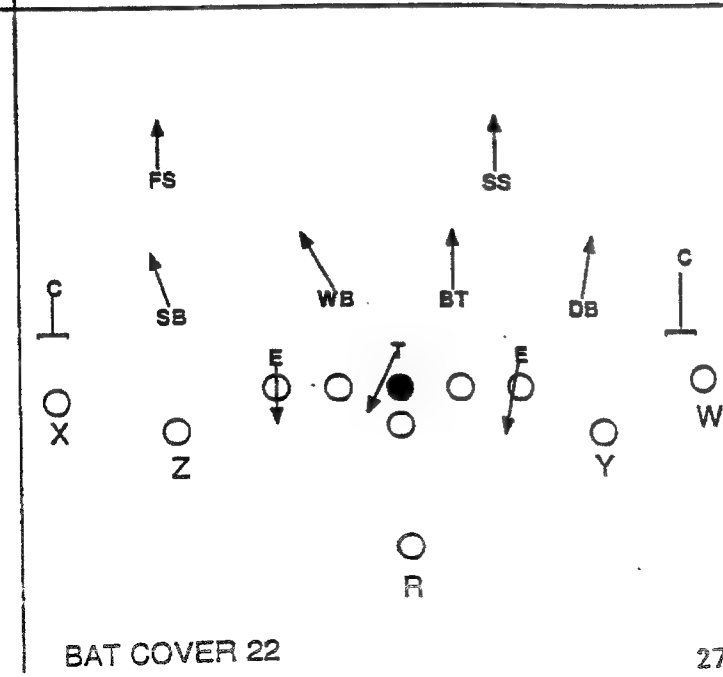
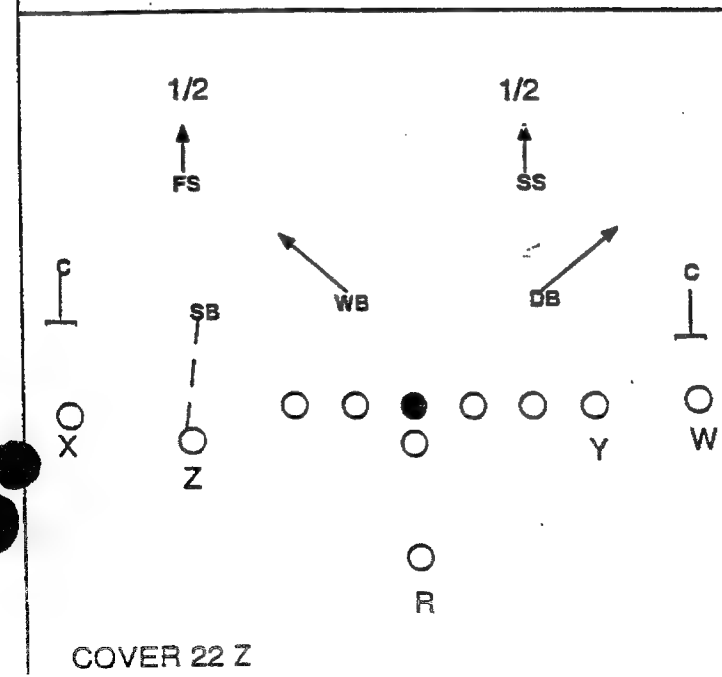
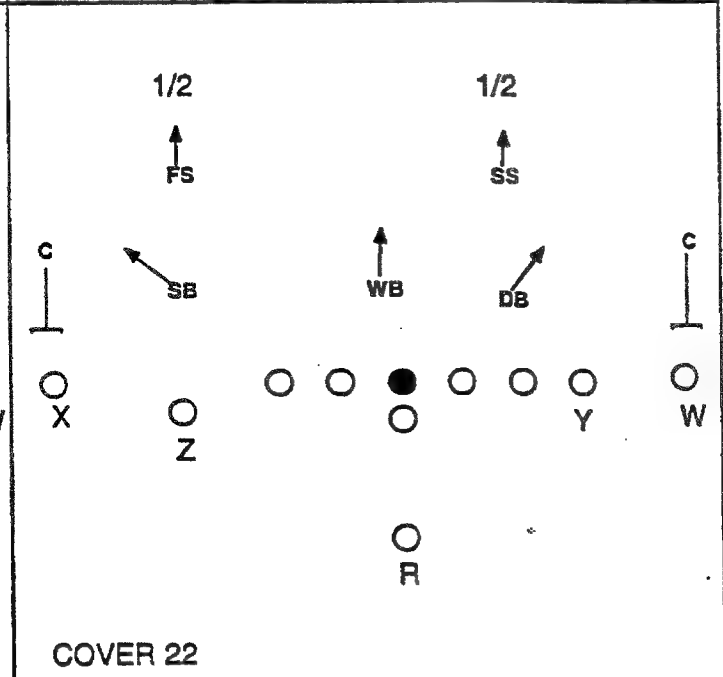
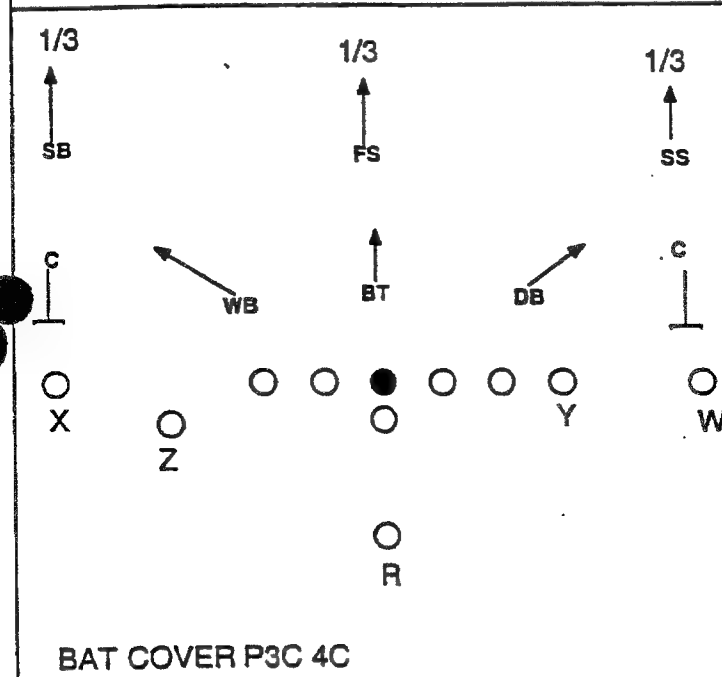
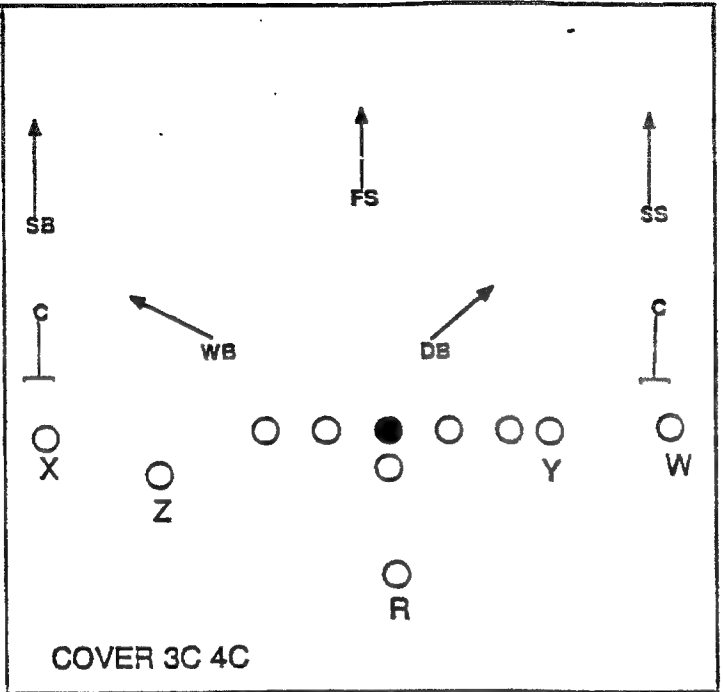
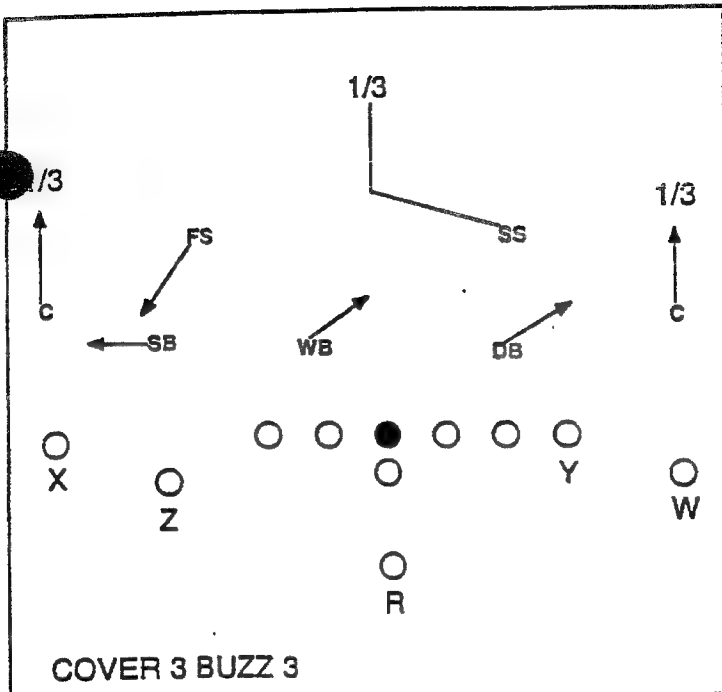
4-3 UNDER WILL IN SHARK COVER BLITZ 9



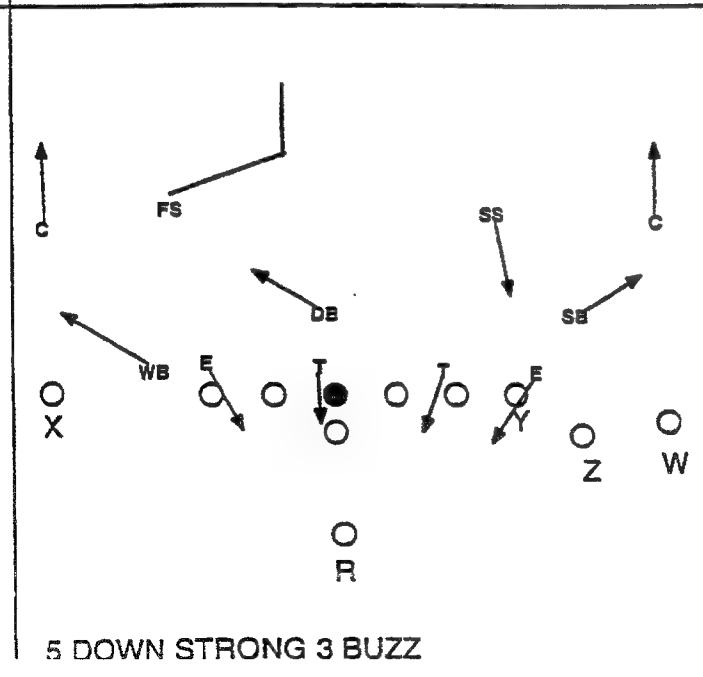
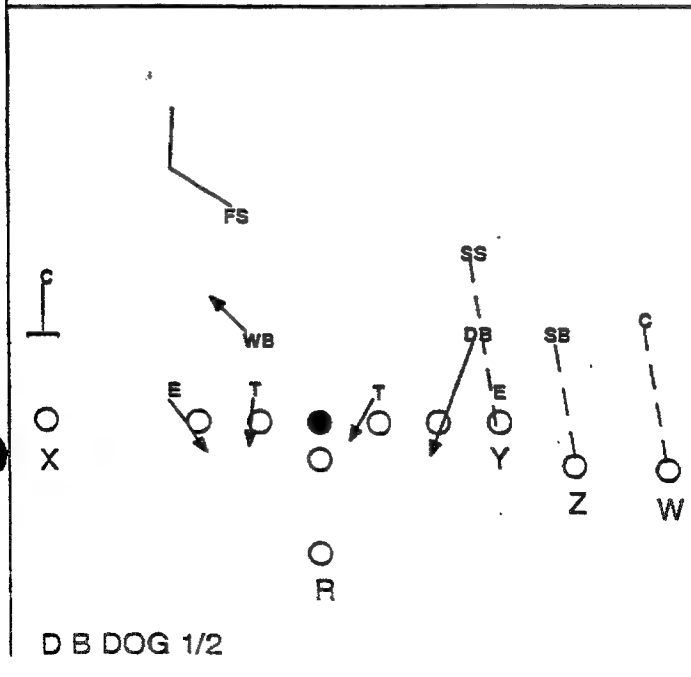
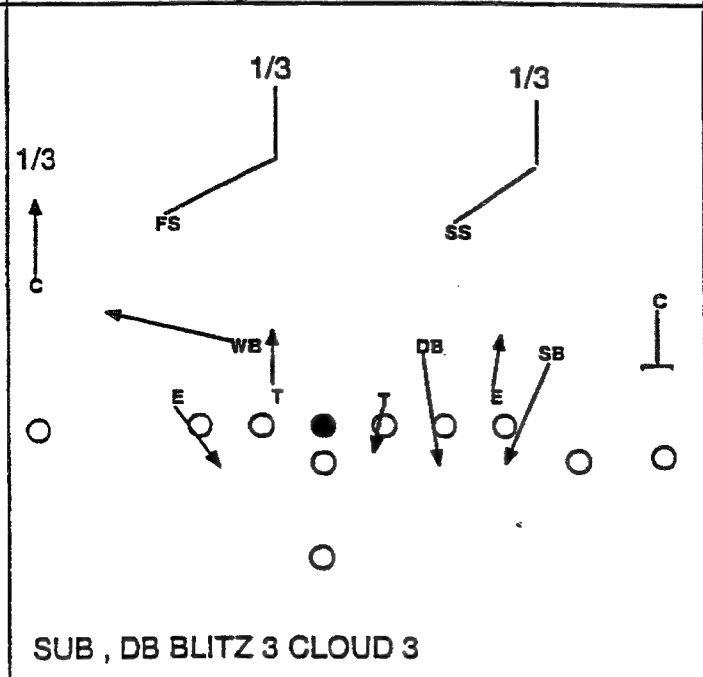
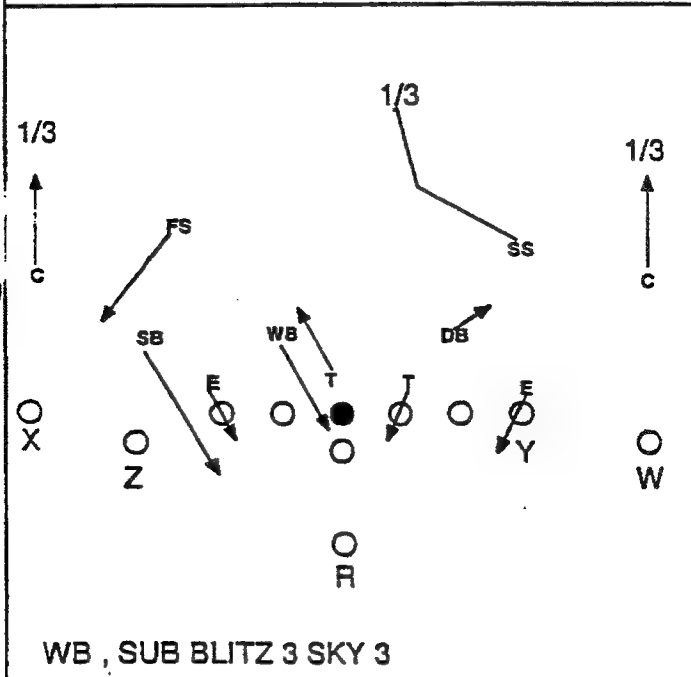
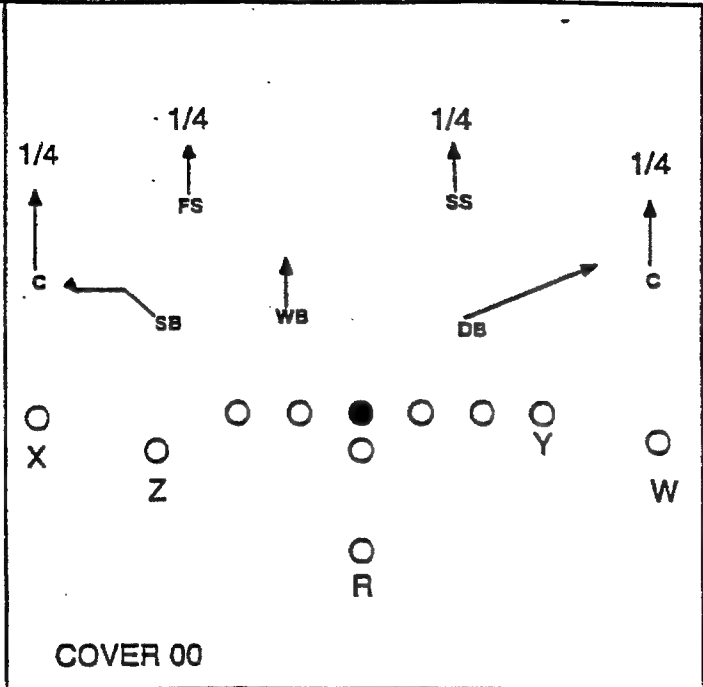
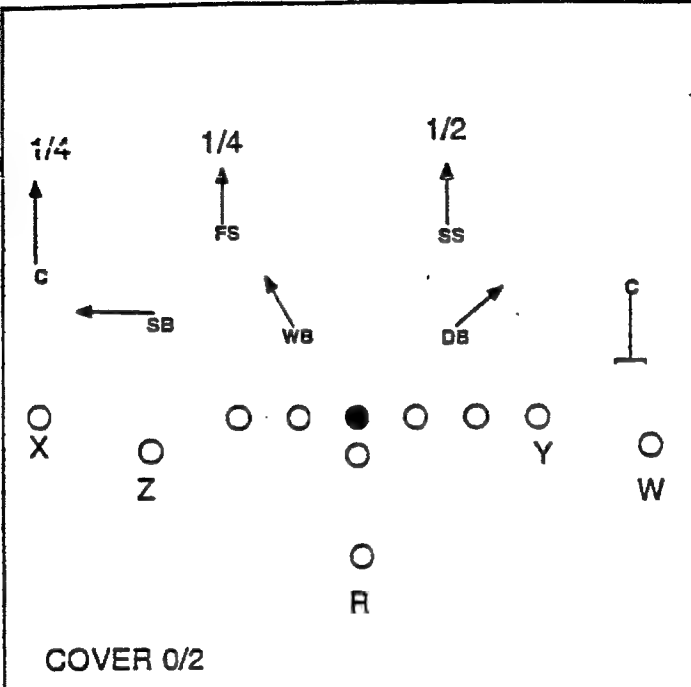
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7-9 Yards Deep Inside Shade	Cover Z M/M
STRONG SAFETY	2 Yards Deep 4 Yards Outside Y	Blitz Outside Y
FREE SAFETY	10 yards Deep Cheat to Y	Cover Y M/M
WEAK CORNER	7-9 Yards Deep Inside Shade	Cover X M/M
SAM	Defense Called	Blitz Inside
MIKE	Defense Called	Cover "B" M/M
WILL	Defense Called	Cover "A" M/M

SUB COVERAGES - ZONE

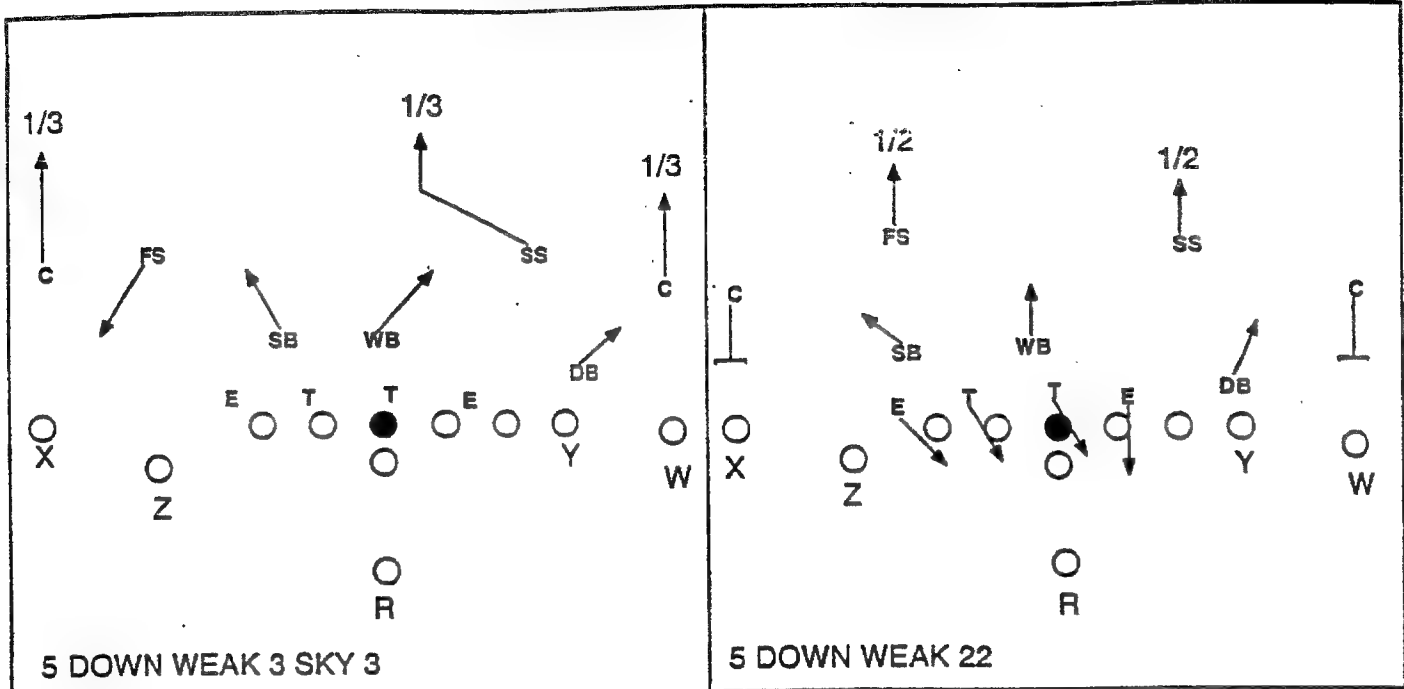


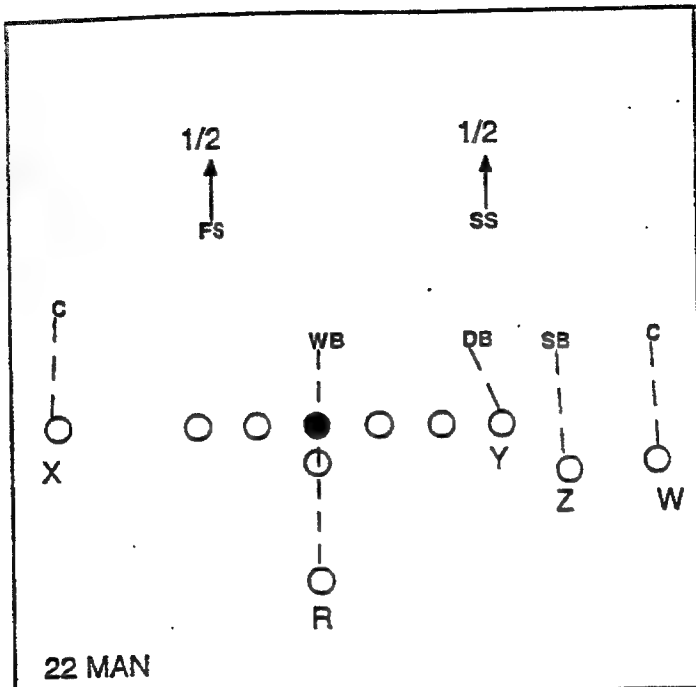


SUB COVERAGES - ZONE

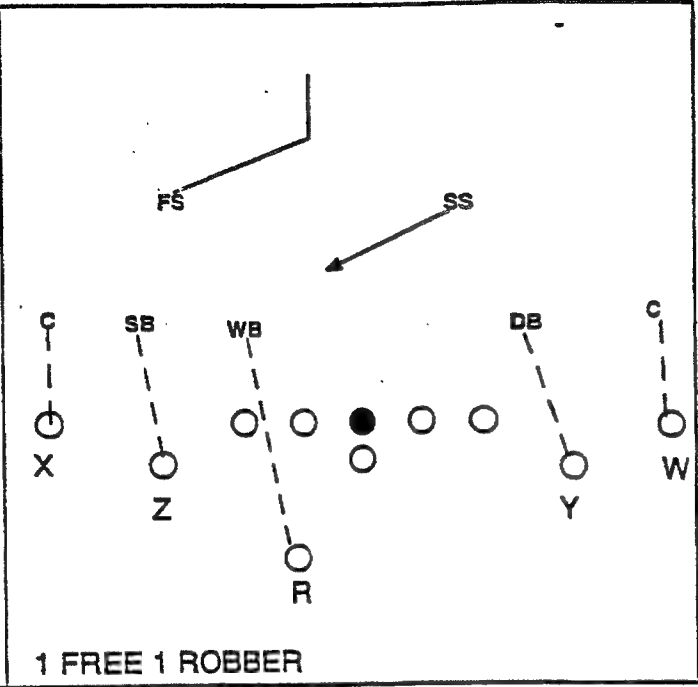


SUB COVERAGES - ZONE

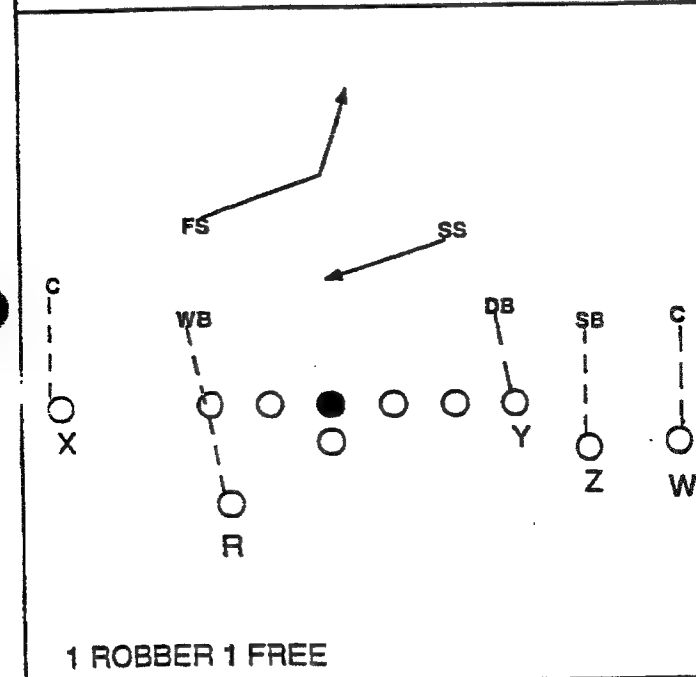




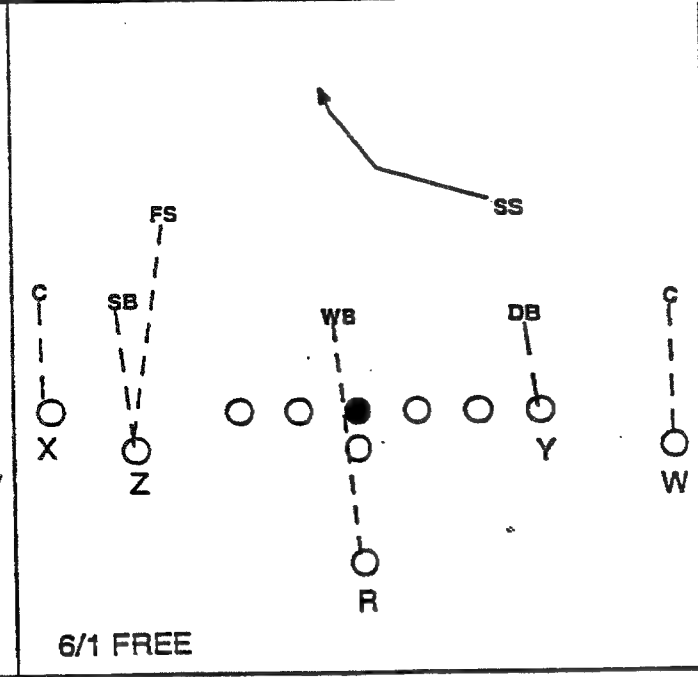
22 MAN



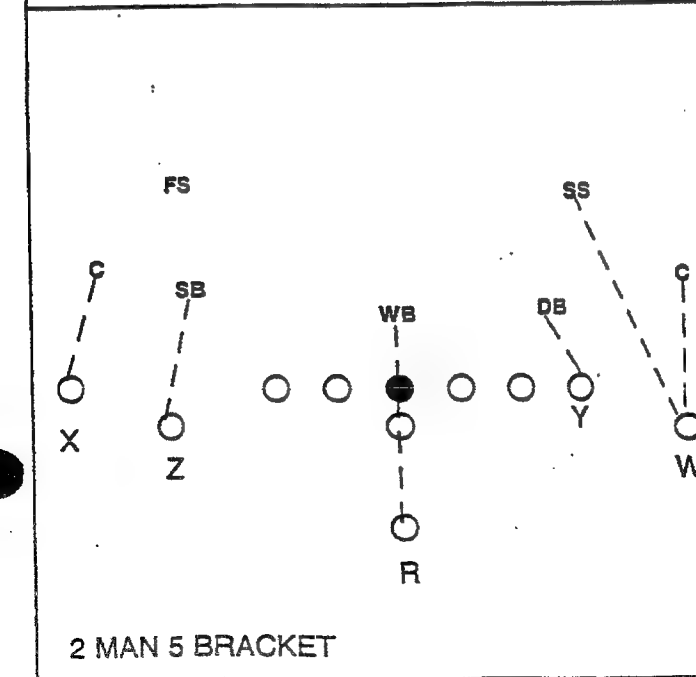
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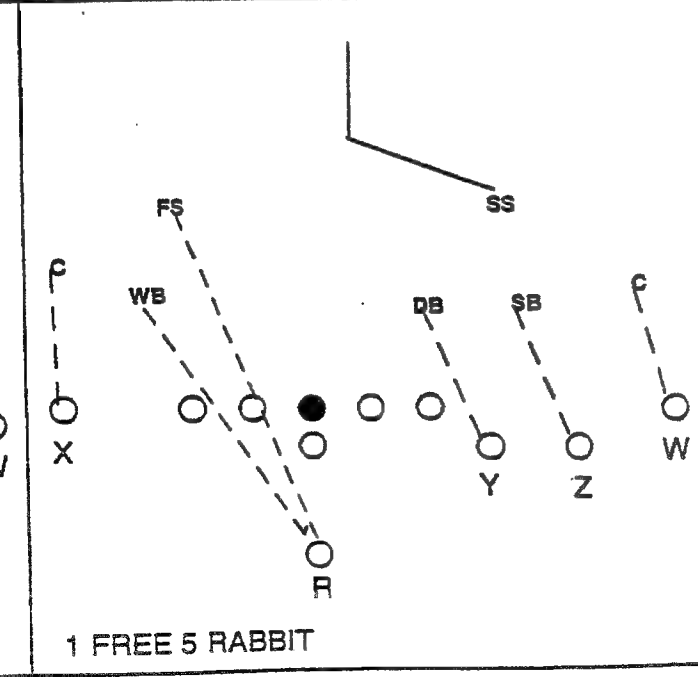
1 ROBBER 1 FREE



6/1 FREE

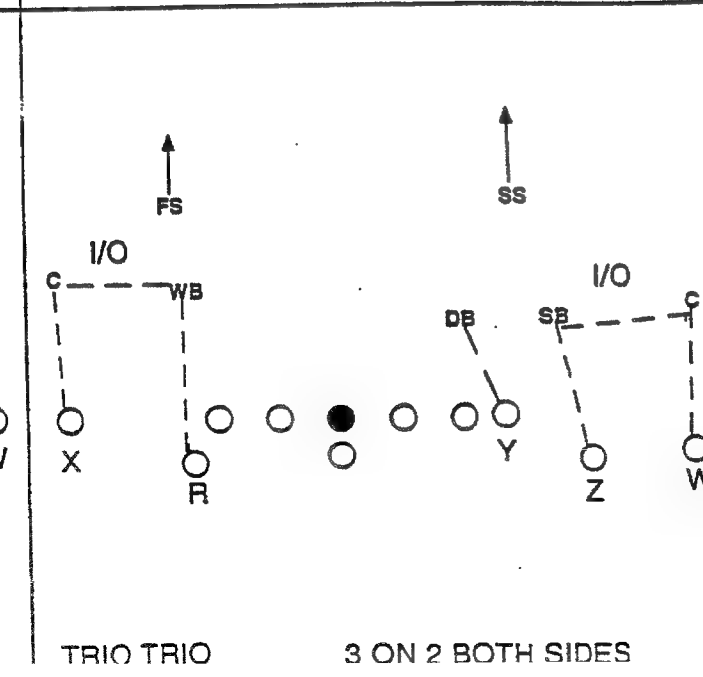
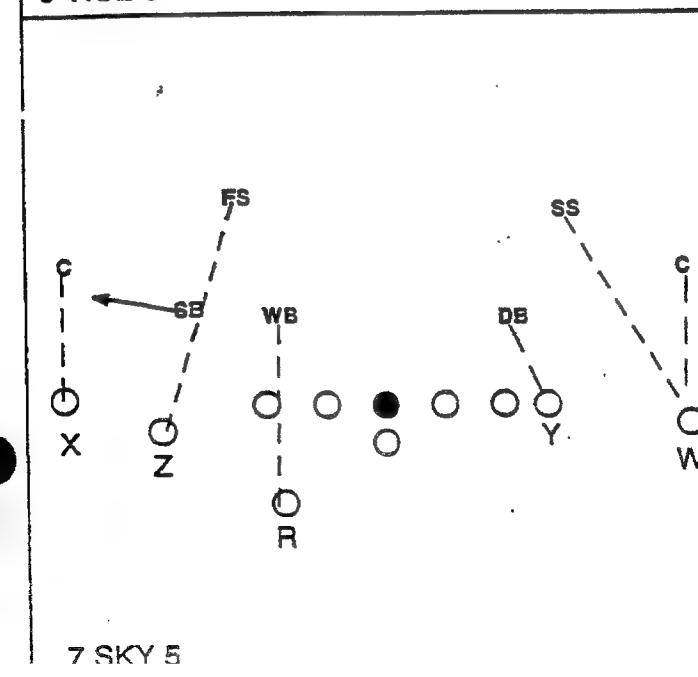
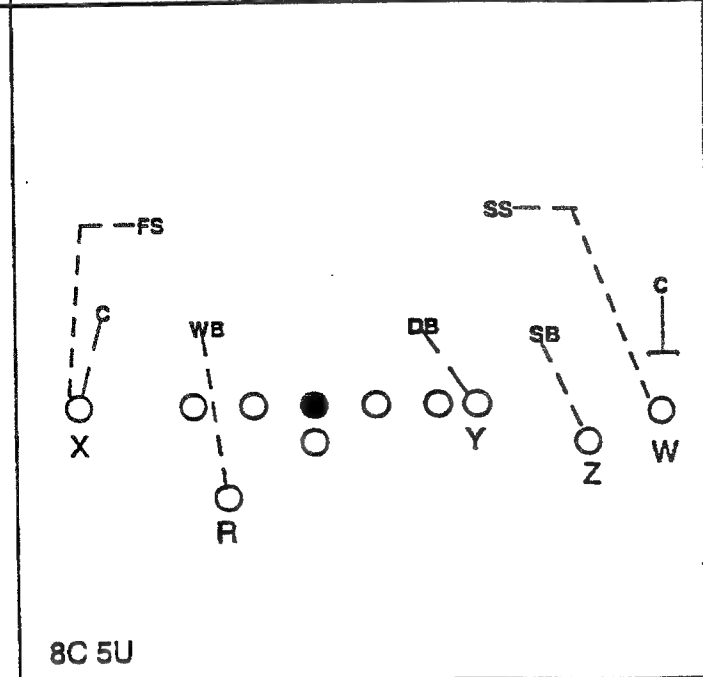
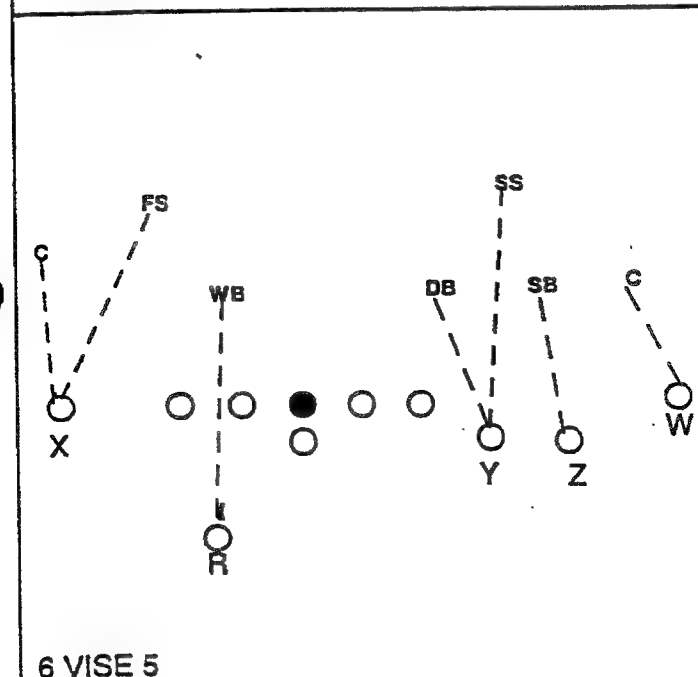
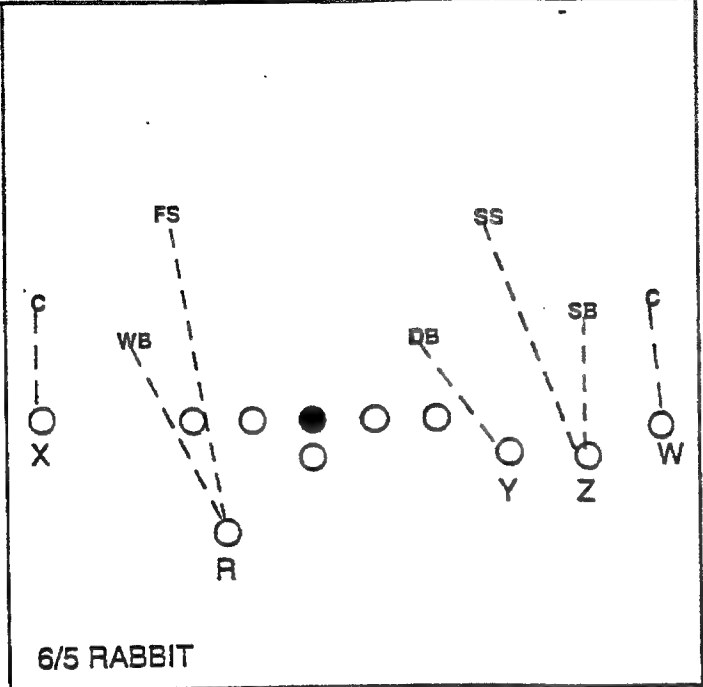
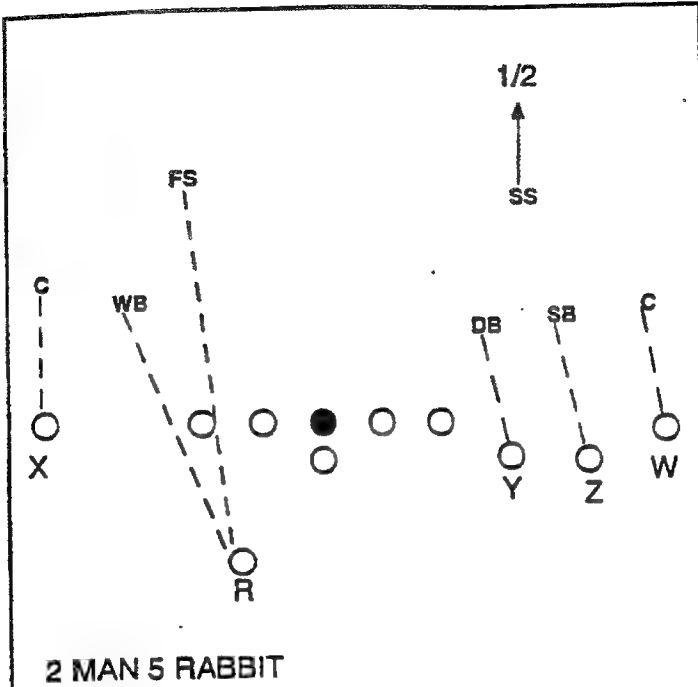


2 MAN 5 BRACKET

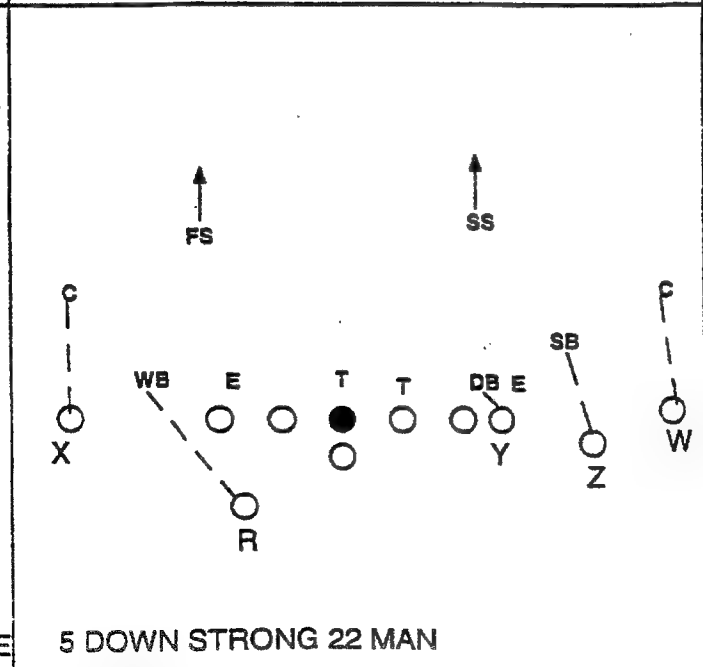
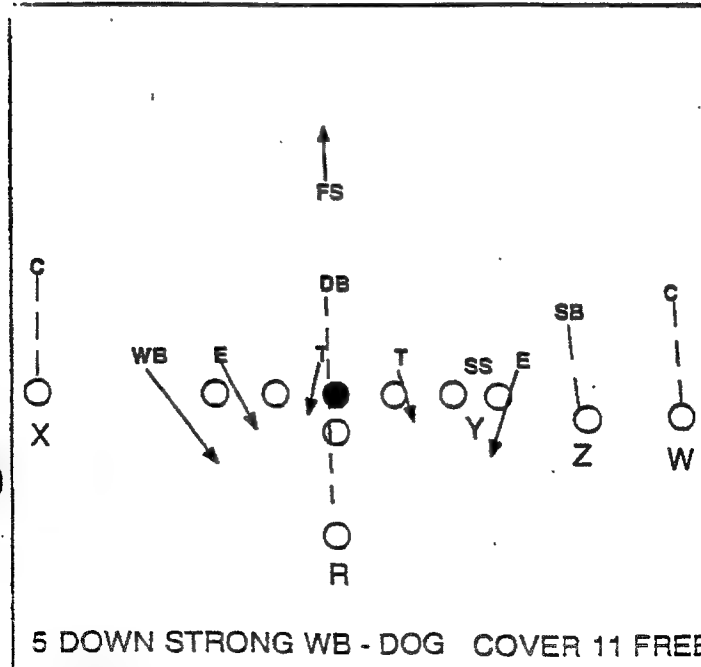
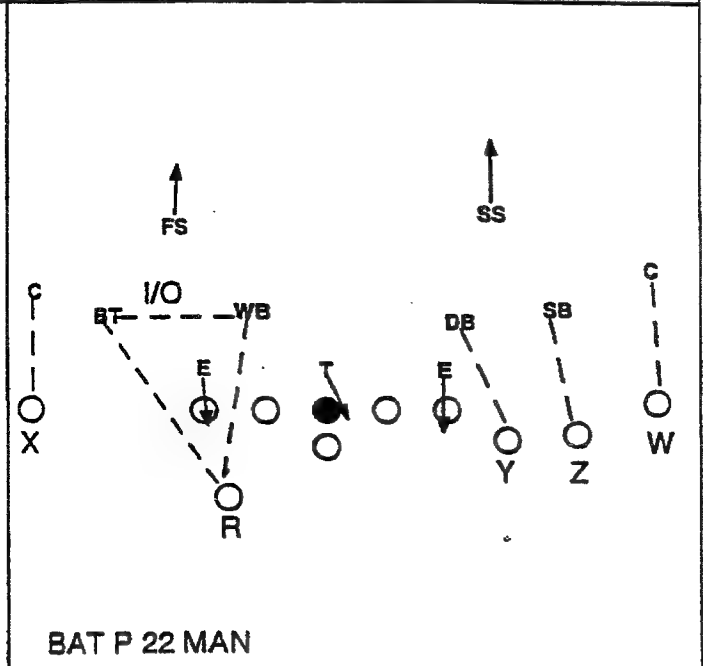
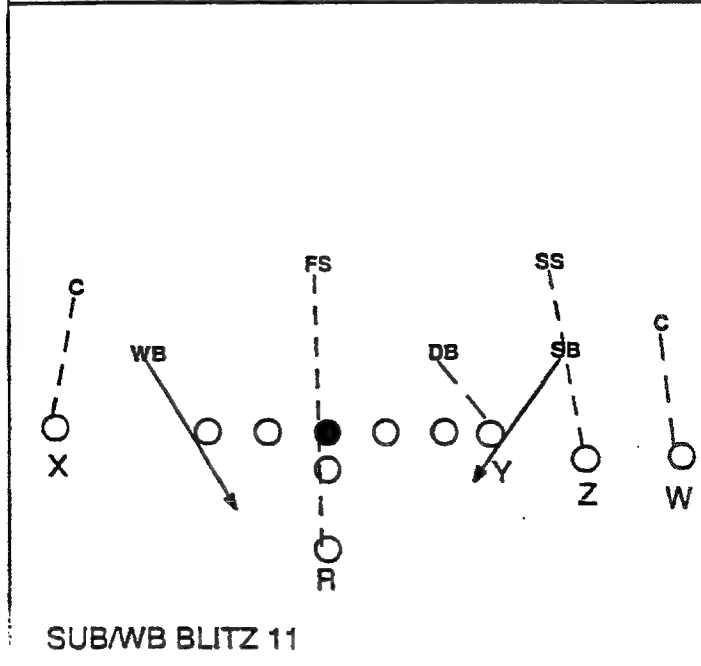
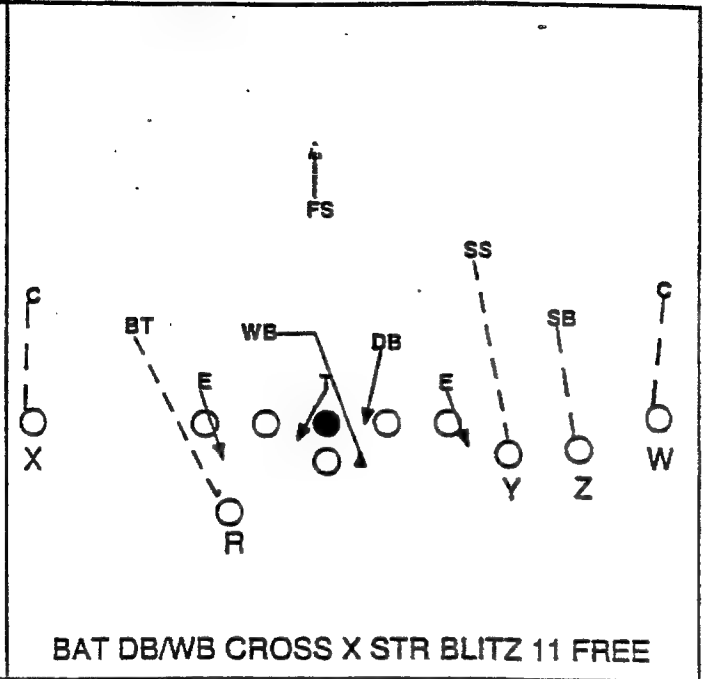
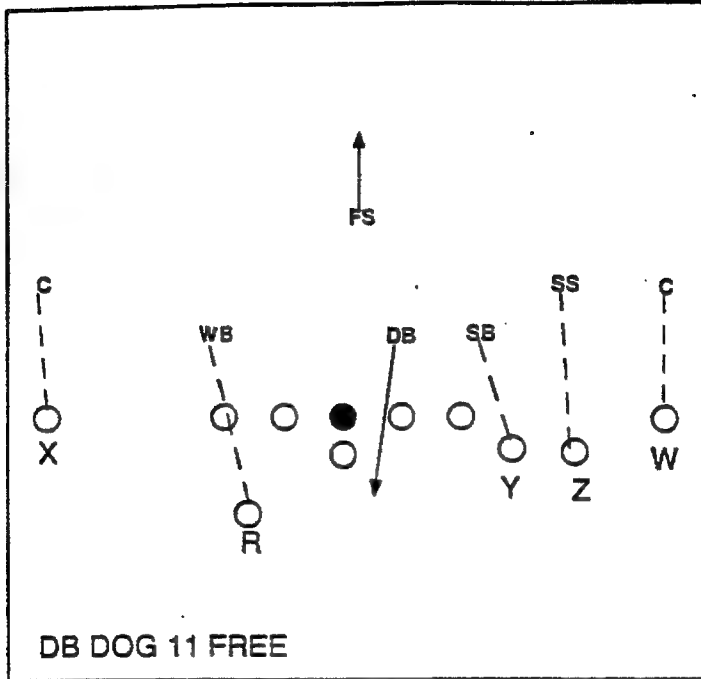


1 FREE 5 RABBIT

SUB COVERAGES - MAN



SUB COVERAGES - MAN

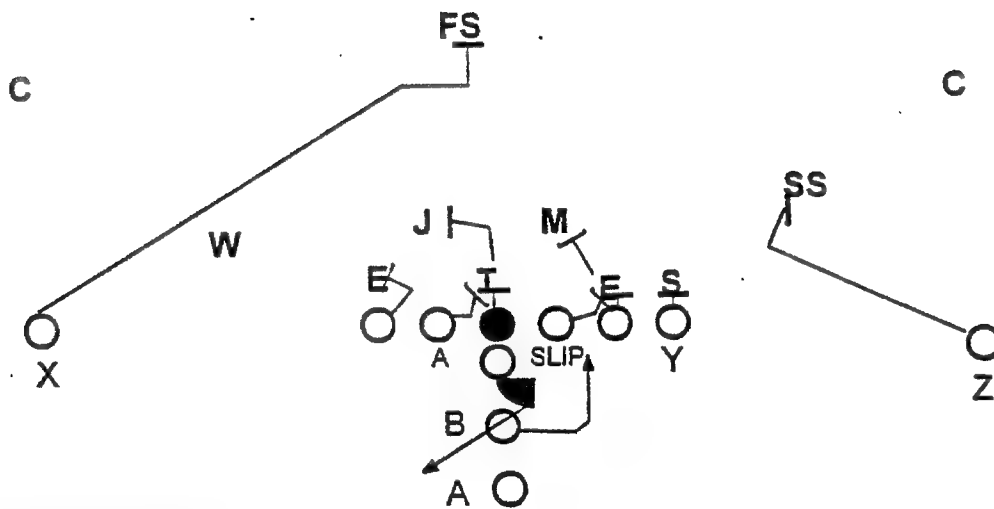


RUNNING GAME TERMINOLOGY

1. STRONGSIDE - Side to formation call, side to which TE (Y) is positioned.
2. WEAKSIDE - Side away from formation called. Side away from TE.
3. FRONTSIDE - (Play Side) (Onside) Side to which play is called.
4. BACKSIDE - (Offside) Side away from play called.
5. EVEN FRONT - Defensive alignment with no linemen on the center.
6. ODD FRONT - Defensive alignment with a lineman on the center.
7. COVERED LINEMAN - (Cov) OL with defensive lineman or Tuff LB aligned on him.
8. UNCOVERED LINEMAN - (Unc) OL who does not have a lineman or Tuff LB aligned on him.
9. BUBBLE - Area in front of Uncovered lineman.
10. SPLIT - Space between 2 offensive linemen.
11. LOS - Line of scrimmage.
12. POA - Point of attack.
13. EMOL - End man on line.
14. BC - Ball carrier.
15. BB - Blocking back.
16. RB - Remaining back. The back who is not the ball carrier.
17. CP - Coaching point.
18. TIGHT - Tight alignment of weakside end.
19. N/T - Not there.
20. OVER HANDOFF - QB between BC and LOS when ball exchanged.
21. UNDER HANDOFF - BC between QB and LOS when ball exchanged.

22. OPEN PIVOT - Initial turn of QB will toward the hole number.
23. REVERSE PIVOT - Initial turn of QB will be away from the hole #.
24. TOSS - QB tosses ball to BC.
25. STALK - The blocking path or method of locating defensive man to block.
26. SUSTAIN - Blocking and staying with man through completion of play.
27. INFLUENCE - Maneuver by offensive man to induce wrong move by defender.
28. BOB - Blocking pattern of back on backer.
29. BIM - Pattern of back on defensive end.
30. POWER - Double team at POA, back blocking EMOL, BSG on Pull for FSLB.
31. CRACK - Outside receiver blocking 1st defensive back or LB to inside.
32. DRAW - Run play after fake of pass.
33. BOSS - Back blocks force (S/S).
34. CONTAIN - Defender responsible to turn play to inside.
35. SCHEME - Basic pattern for designated plays.
36. CALLS - Adjustments made by two or more blockers.
37. CALL MAN - Man responsible for making blocking call.

PLAY NUMBER: SLANT 14/15 BELLY



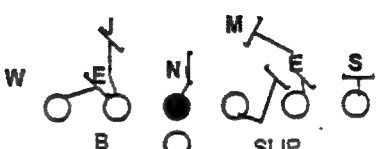
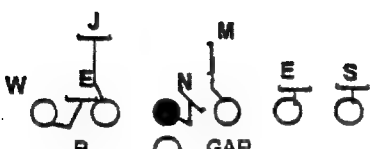
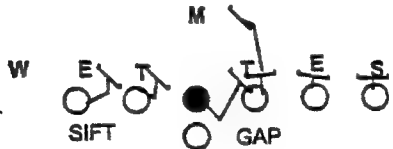
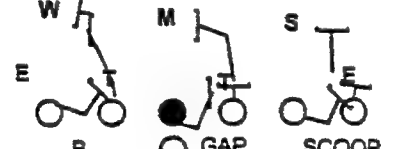
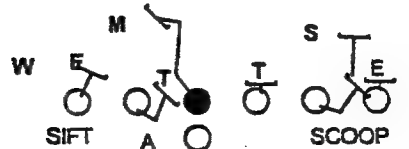
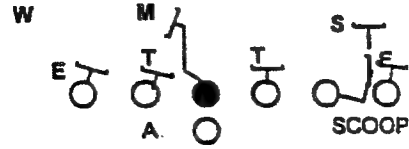
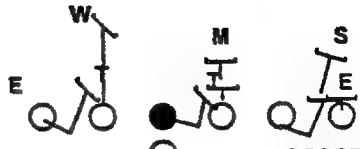
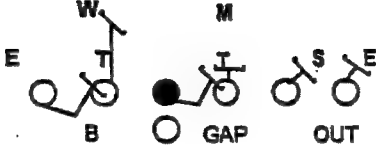
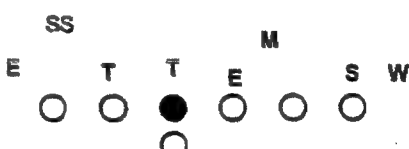
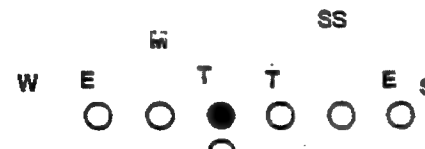
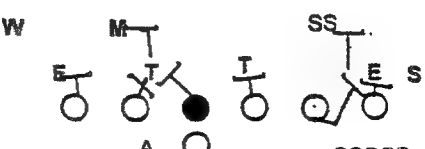
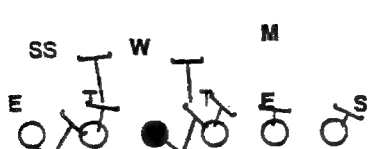
O SLANT 14 BELLY

CONCEPT: Belly play to compliment sweep action. (Possible split flow from 2/3 formation.)

RULE:

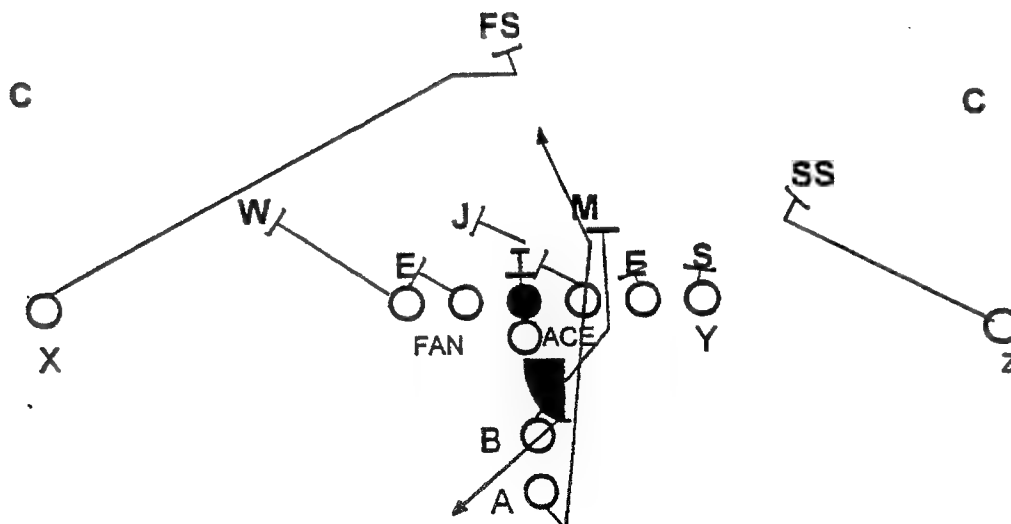
- Z Force.
- Y Block #3. Alert "Scoop", "Slip", Diamond. Alert "Scoop", "Out", call.
- FST Block #2. Alert "Scoop", "Slip", Diamond. Alert "Scoop", "Out" call.
- FSG Block #1. Alert "Slip", "Gap", "Gap AB".
- C Block 0. Alert "A", "AB", "Gap", "Gap AB".
- BSG Block #1. Alert "A", "AB", "Gap", "Gap AB".
- BST Block #2. Alert "Sift", "B", "C", "C-SS", "AB", "Gap AB".
- BSY Block ##. Alert "C", "C-SS", "Y Sift".
- X #2.
- QB Reverse pivot show pitch action give to FB and boot away.
- BALL CARRIER Drop roll step, key man over FST to next down man to inside.
- BACK Fake sweep play side, show hands on Pitch (2-3)
Backside cut off man over BST.

SLANT 14 / 15 BELLY

 <p>34 UNDER</p>	 <p>34 / 44</p>
 <p>4-3</p>	 <p>43 STK</p>
 <p>43 OVSTK</p>	 <p>43 OVSTK WIN</p>
 <p>44 STG</p>	 <p>44 STGSAM SW</p>
<p>SS</p>  <p>(CHECK AUD)</p> <p>43 DIAM</p>	<p>SS</p>  <p>(CHECK AUD)</p> <p>OVSTK SOUT SIN</p>
 <p>OSSO SIN</p>	 <p>44 BOSS SINWK</p>

PLAY NUMBER: SLANT 32 / 33 LEAD

BASIC BLOCKING: ISO



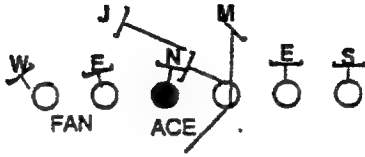
0 SLANT 32 LEAD

CONCEPT: Isolation Play on FS LB Usually Involves Double Team.

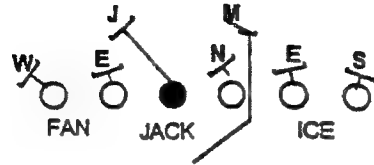
RULE:

- Z #2.
- Y Block #3. Alert "Out", "Ice", "Box".
- FST Block man on/inside. Alert "Deuce", "Out", "Ice", "Box".
- FSG Block man on/inside. Alert "Ace", "Deuce", "Ice", "Box".
- C Block man on/backside. Alert "Ace", "Big Fan", "Jack", "Box", "A".
- BSG Block man on/backside. Alert "Fan", "Big Fan", "Jack", "Box", "B".
- BST Block man on/backside. Alert "Fan", "Big Fan", "Jack", "Box", "B".
- X Cut off deep 1/2 to middle 1/3 (#2).
- QB Reverse pivot, get ball deep to A back, don't push him wide, boot fake way.
- BALL CARRIER Position step play side foot, POA outside hip of FSG, key man over FST to next down man inside, if squeeze, bounce outside with no support.
- BACK POA outside hip of guard, key man over FST to next down lineman. Block outside # of LB.

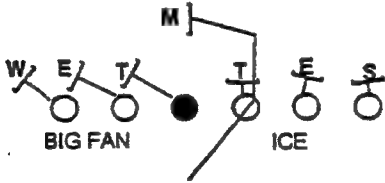
SLANT 32 / 33 LEAD



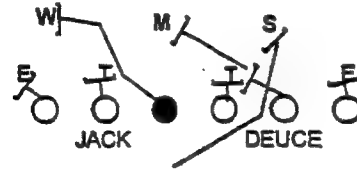
34 UNDER



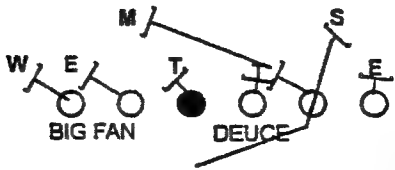
34 / 44



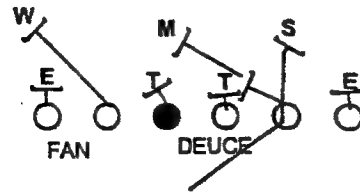
4-3



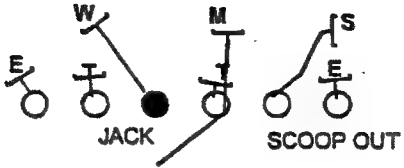
43 STK



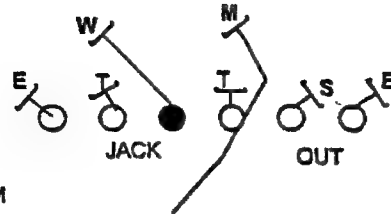
43 OVSTK



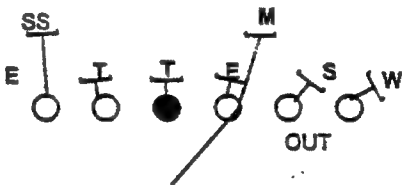
43 OVSTK
WIN



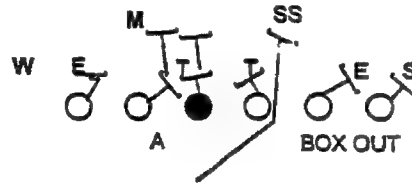
44 STG



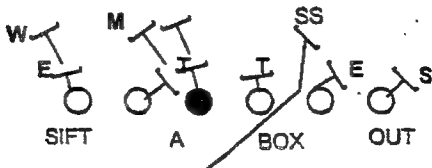
44 STGSAM
SW



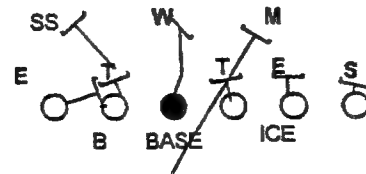
43 DIAM



OVSTK SOUT SIN



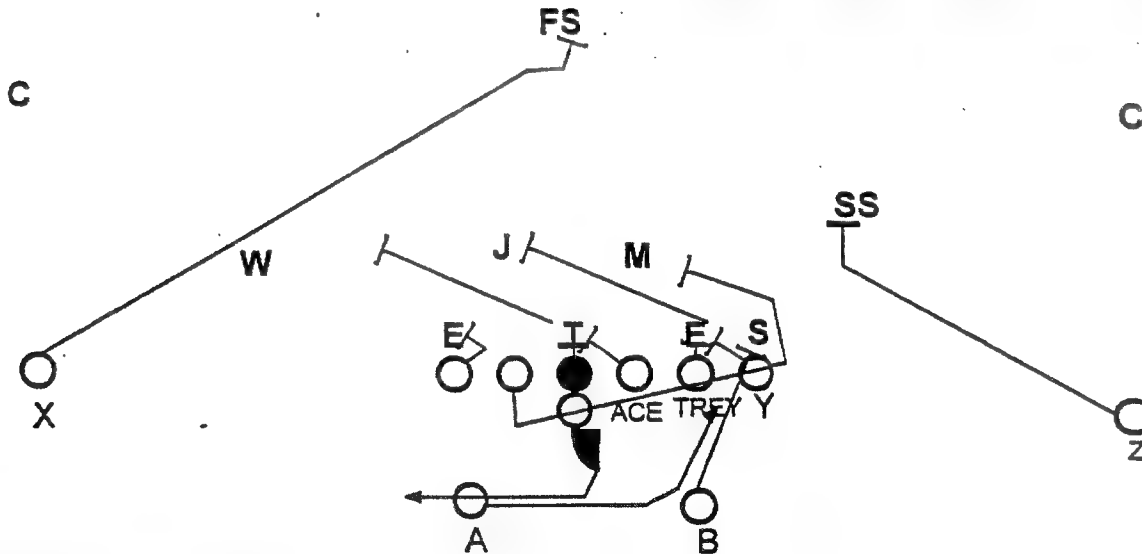
OSSO SIN



44 BOSS SINK

PLAY NUMBER : SLANT 36 / 37 POWER
(CT 36 / 37 POWER)

BASIC BLOCKING: POWER

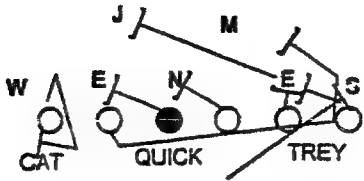


6 SLANT 36 POWER

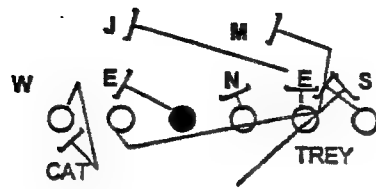
CONCEPT: Hard Nosed Off Tackle Power Play 6/7 = Slant, 0/1 Counter.

RULE:

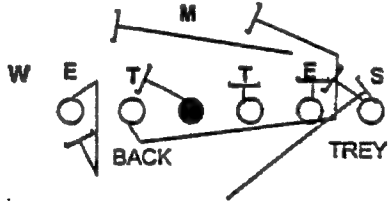
- Z Force.
- Y Block inside to Middle/BS LB'er. Alert "Trey", "Deuce", "Down", "Base", "Wide".
- FST Block inside to Middle/BS LB'er. Alert "Trey", "Deuce", "Down".
- FSG Block inside area to Middle/BS LB'er. Alert "Ace", "Deuce", "Quick", "Down".
- C Block backside area. Alert "Ace", "Down", "Quick", "Cat".
- BSG Larry Call - Pull flat turn up past FST for FSLB.
- BST Block B Gap and hold off. Alert "Cat".
- X #2.
- QB Reverse pivot give to BC and continue action away.
(0/1 = Counter action to hand off and Counter fake.)
- BALL CARRIER Open pivot step to gain good relationship with guard. Option read block (0/1 = Counter steps to gain relationship with guard on FSLB).
- BACK POA inside hip of TE. FST covered kick out or seal EMOL. FST UNC, block 1st defender outside of Y.



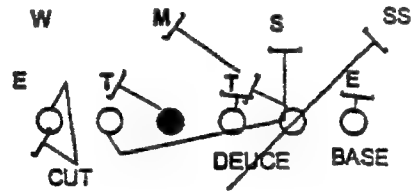
34 UNDER



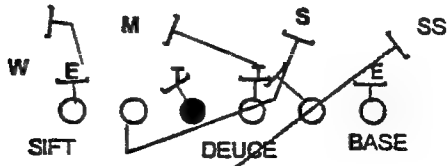
34 / 44



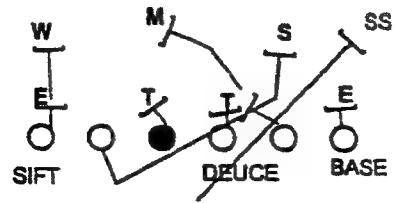
4-3



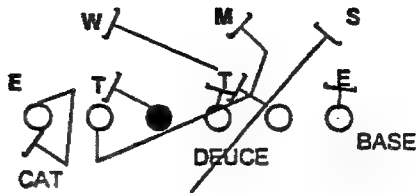
43 STK



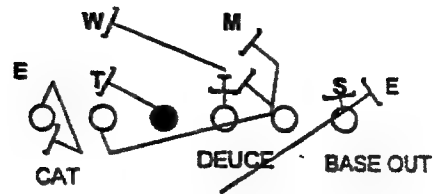
43 OVSTK



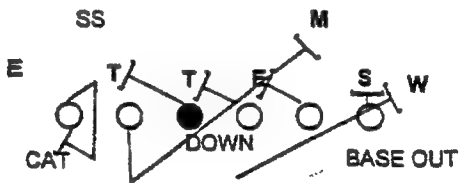
43 OVSTK WIN



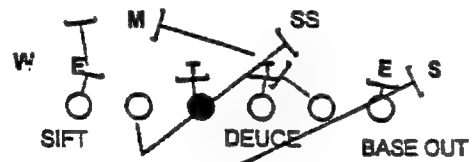
44 STG



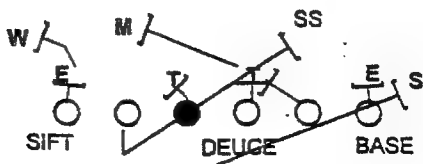
44 STGSAM SW



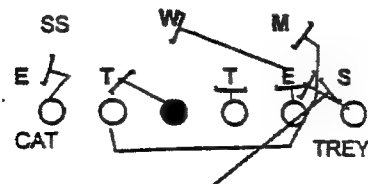
43 DIAM



OVSTK SOUT SIN



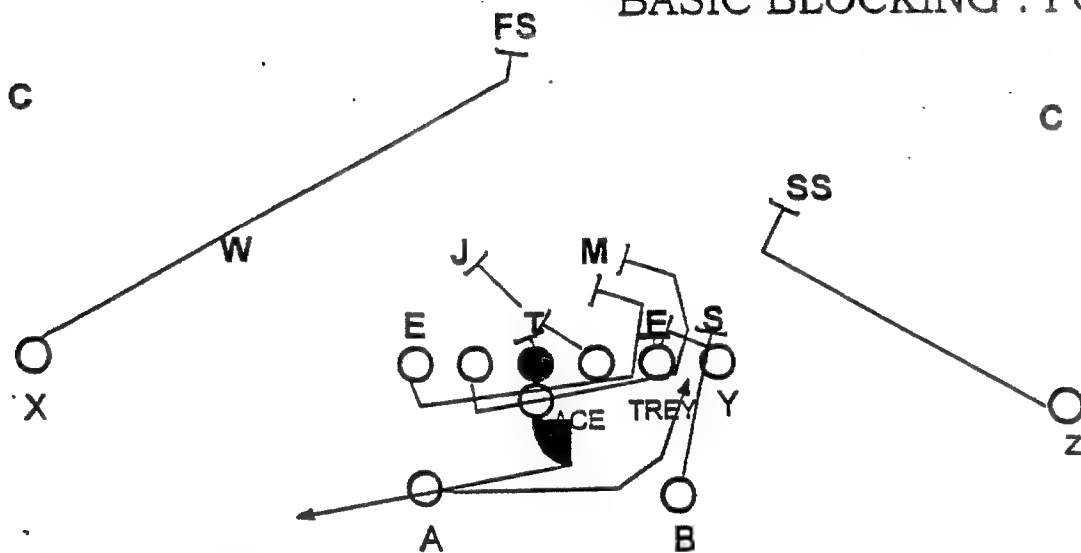
OSSO SIN



44 BOSS SINWK

PLAY NUMBER : SLANT 36 / 37 POWER STAY

BASIC BLOCKING : POWER

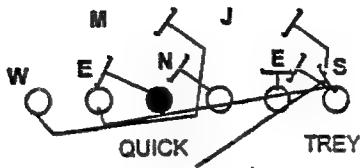


6 SLANT 36 POWER STAY

CONCEPT: Hard Nosed Off Tackle Power Play. Change up frontside is maximum double team. Change up backside is BST on pull to frontside looking for BSLB.

RULE:

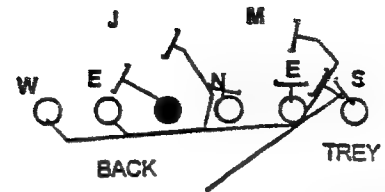
- Z Force. Arc signal block man over.
- Y Block inside. Alert "Base".
- FST Block #2. Alert "Deuce", "Down".
- FSG Block #1. Alert "Ace", "Deuce".
- C Ace, Seal, Back - Always cover for pulling guard.
- BSG Larry Call - Pull flat turn up past FST for FSLB.
- BST Pull to frontside - Turn up in 1st area open past the ball. Look for BSLB.
- X #2.
- QB Reverse pivot give to BC and continue action away.
(0/1 = Counter action to hand off and Counter fake.)
- BALL CARRIER Open pivot step to gain good relationship with guard. Option read block (0/1 = Counter steps to gain relationship with guard on FSLB).
- BACK POA inside hip of TE. FST covered kick out or seal EMOL. FST UNC, block 1st defender outside of Y.



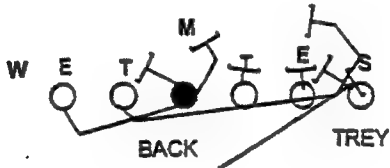
36 POWER STAY

34 UNDER

34 / 44



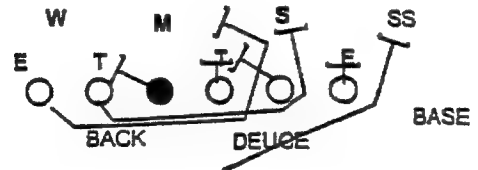
36 POWER STAY



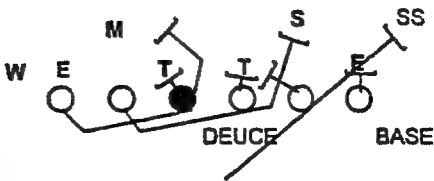
36 POWER STAY

4-3

43 STK



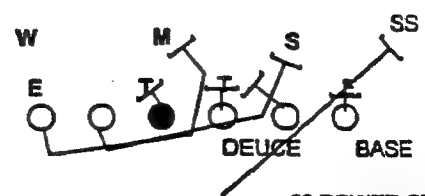
36 POWER STAY



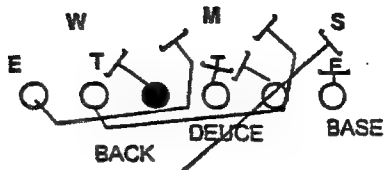
36 POWER STAY

43 OVSTK

43 OVSTKWIN



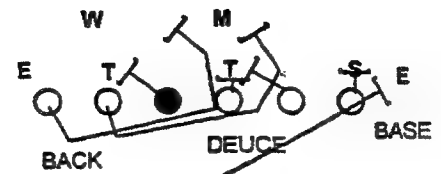
36 POWER STAY



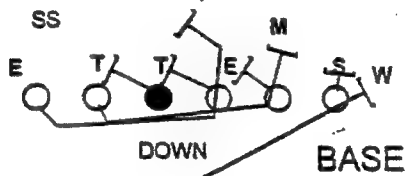
36 POWER STAY

44 STG

44 STGSAM SW



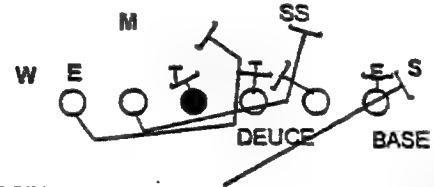
36 POWER STAY



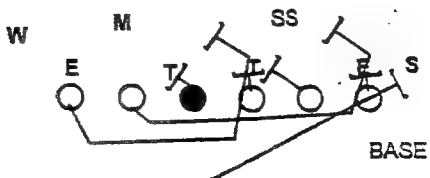
36 POWER STAY

43 DIAM

OVSTK SOUT SIN



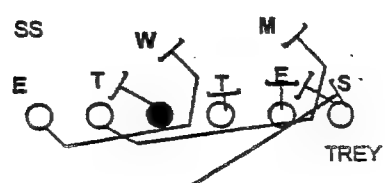
36 POWER STAY



36 POWER STAY

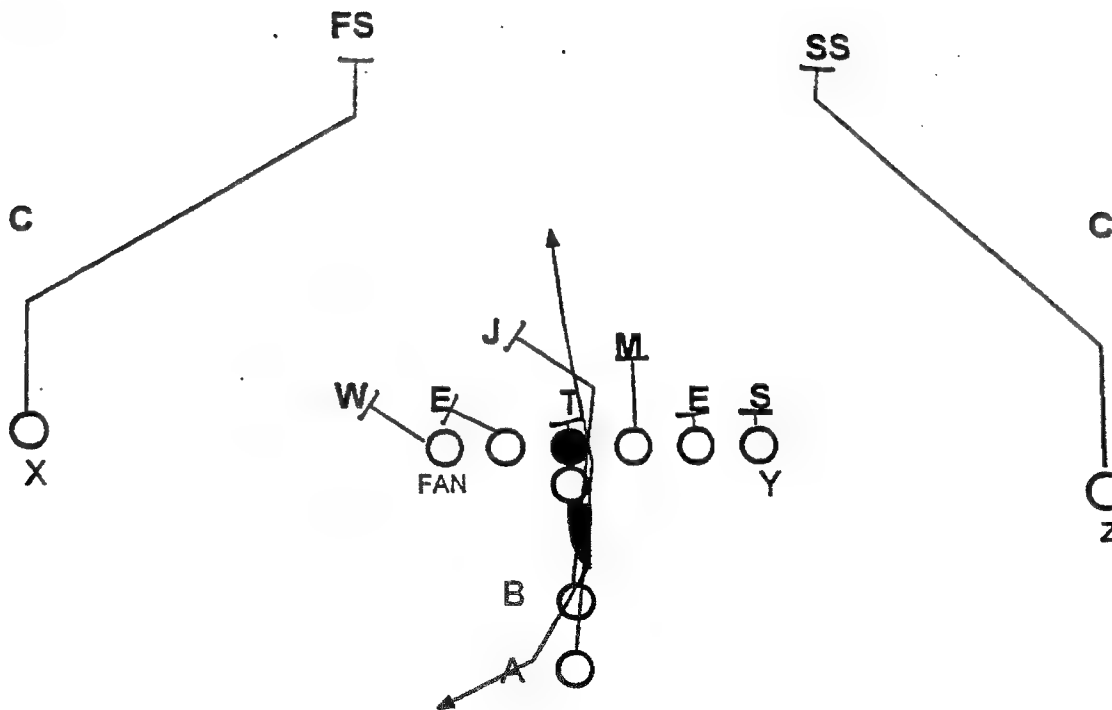
OSSO SIN

44 BOSS SINWK



36 POWER STAY

PLAY NUMBER : SLANT 32 / 33 BEND



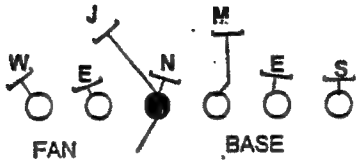
0 SLANT 32 BEND

CONCEPT: Bend Back Isolation Involving Fan Blocking Backside.

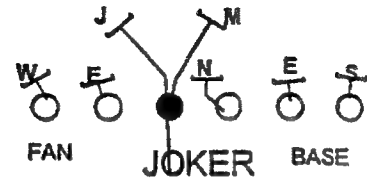
RULE:

- Z #2.
- Y Block #3. Alert "Out", "Scoop Out", "Eat".
- FST Block #2. Alert "Out", "Scoop Out", "Eat".
- FSG , Block #1. Alert "Joker".
- C Block 0. Alert "Joker", "A".
- BSG Block #1. Alert "Fan".
- BST Block #2. Alert "Fan".
- X #2.
- QB Reverse pivot, get ball back as deep as possible, boot away.
- BALL CARRIER Drop roll step, receive ball and follow B Back center area. Option, run off B Back's block and C's block. POA butt of FSG.
- BACK POA inside hip of FSG, read C's block for path to FSLB.

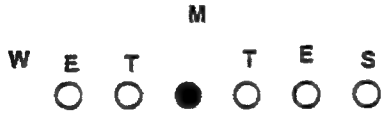
SLANT 32 / 33 BEND



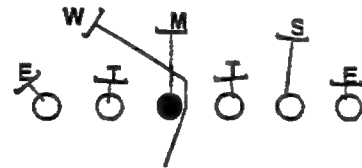
34 UNDER



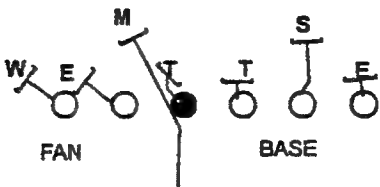
34 / 44



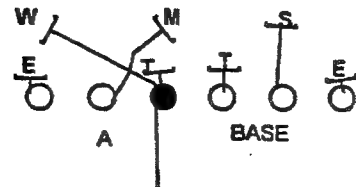
4-3



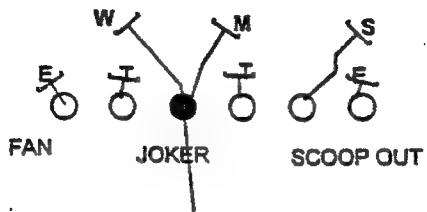
43 STK



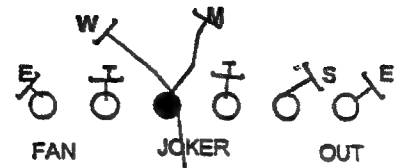
43 OVSTK



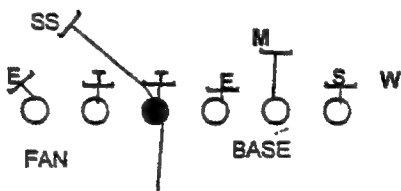
43 OVSTKWIN



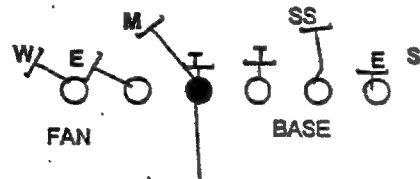
44 STG



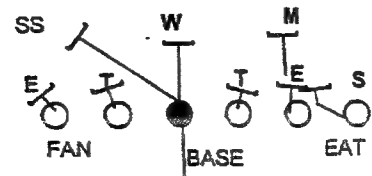
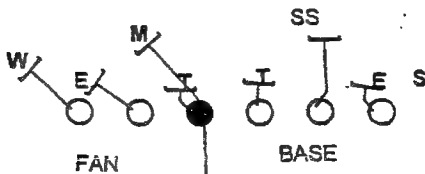
44 STGSAM SW



43 DIAM



OVSTK SOUT SIN

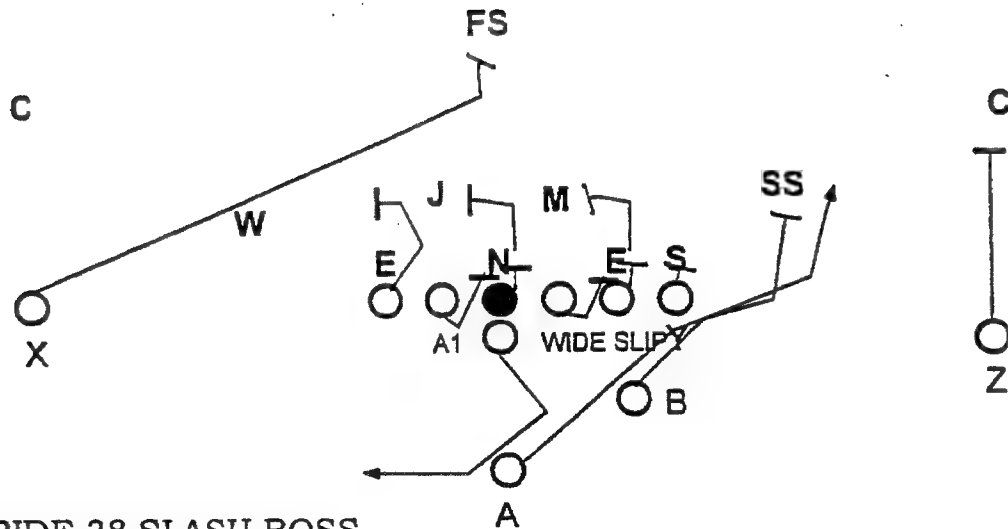




CLEVELAND BROWNS

RIDE SERIES

PLAY NUMBER: RIDE 38 / 39 SLASH BOSS



O STR RIDE 38 SLASH BOSS

CONCEPT: Slash blocking scheme that stretches the defense with Boss blocking. O-Line will use defense's momentum to create and alley.

RULE:

Z Deep 1/3, Deep 1/2.

Y Block #3. Alert "Wide Scoop", "Triple"

FST Block #2. Alert "Wide Slip", "Wide Scoop", "Triple"

FSG Block #1. Alert "Wide Slip", "Wide Gap", "Triple", "Gap A", "Gap AB"

C Block #0. Alert "A", "Wide Gap", "Triple", "Gap A", "Gap AB"

BSG Block #1. Alert "A", "B", "Gap AB"

BST Block #2. Alert Sift "B1", "AB", "C1", "C-SS"

Y block #3. Alert "C", "C-SS"

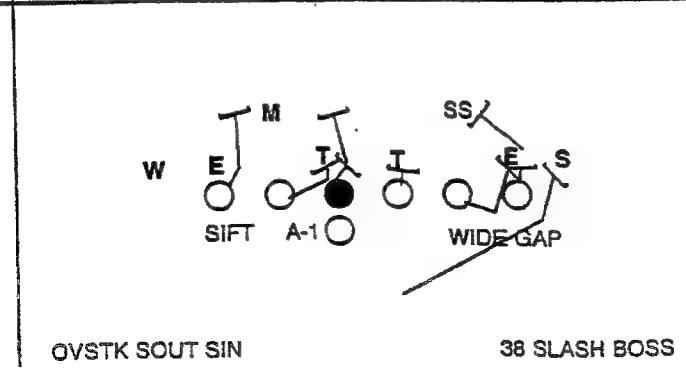
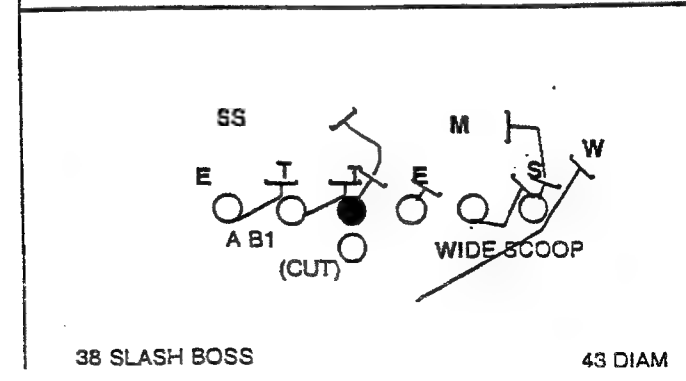
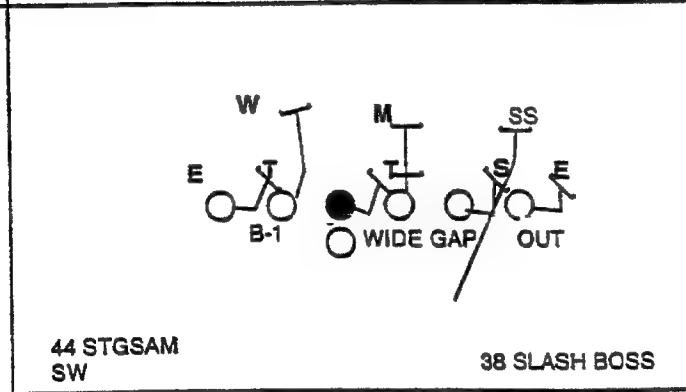
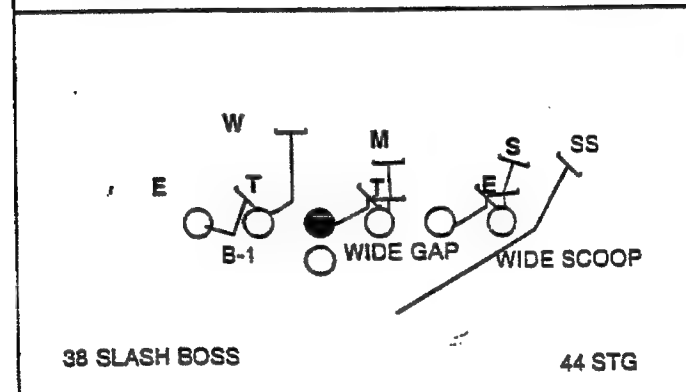
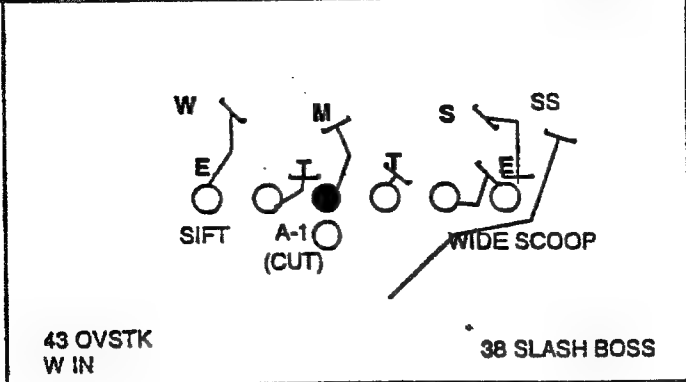
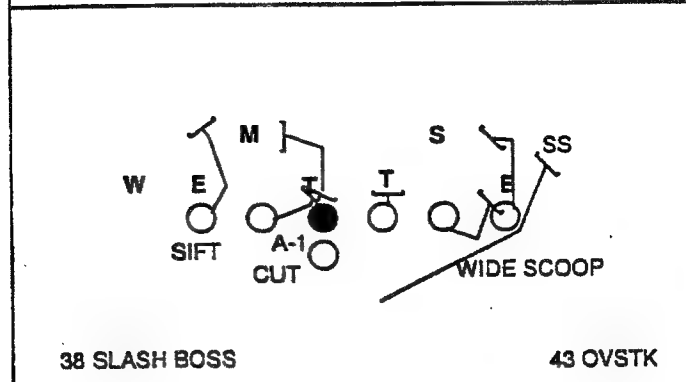
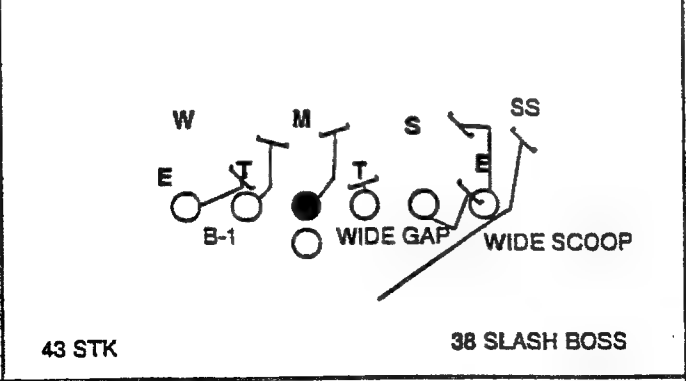
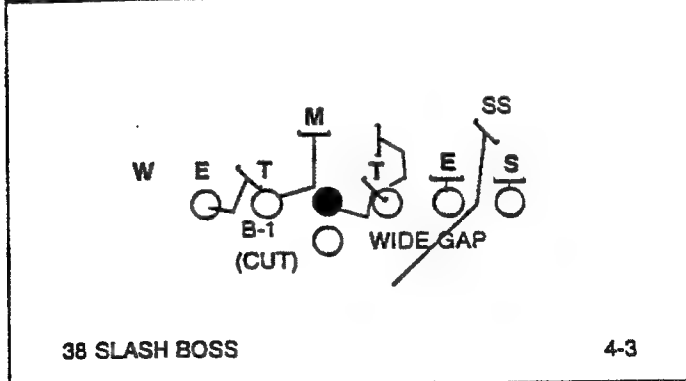
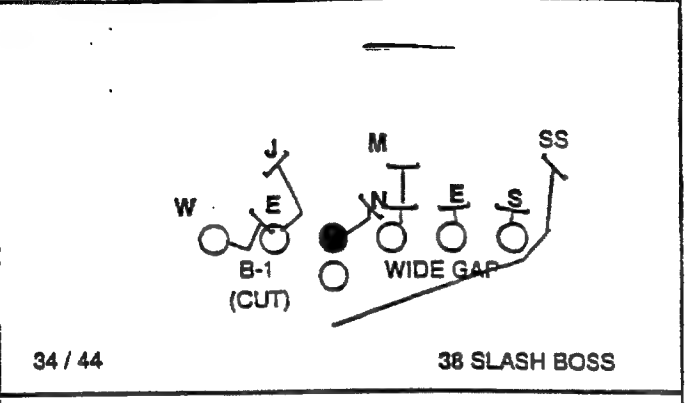
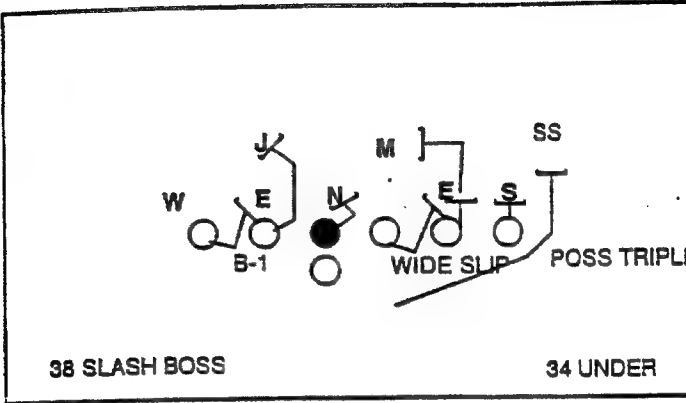
X Cut wall.

QB Front out and give ball to ball carrier as deep as possible and fake naked away.

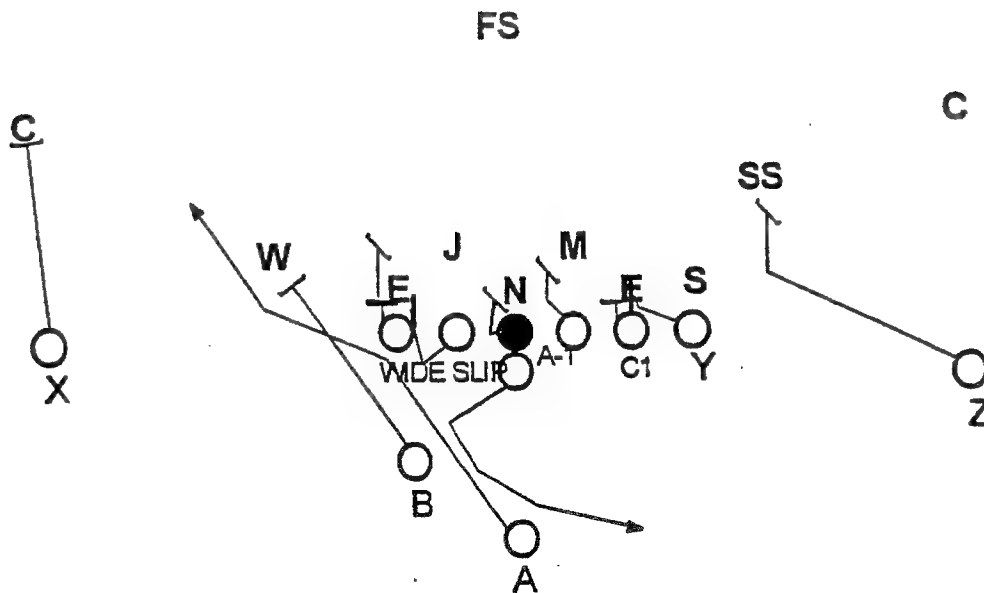
BALL CARRIER - Drop step, turn on Slash course w/POA inside hip of TE. Slash read (8, 6, 4, 2, 0 hold read).

BACK Boss blocking on strong support.

RIDE 38 / 39 SLASH BOSS



PLAY NUMBER: RIDE 38 / 39 SLASH



O WK RIDE 39 SLASH

CONCEPT: Slash blocking scheme that stretches the defense. O-Line will use defense's momentum to create an alley.

RULE:

Z Cut wall.

Y Block #3, Alert "C", "C-SS"

FST Block #2, Alert "Wide Slip", "Fan"

FSG Block #1, Alert "Wide Slip", "Gap", "Gap A", "Fan"

C Block #0, Alert "Wide Slip", "Gap", "Gap A", "Gap AB"

BSG Block #1, Alert "A", "B", "AB", "Gap A", "Gap AB"

BST Block #2, Alert "B", "AB", "C", "C-SS"

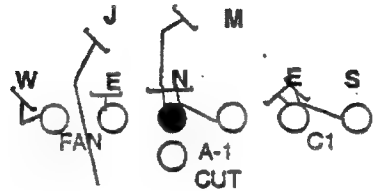
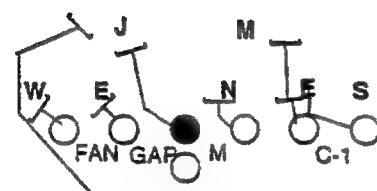
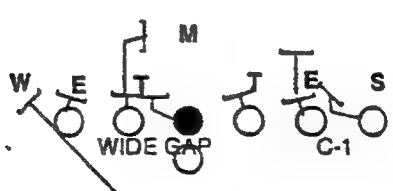
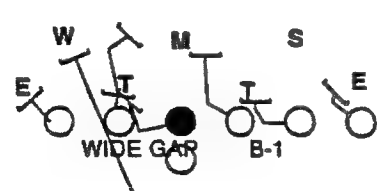
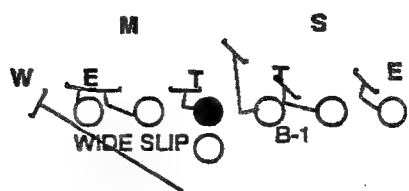
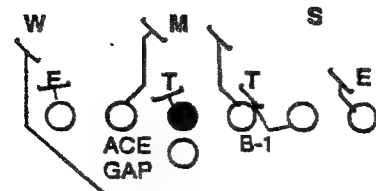
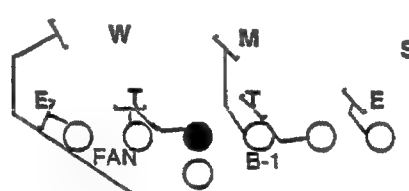
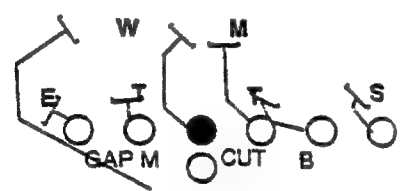
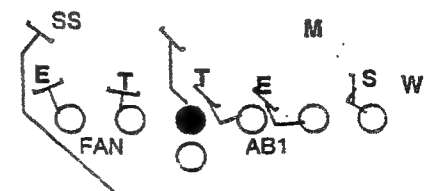
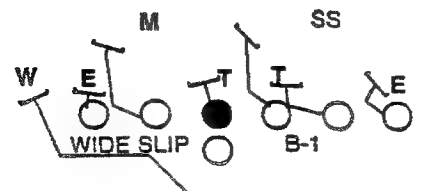
X Force.

QB Front out, give to ball carrier as seep as possible and fake naked away.

BALL CARRIER - Drop step, turn on slash course with POA inside hip of TE or where original TE would be. Slash read; run the alley (7, 5, 3, 1 hole read).

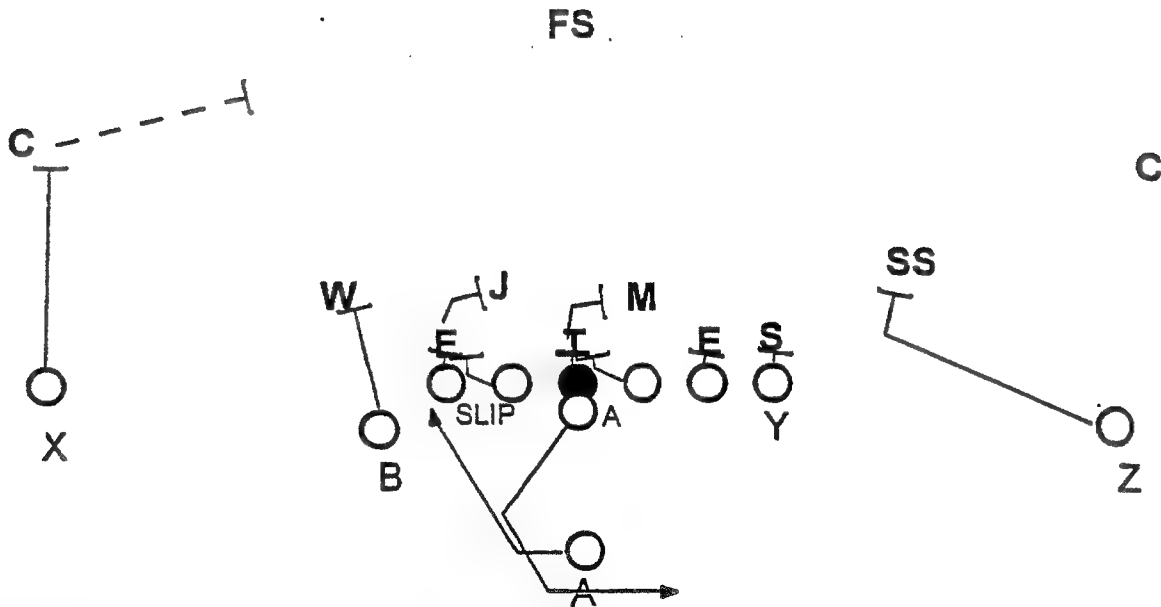
BACK - Block Will LB on or off the LOS.

RIDE 38 / 39 SLASH

 <p>R 39 SLASH</p> <p>34 UNDER</p>	 <p>34 / 44</p> <p>R 39 SLASH</p>
 <p>R 39 SLASH</p> <p>4-3</p>	 <p>4-3 STK</p> <p>R 39 SLASH</p>
 <p>R 39 SLASH</p> <p>43 OVSTK</p>	 <p>43OVSTK WIN</p> <p>R 39 SLASH</p>
 <p>R 39 SLASH</p> <p>44 STG</p>	 <p>44 STGSAM SW</p> <p>R 39 SLASH</p>
 <p>R 39 SLASH</p> <p>43 DIAM</p>	 <p>OVSTK SOUT SIN</p> <p>R 39 SLASH</p>

PLAY NUMBER : RIDE 35 / 34

BASIC BLOCKING: BASE



0 UP RIDE 35

CONCEPT: Base Blocked Off Tackle Play.

RULE:

Z BS = Cut wall, possible Zest call block EMOL.

Y Block #3. Alert "C", "C-SS".

FST Block #2. Alert "Slip", "Fan".

FSG Block #1. Alert "Slip", "Gap", "Gap A".

C Block 0. Alert "Gap", "Gap A", "Gap AB".

BSG Block #1. Alert "A", "B", "AB", "Gap A", "Gap AB".

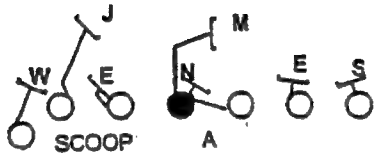
BST Block #2. Alert "B", "AB", "C", "C-SS".

X Cut wall.

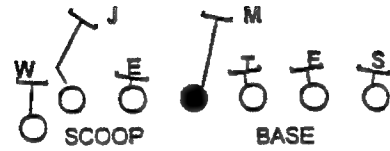
QB Open to BC get ball back as deep as possible. Boot away.

BALL CARRIER Lateral lead and go POA inside leg of FST. Read man over FST. (Slash Course.)

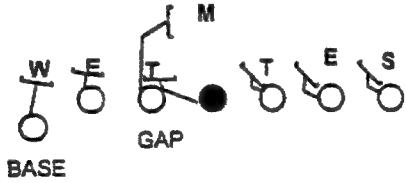
T/BACK - EMOL - Combination with FST depend on LB's alignment. Possibilities also include blocking on move. Be alert for call.



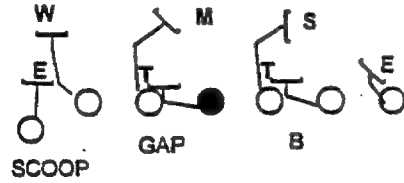
34 UNDER



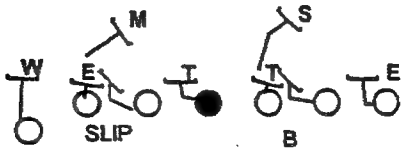
34 / 44



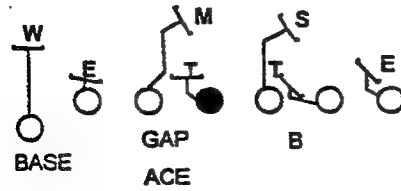
4-3



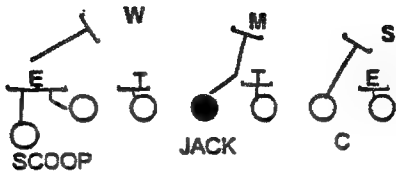
43 STK



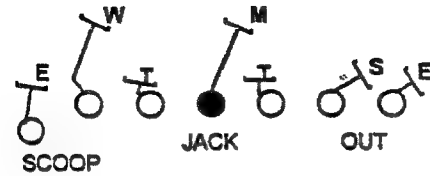
43 OVSTK



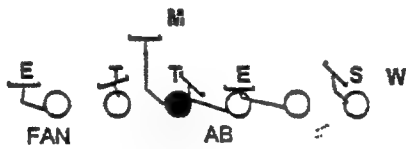
43 OVSTK WIN



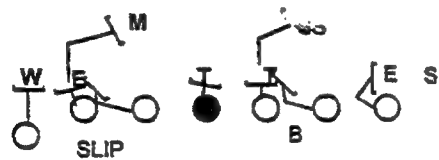
44 STG



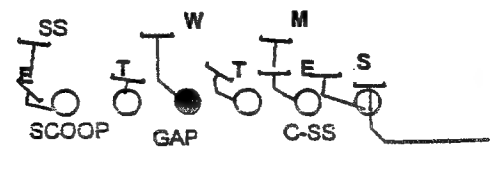
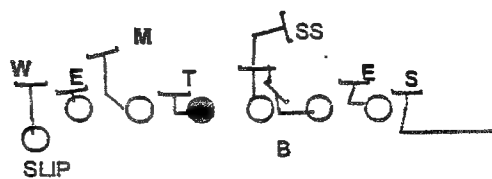
44 STGASM SW



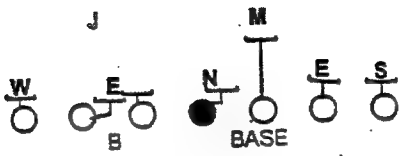
43 DIAM



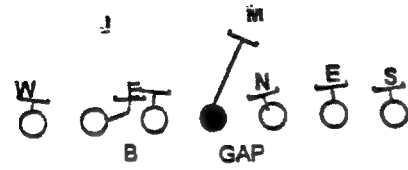
OVSTK SOUT SIN



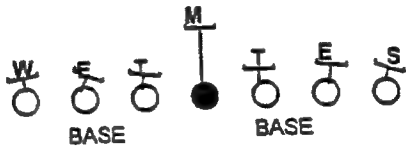
RIDE 10 / 11



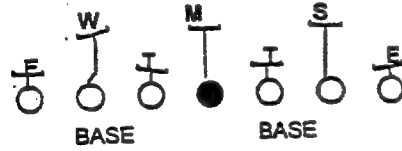
34 UNDER



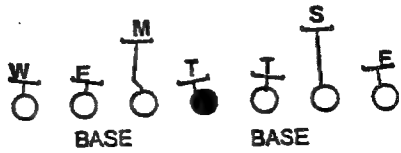
34 / 44



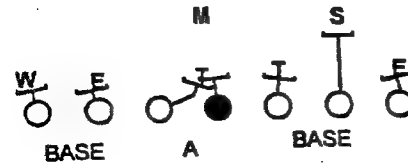
4-3



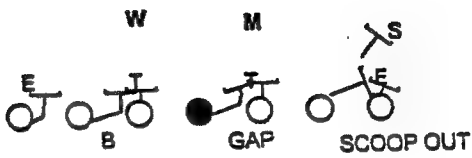
43 STK



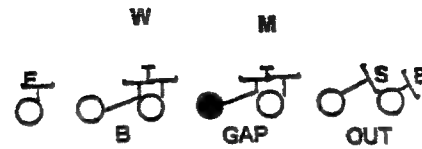
43 OVSTK



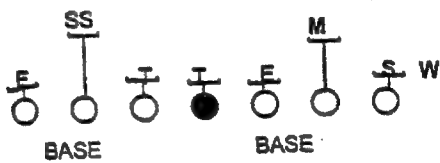
43 OVSTK W IN



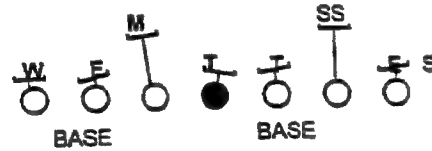
44 STG



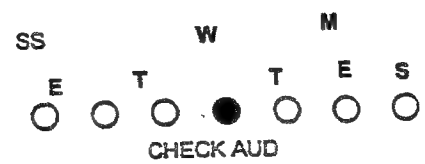
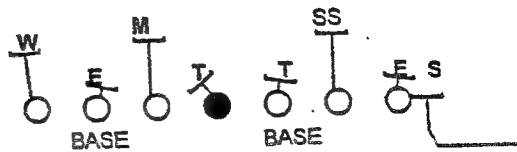
44 STGSAM SW



43 DIAM

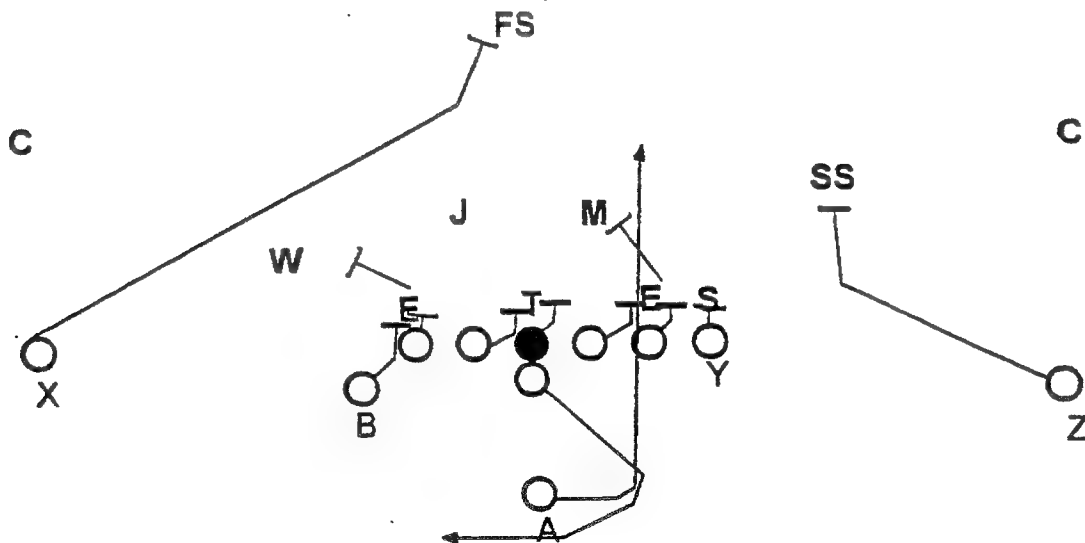


OVSTK SOUT SIN



CHECK AUD

PLAY NUMBER : 34 / 35 ZONE



0 UP RIDE 34 ZONE

CONCEPT: Zone Blocking Scheme That Stretches the Defense. O-Line Will Use Defense Momentum to Create an Alley.

RULE:

Z Cut wall.

Y Block #3. Alert "Scoop", "Slip", "Out".

FST Block #2. Alert "Scoop", "Slip", "Out".

FSG Block #1. Alert "Slip", "Gap", "Gap A".

C Block 0. Alert "A", "AB", "Gap", "Gap A".

BSG , Block #1. Alert "A", "B", "AB", "Gap AB".

BST Block #2. Alert "Sift", "B", "C", "C-SS", "AB", "Gap AB".

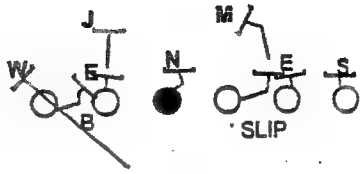
X Cut wall.

QB Front out give ball to carrier as deep as possible and fake naked away.

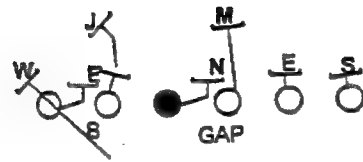
BALL CARRIER Lateral lead, crossover, roll, POA, FSG area, make decision until you press original heels of FSG.

BACK Block #3. Alert "C", "C-SS".

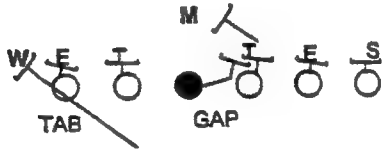
RIDE 34 / 35 ZONE



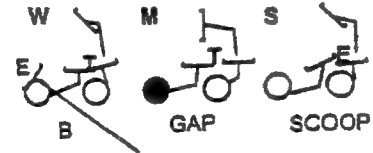
34 UNDER



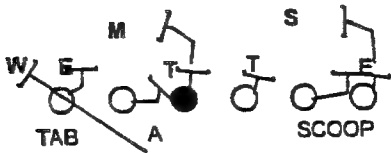
34 / 44



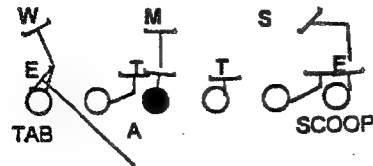
4-3



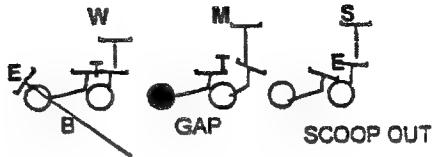
43 STK



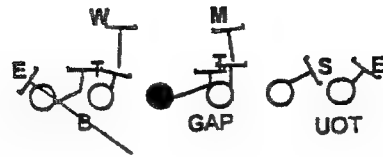
43 OVSTK



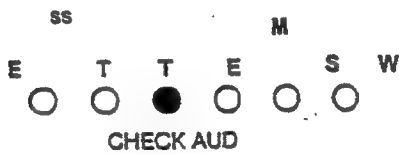
43 OVSTK WIN



44 STG



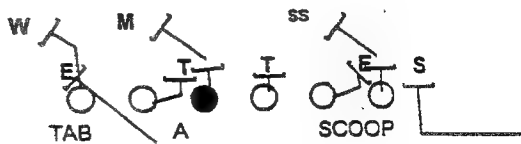
44 STGSAM SW



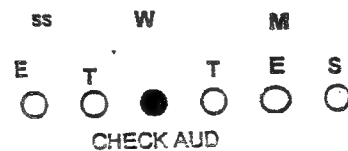
43 DIAM



OVSTK SOUT SIN

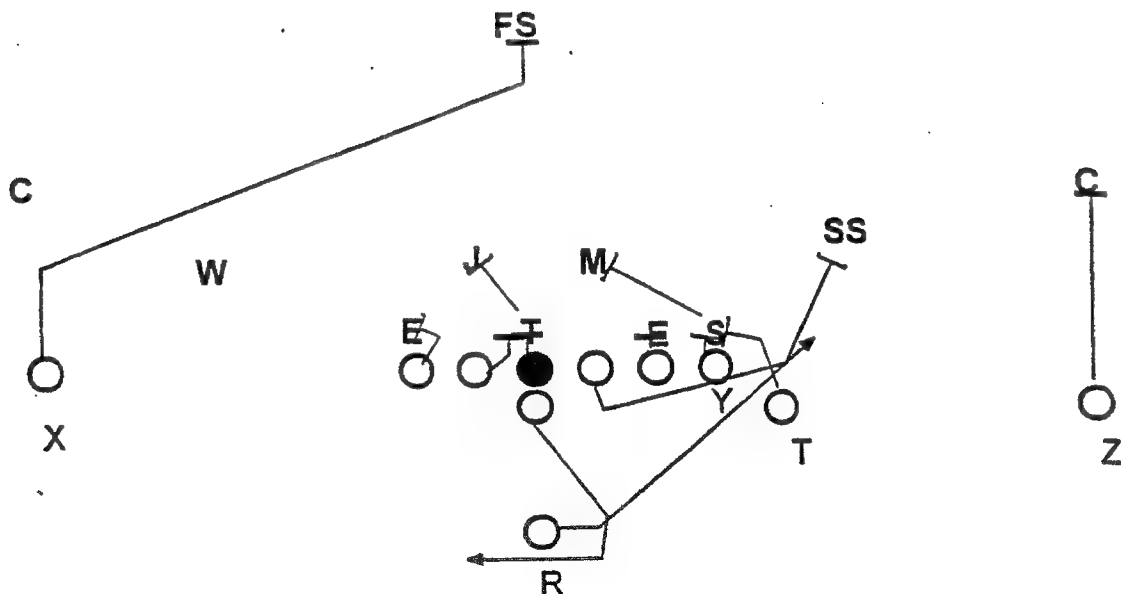


OSSO SIN



44 BOSS SINWK

PLAY NUMBER : R 36 / 37 TEAM G



0 FLOOD R 36 TEAM G

CONCEPT: Slash Play to TE Side with Wing Alignment Featuring Team Block and G Scheme. (Detroit People) NOTE: TMG Influence = Huddle Call Using Influence Blocking.

RULE:

Z Man over.

Y Team block with Wing on EMOL to 1st LB inside. 3 Men on LOS from TE out = Base man on.

FST Block #2. Alert "Down".

FSG Pull and KO 1st defender to show over top of Team Block by TE/Wing.

C Block 0. Alert "A", "Chuck", "Jack". Reach 2 tech. vs. 3-4/4-4.

BSG Block #1. Alert "A", "B", "AB", "Jack", "Chuck".

BST Block #2. Alert "B", "AB", "Jack", "Sift".

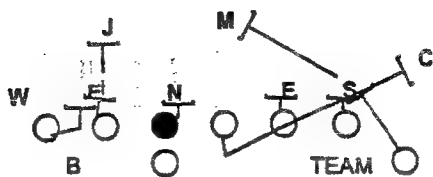
X Cut wall.

QB R 36/37 Bounce ball handling and footwork. Boot away.

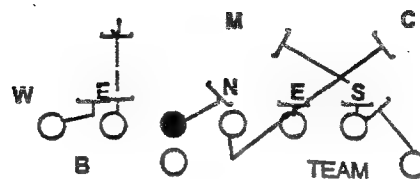
BALL CARRIER 36/37 Bounce footwork. Key block of pulling Guard.

T/BACK Team with FSY for down Man and 1st LB to inside, possible Man scheme if 3 on LOS from TE out.

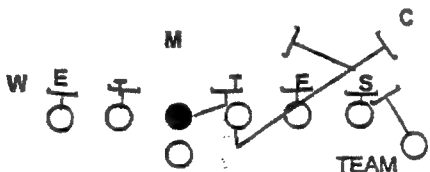
NOTE: Team G Inf = Sam scheme except when called Wing determines influence on width of EMOL. Man wide = no team call. Wing turns out on Corner, Y goes inside for LB, FSG no kicks out EMOL. Team call = normal scheme.



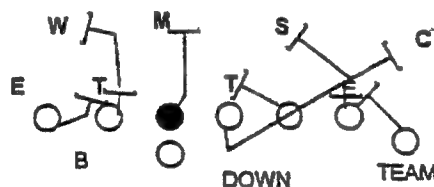
34 UNDER



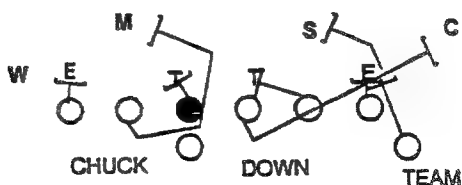
34 / 44



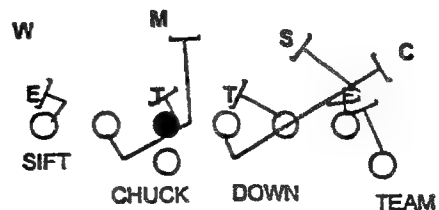
4-3



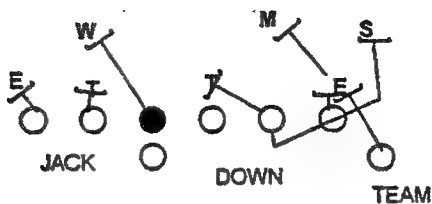
43 STK



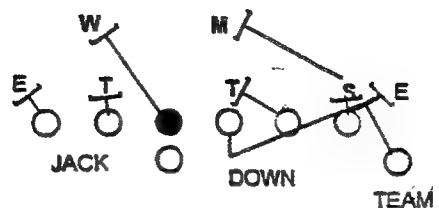
43 OVSTK



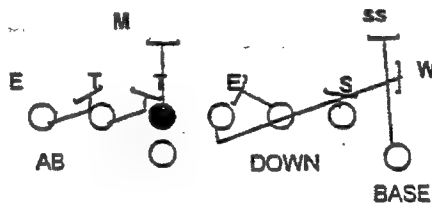
43 OVSTK W IN



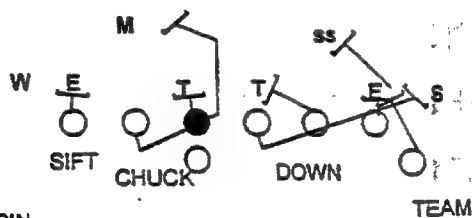
44 STG



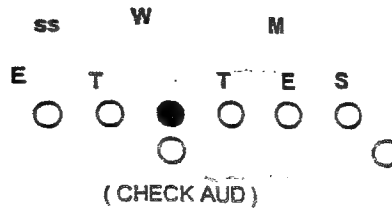
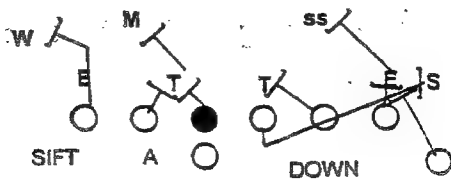
44 STGSAM SW



43 DIAM

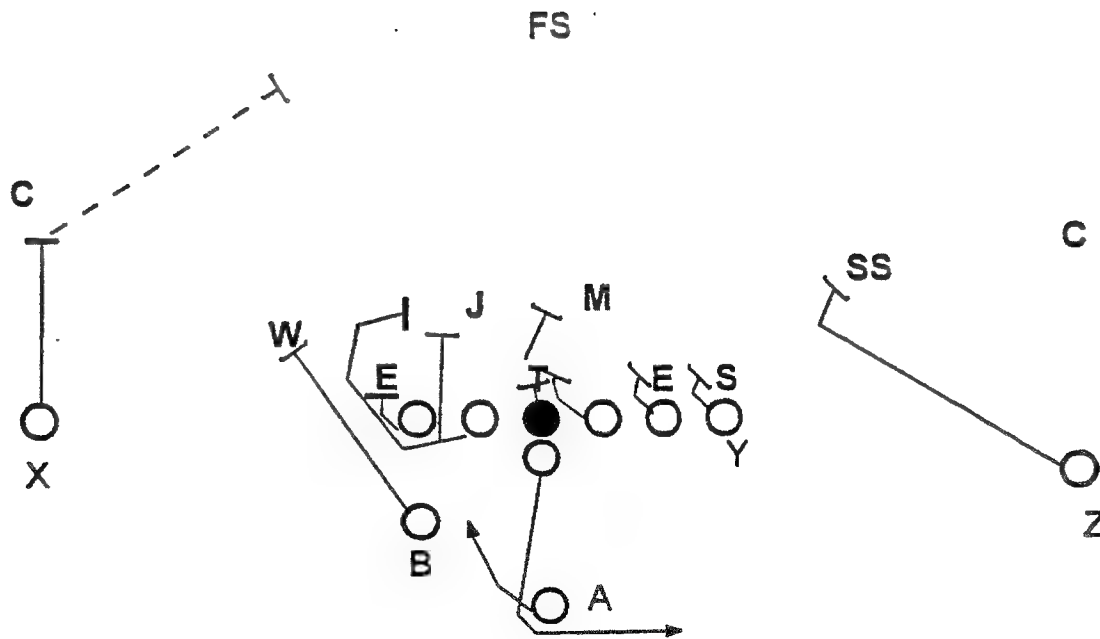


OVSTK SOUT SIN



(CHECK AUD)

PLAY NUMBER : RIDE 37 / 36

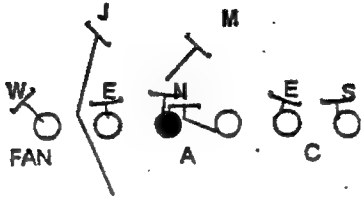


0 WEAK RIDE 37

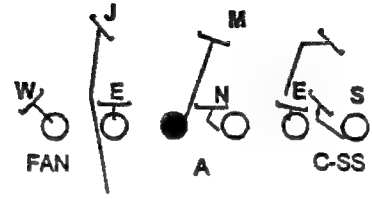
CONCEPT: Off Tackle to Open End, Features Option Running Lane.

RULE:

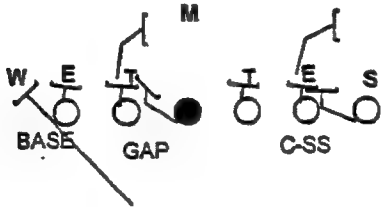
- Z Cut wall, possible Zest call to block EMOL.
- Y Block #3. Alert "C", "C-SS".
- FST Block #2. Alert "Horn", "Slip", "Fan".
- FSG Block #1. Alert "Horn", "Slip", "Fan", "Gap", "Gap".
- C Block 0. Alert "Gap", "Gap A", "Gap AB".
- BSG Block #1. Alert "A", "B", "AB", Gap A", "Gap AB".
- BST Block #2. Alert "B", "AB", "C", "C-SS".
- X Cut wall.
- QB Open frontside 5 o'clock, get ball back to ball carrier, boot away. (Zone footwork) * Look at 37/37 Solid
- BALL CARRIER Lead crossover, roll, receive the ball, key man over FST to next down lineman.
- BACK Running bull block on EMOL. POA is outside hip of FST, fan call FS, POA is inside hip of FST, now block 1st LB inside.



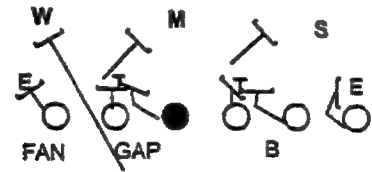
34 UNDER



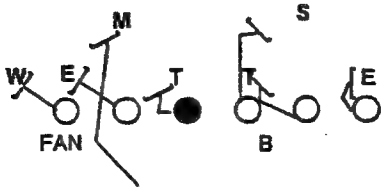
34 / 44



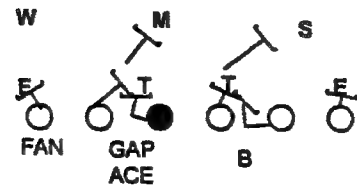
4-3



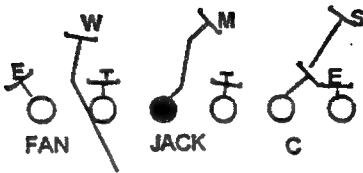
43 STK



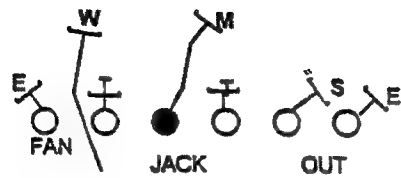
43 OVSTK



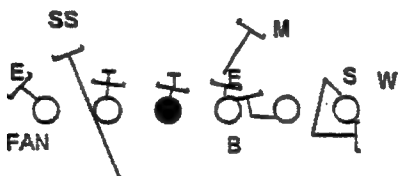
43 OVSTK WIN



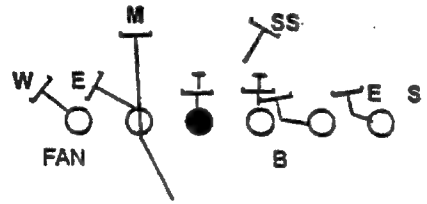
44 STG



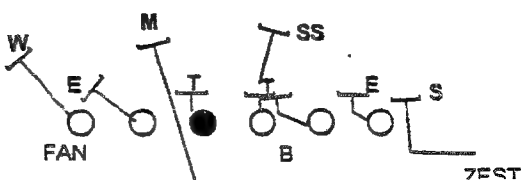
44 STGSAM SW



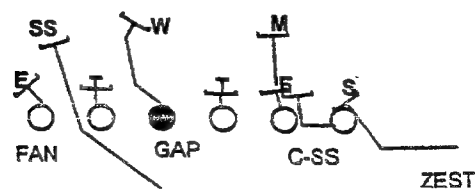
43 DIAM



OVSTK SOUT SIN

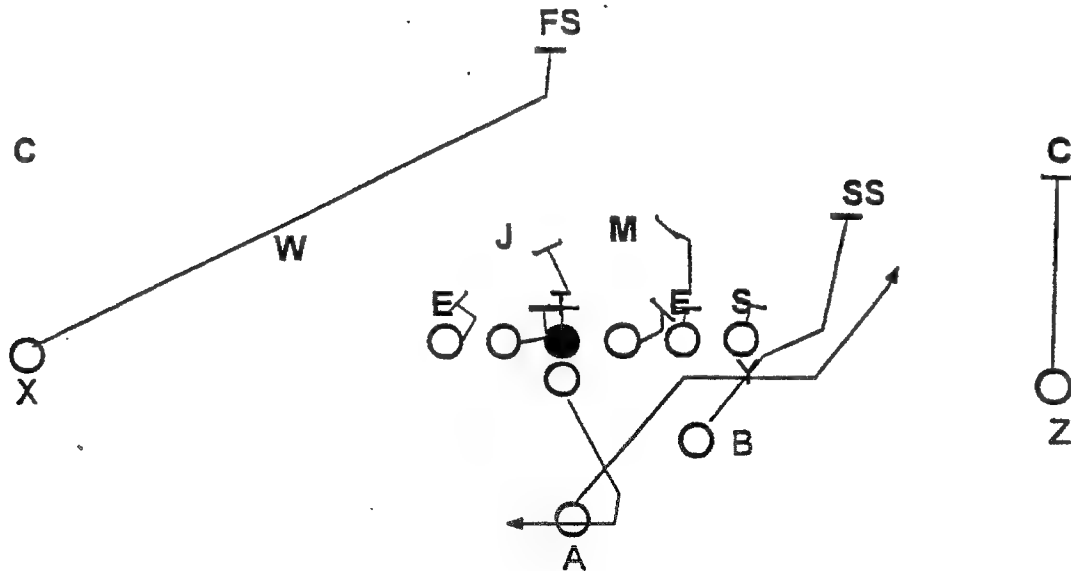


7EST



ZEST

PLAY NUMBER : RIDE 36 / 37 BOUNCE



0 STRONG RIDE 36 BOUNCE

CONCEPT: Off Tackle, Base Blocked, Hard Nosed Attitude Play with Potential to get Outside of Defensive Front.

RULE:

Z Deep 1/3, Deep 1/2.

Y Block #3. Alert "Wide Scoop".

FST Block #2. Alert "Wide Scoop", "Wide Slip", "Gary", "Triple".

FSG Block #1. Alert "Wide Slip", "Wide Gap", "Gary", "Triple".

C Block 0. Alert "Wide Gap", "A-1", "AB-1", "Jack".

BSG Block #1. Alert "A-1", "B-1", "AB-1".

BST Block #2. Alert "Swift", "B-1", "AB-1".

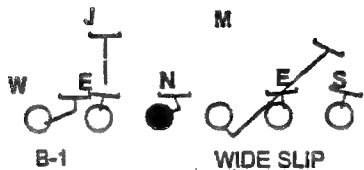
X Cut wall.

QB Open 5 o'clock, bring ball to A back at full speed as deep as possible. Boot away.

BALL CARRIER Ride 34/35 Slash steps, POA = inside hip of FST, key TE to next down man (4/6/8 Read).

BACK POA inside hip of TE, key block of TE on Sam LB. Read coverage to block primary support.

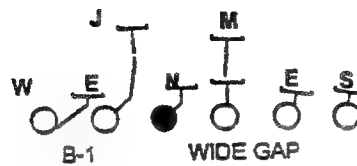
RIDE 36 / 37 BOUNCE



B-1

WIDE SLIP

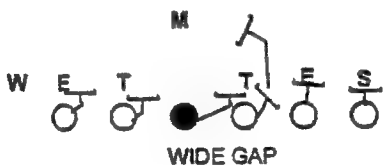
34 UNDER



B-1

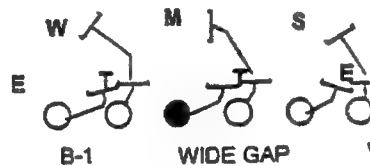
WIDE GAP

34 / 44



WIDE GAP

4-3

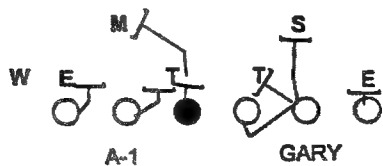


B-1

WIDE GAP

WIDE SCOOP

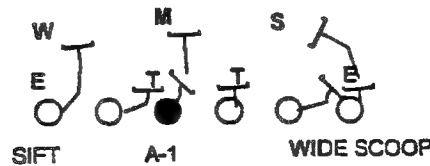
43 STK



A-1

GARY

43 OVSTK

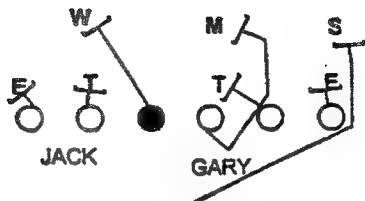


SIFT

A-1

WIDE SCOOP

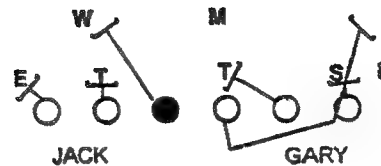
43 OVSTKWIN



JACK

GARY

44 STG



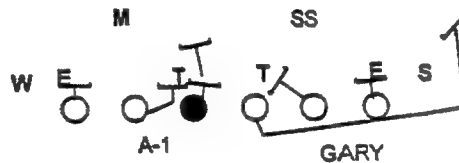
JACK

GARY

44 STGSAM SW



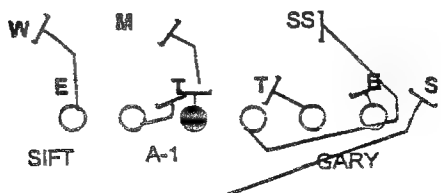
43 DIAM



A-1

GARY

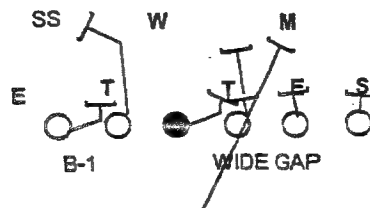
OVSTK SOUT SIN



SIFT

A-1

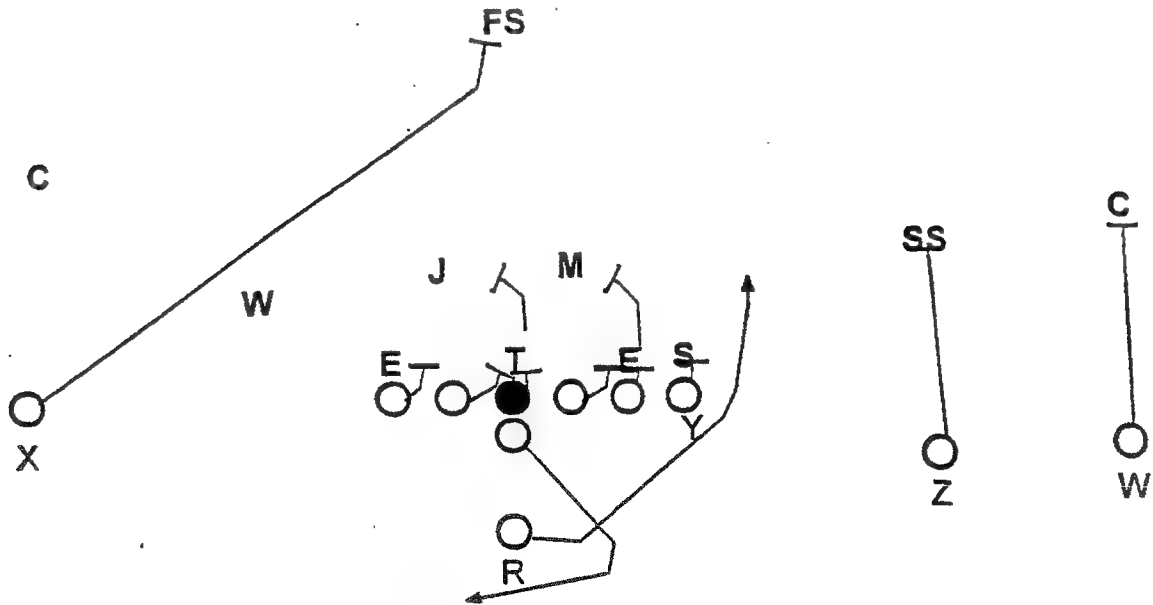
GARY



B-1

WIDE GAP

PLAY NUMBER : RIDE 38 / 39 ZONE



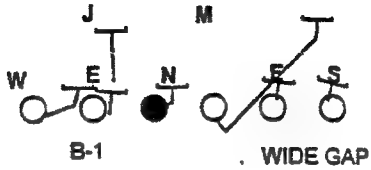
0 WIDER RIDE 38 ZONE

CONCEPT: Outside Zone Play that Stretches the Defense to Attack the Perimeter and Run the Alley.

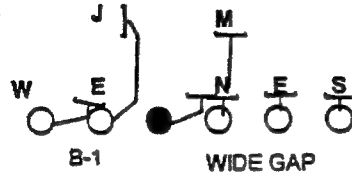
RULE:

- Z Man over.
- Y Block #3. Alert "Wide Scoop", "Tag", "Team", "Triple".
- FST Block #2. Alert "Wide Slip", "Wide Scoop", "Team", "Triple".
- FSG Block #1. Alert "Wide Slip", "Wide Gap", "Triple".
- C Block 0. Alert "A-1", "Wide Gap", "Triple", "AB-1", "Gap AB-1".
- BSG Block #1. Alert "A-1", "B-1", "Gap AB-1", "AB-1".
- BST Block #2. Alert "Sift", "B-1", "AB-1".
- X Cut wall.
- QB Open 4 o'clock, sprint to BC as deep as possible and boot away.
- BALL CARRIER Lateral lead, POA 2 yards depth for FSY. Key man over TE to next down lineman.
- W Block man over.

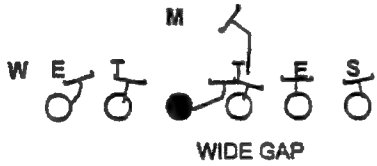
RIDE 38 / 39 ZONE



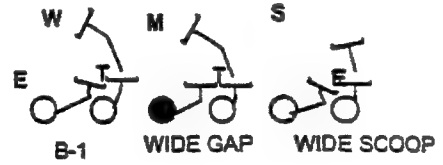
34 UNDER



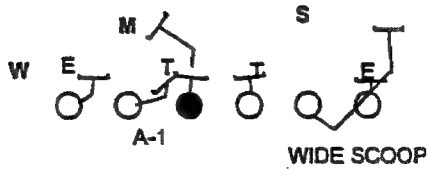
34 / 44



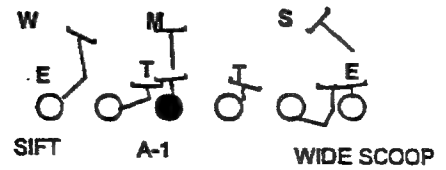
4-3



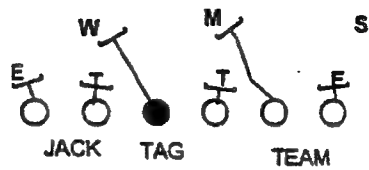
43 STK



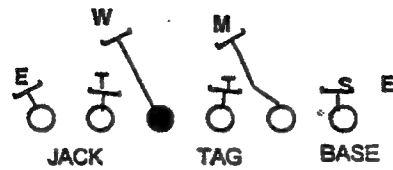
43 OVSTK



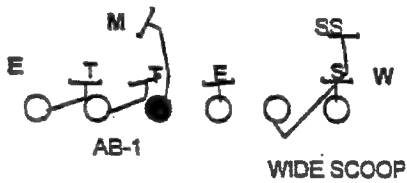
43 OVSTKWIN



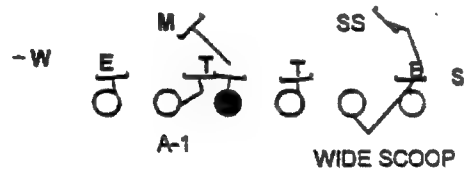
44 STG



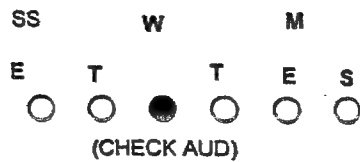
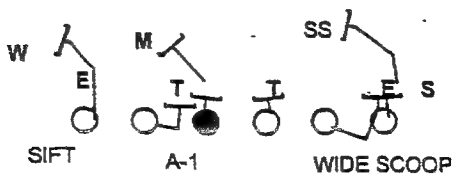
44 STGSAM SW



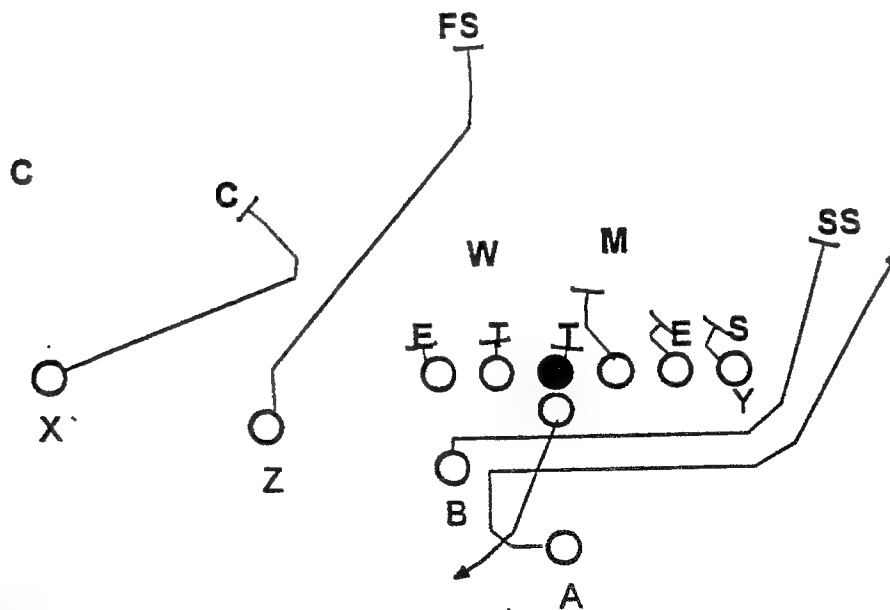
43 DIAM



OVSTK SOUT SIN



PLAY NUMBER : R36 / 37 BEND



0 WK SLOT R 36 BEND

CONCEPT: Quick Cut Back Used vs. Fast Flow LB's. Audible Check if an Over Hang Exists to TE Side.

RULE:

Z Cut wall.

Y Block #3.

FST Block #1. Alert "Fan".

FSG Block #2. Alert "Fan".

C Block 0. Alert "A", "Gap", "Jack".

BSG Block #1. Alert "A", "B", "Jack".

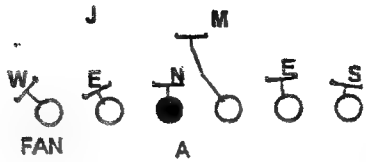
BST Block #2. Alert "B".

X Cut wall.

QB R 37/36 ball handling and footwork.

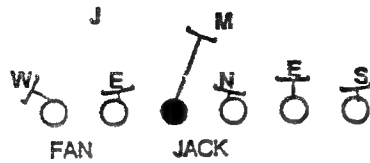
BALL CARRIER R 37/36 footwork, accept ball, follow full back. Attempt to run to side line to stay away from inside pursuit.

BACK Quick lead and bend back opposite hole call lead on support defender - try to get around TE's block to outside. (Cut block on support is key.)



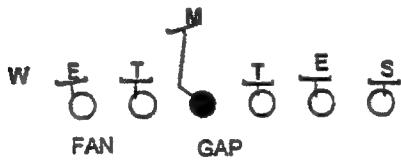
R 37 BEND

34 UNDER



34 / 44

R 37 BEND

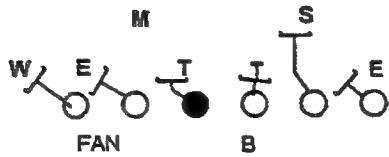
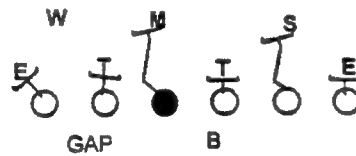


R 37 BEND

4-3

43 STK

R 37 BEND

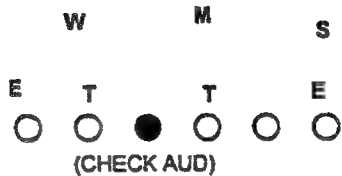
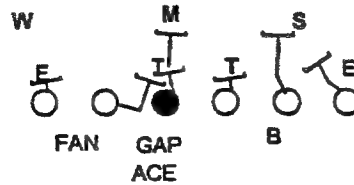


R 37 BEND

43 OVSTK

43 OVSTKWIN

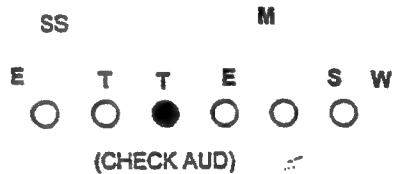
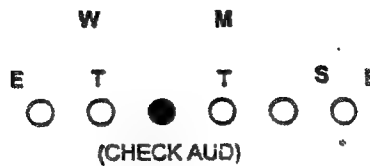
R 37 BEND



R 37 BEND

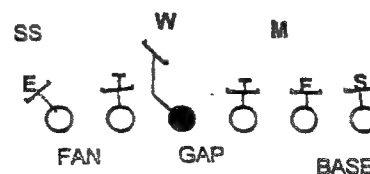
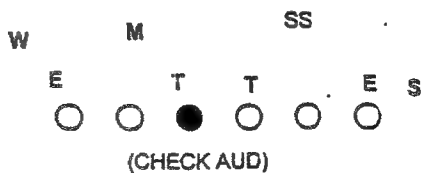
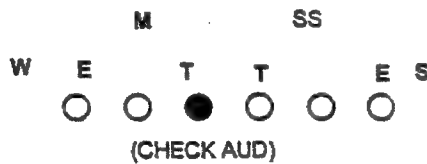
44 STG

44 STGSAM SW

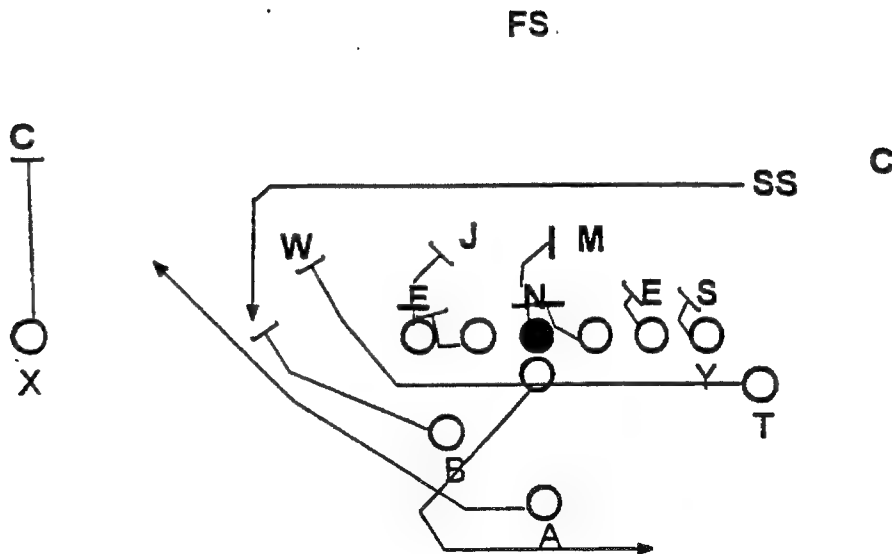


43 DIAM

OVSTK SOUT SIN



PLAY NUMBER : R 39 / 38 ZONE (WEAK)



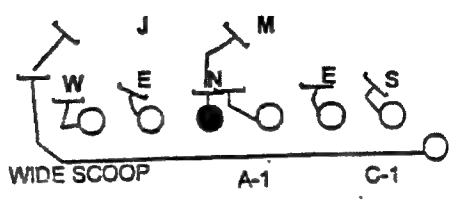
0 WEAK CLOSE T FLY R 39 ZONE

CONCEPT: Outside Zone to Open End, Used with Buffalo People. From 0/1 Weak Close T Fly, 0/1 Weak Slot T Peel.

RULE:

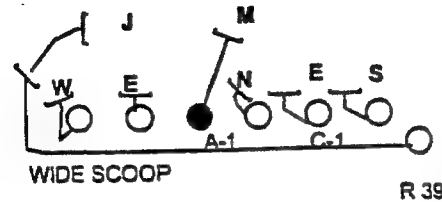
- T Block #3. Alert "Wide Scoop".
- Y Block #3. Alert "C-1", "C-SS".
- FST Block #2. Alert "Wide Slip", "Wide Scoop".
- FSG Block #1. Alert "Wide Slip", "Wide Gap", "Gap A-1", "Gap AB-1".
- C Block 0. Alert "A-1", "Wide", "Gap", "AB-1", "Gap AB-1".
- BSG , Block #1. Alert "A-1", "B-1", "Gap AB-1", "AB-1".
- BST Block #2. Alert "Sift", "B-1", "AB-1, "C-1", "C-SS".
- X Man over.
- QB R 39/38 Zone principles apply.
- BALL CARRIER Outside zone principle.
- BACK Block primary support.

R 39 / 38 ZONE (WEAK)



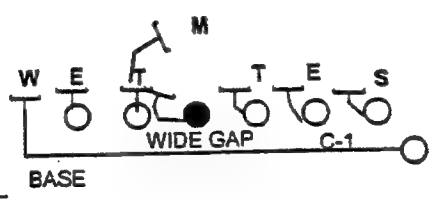
R 39 ZONE

34 UNDER



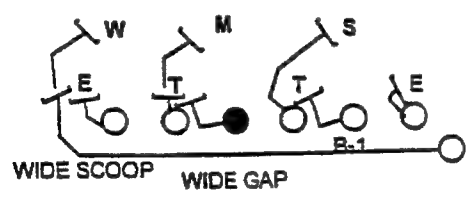
34 / 44

R 39 ZONE



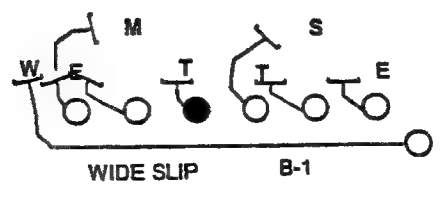
R 39 ZONE

4-3



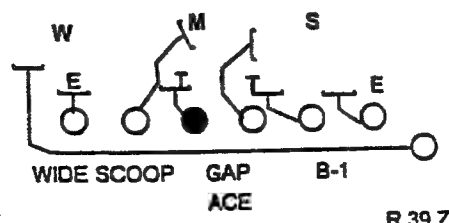
43 STK

R 39 ZONE



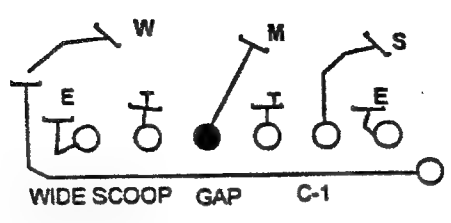
R 39 ZONE

43 OVSTK



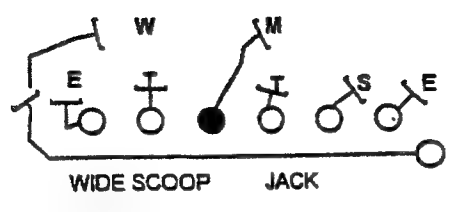
43 OVSTKWIN

R 39 ZONE



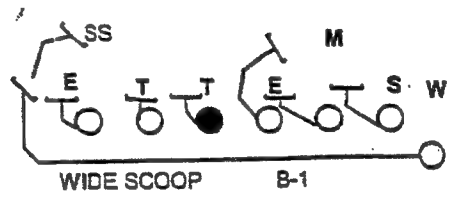
R 39 ZONE

44 STG



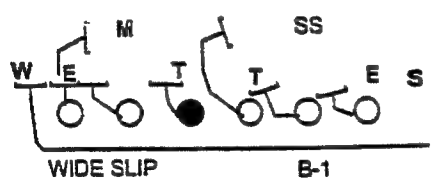
44 STGSAM SW

R 39 ZONE



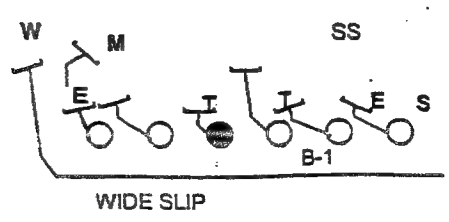
R 39 ZONE

43 DIAM



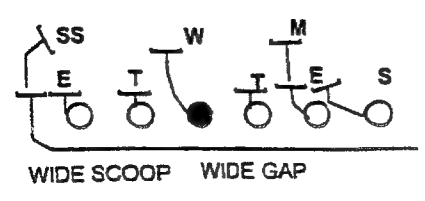
OVSTK SOUT SIN

R 39 ZONE



R 39 ZONE

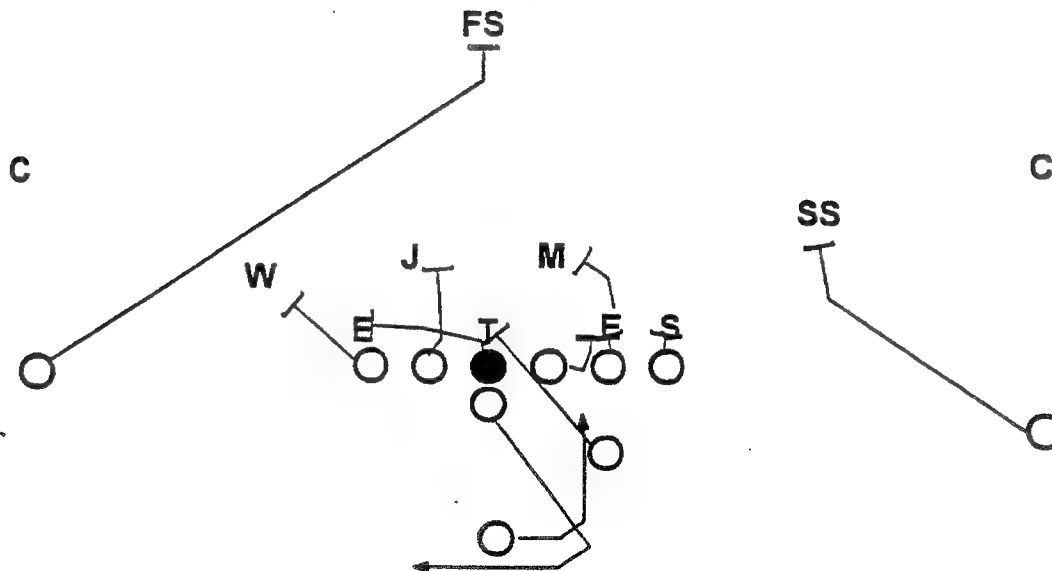
43 DIAM



43 DIAM

R 39 ZONE

PLAY NUMBER : RIDE 34 / 35 WHAM

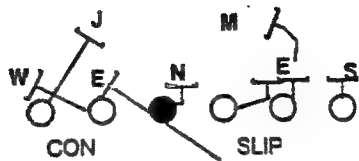


0 STRONG RIDE 34 WHAM

CONCEPT: Ride 34/35 Zone with Wham Blocking.

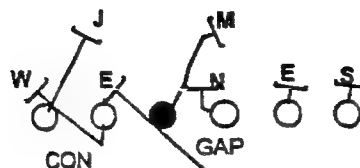
RULE:

- Z Cut wall. Possible Zest call to block EMOL.
- Y Block #3. Alert "Scoop", "Out".
- FST Block #2. Alert "Scoop", "Slip".
- FSG Block #1. Alert "Slip", "Gap".
- C Block 0. Alert "Gap". Block backside 4/5 tech if BSG uncovered.
- BSG Uncovered - Block LB'er.
Covered - Alert "Can".
- BST Block EMOL. Alert "Can".
- X Cut wall.
- QB Ride 34/35 zone ball handling to boot away.
- BALL CARRIER Ride 34/35 Zone steps run behind the Wham Block.
- BACK Wham nose if BSG UNC, BSG Covered "Crunch" call. Block man over the BSG. (Regular = wham the nose.)



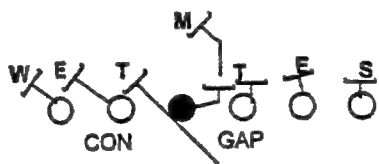
R 34 WHAM

34 UNDER



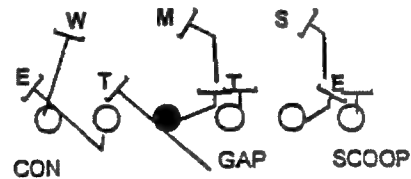
34 / 44

R34 WHAM



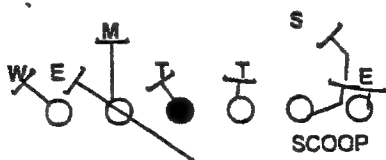
R34 WHAM

4-3



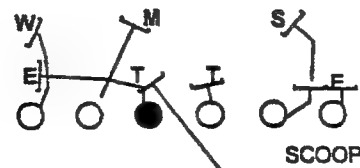
43 STK

R34 WHAM



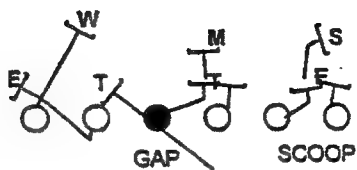
R34 WHAM

43 OVSTK



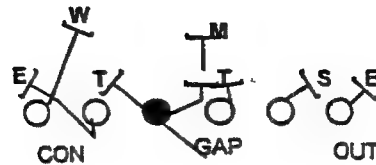
43 OVSTKWIN

R34 WHAM



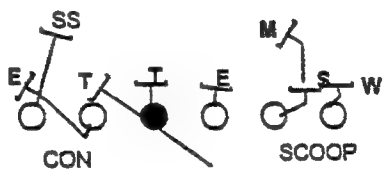
R34 WHAM

44 STG



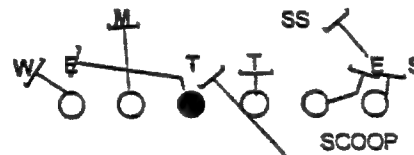
44 STGSAM SW

R34 WHAM



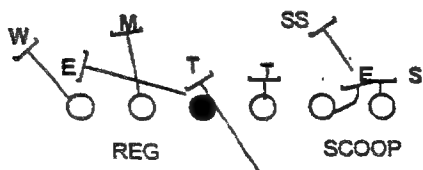
P34 WHAM

43 DIAM



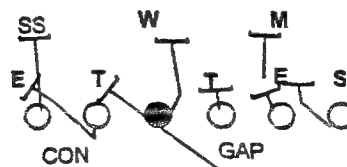
OVSTK SOUT SIN

R34 WHAM



R34 WHAM

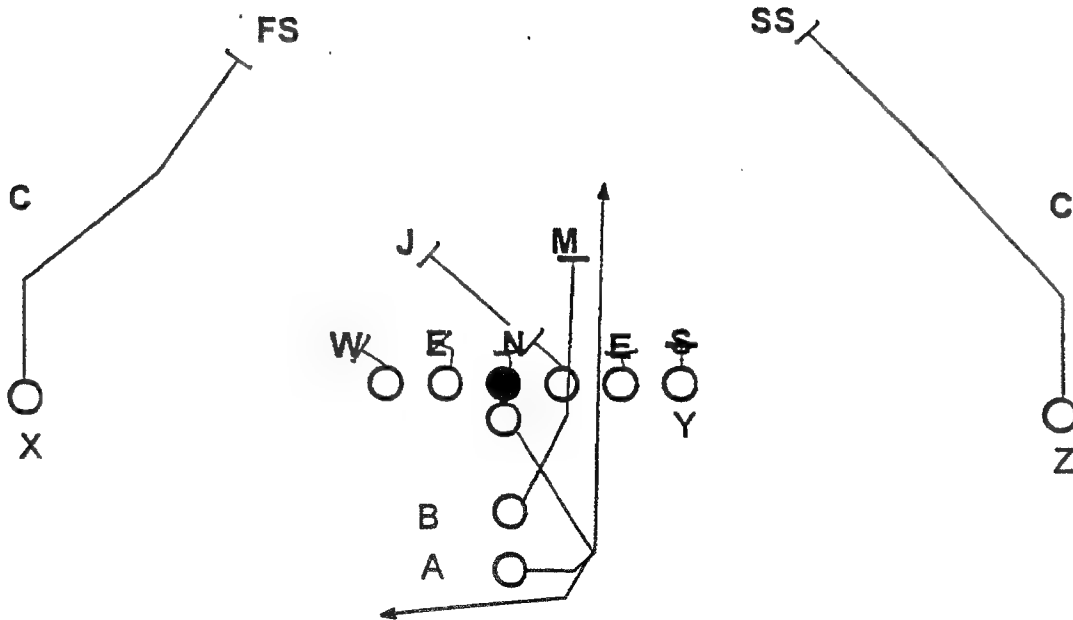
0SSO SIN



44 ROSS SINWK

R34 WHAM

PLAY NUMBER : R 36 / 37 SOLID



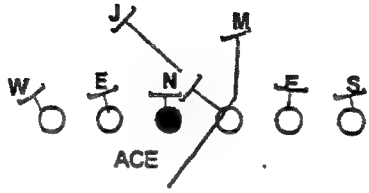
O R 36 SOLID

CONCEPT: Off tackle lead to TE. Could utilize ISO Base, Fan or Arc Scheme.

RULE:

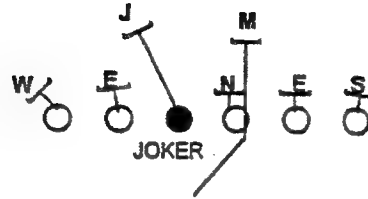
- Z Cut wall.
- Y Block #3. Alert "Scoop", "Out", "Box".
- FST Block on/outside. Alert "Scoop", "Out", "Box"
- FSG Block on/inside. Alert "Ace", "Box"
- C Block on/backside. Alert "Ace", "Big Fan", "A", "Jack".
- BSG Block on/backside. Alert "Fan", "Big Fan", "A", "Jack", "Box".
- BST Block on/backside. Alert "Fan", "Big Fan", "Box".
- X Cut wall.
- QB Run 37/36 ball handling to TE side.
- BALL CARRIER Lead, crossover, roll, key man over FST to next down man.
- BACK 5 Call - 1st LB from Center to FS. 3 Call - FSLB.
- CP 5 Call - Cutback. 3 Call - FS play read block on 3 technique.

R 36 / 37 SOLID



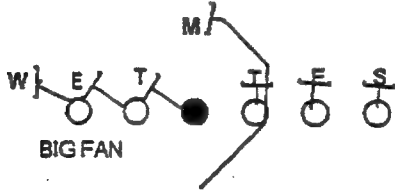
R 36 SOLID

34 UNDER



34 / 44

R 36 SOLID

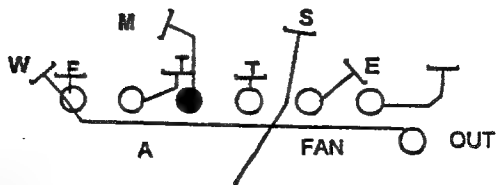
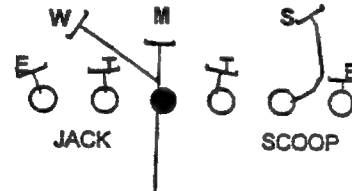


R 36 SOLID

4-3

43 STKWIN

R 36 SOLID

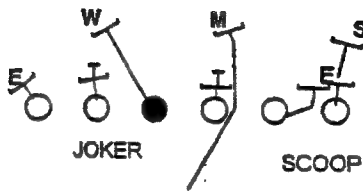
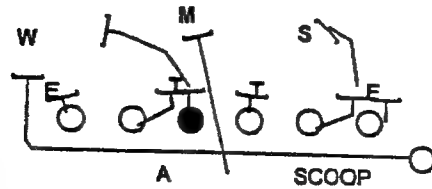


R 36 SOLID

43 OV STK

43 OVSTKWIN

R 36 SOLID

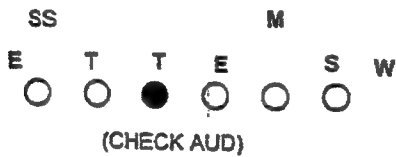
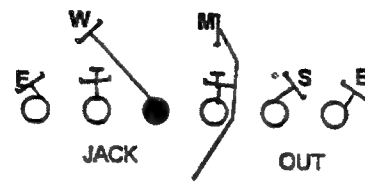


R 36 SOLID

44 STG

44 STGSAM SW

R 36 SOLID

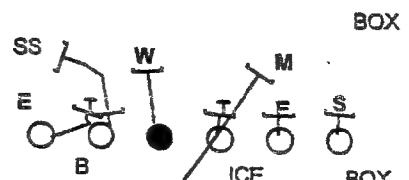
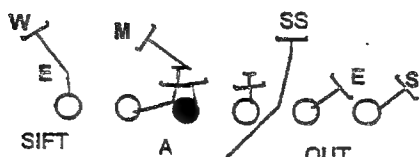
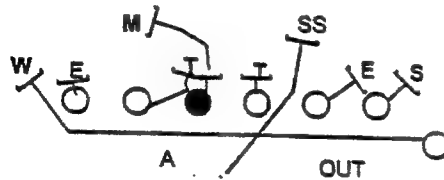


R 36 SOLID

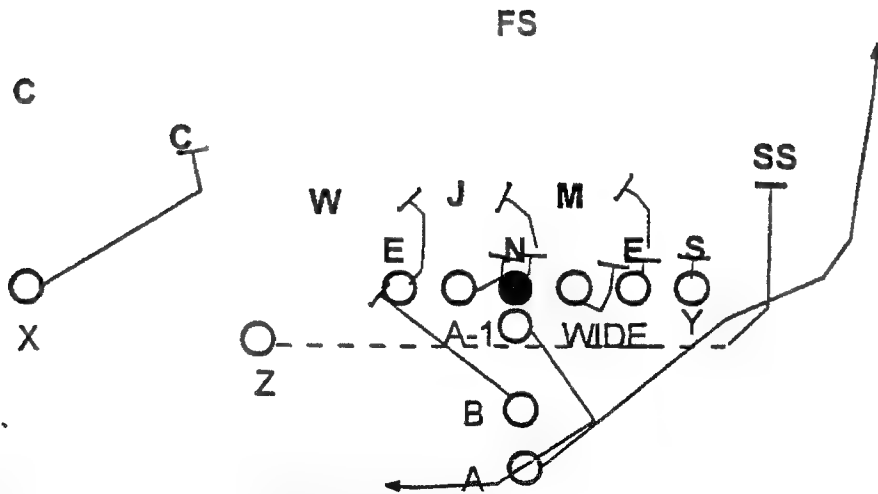
43 DIAM

OVSTK SOUT SIN

R 36 SOLID



PLAY NUMBER : RIDE 38 / 39 SLASH DIVIDE



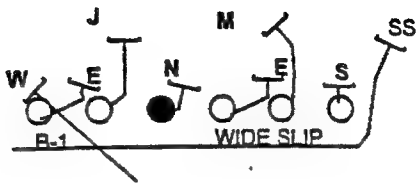
0 SLOT Z MO RIDE 38 SLASH DIVIDE

CONCEPT: Slash blocking scheme that stretches the defense with split flow. O-Line will use defense momentum to create an alley.

RULE:

- Z Force.
- Y Block #3. Alert "Wide Scoop", "Triple".
- FST Block #2. Alert "Wide Slip", "Wide Scoop", "Triple".
- FSG Block #1. Alert "Wide Slip", "Wide Gap", "Triple", "Gap A", "Gap AB".
- C Block 0. Alert "A", "Wide Gap", "Triple", "Gap A", "Gap AB".
- BSG Block #1. Alert "A", "B1", "C1", "C-SS".
- BST / Block #2. Alert "Sift", "B1", "AB", "C1", "C-SS".
- Y Block #3. Alert "C1", "C-SS".
- X Cut wall.
- QB Front out and give to ball carrier as deep as possible and fake naked away.
- BALL CARRIER Run 38/39 Slash footwork and course.
- BACK Block backside EOL when "Divide" term is used.

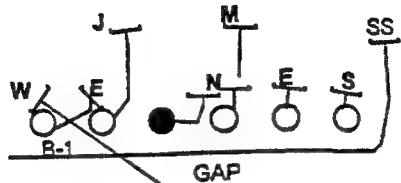
RIDE 38 / 39 SLASH DIVIDE



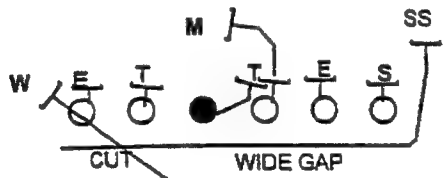
38 SLASH DIV

34 UNDER

34 / 44

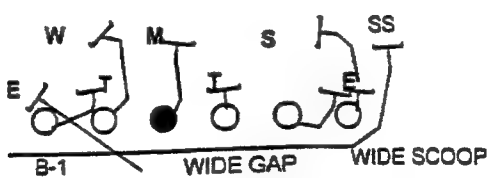


38 SLASH DIV



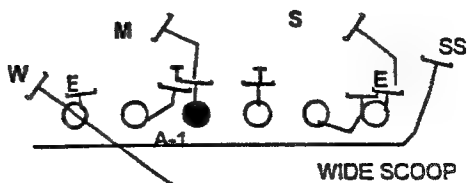
38 SLASH DIV

4-3



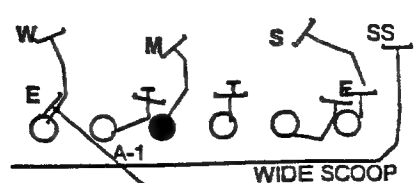
43 STK

38 SLASH DIV



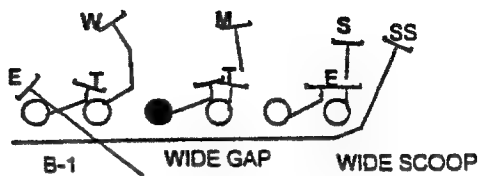
38 SLASH DIV

43 OVSTK



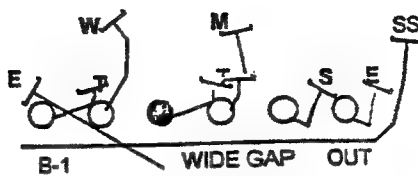
43 OVSTKWIN

38 SLASH DIV



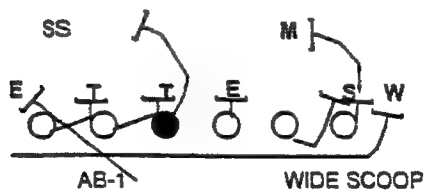
38 SLASH DIV

44 STG



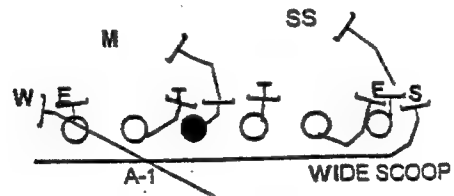
44 STGSAM SW

38 SLASH DIV



38 SLASH DIV

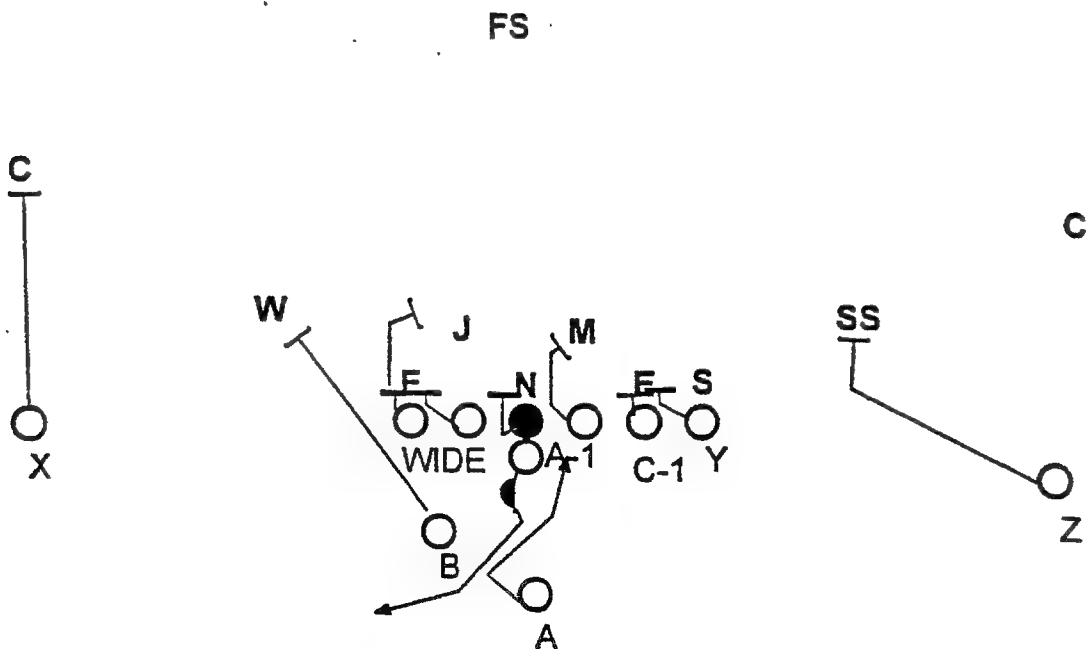
43 DIAM



OVSTK SOUT SIN

38 SLASH DIV

PLAY NUMBER : RIDE 32 / 33 JAB



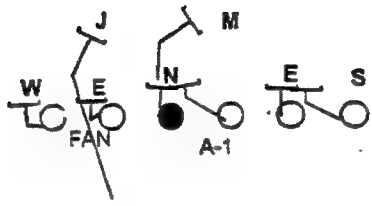
0 WK RIDE 32 JAB

CONCEPT: Misdirection play off full flow action with zone blocking principle.

RULE:

- Z Force.
- Y Block #3. Alert "C", "C-SS".
- FST Block #2. Alert "Wide Slip", "Fan".
- FSG Block #1. Alert "Wide Slip", "Gap", "Gap A", "Fan".
- C Block 0. Alert "Wide Slip", "Gap", "Gap A", "Gap AB".
- BSG Block #1. Alert "A", "B", "AB", "Gap A", "Gap AB".
- BST Block #2. Alert "B", "AB", "C", "C-SS".
- X #2.
- QB Open to "A" back, hand off over the top, continue on course to Fake Naked.
- BALL CARRIER Counter slide step to outside hip of guard. Plant and find slam thru backside.
- BACK Block Will LB on or off the LOS.

RIDE 32 / 33 JAB

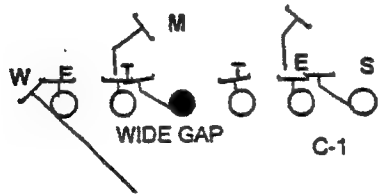
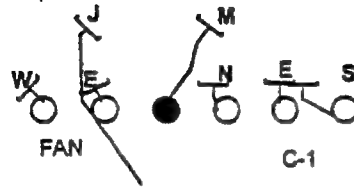


R 32 JAB

34 UNDER

34 / 44

R 32 JAB

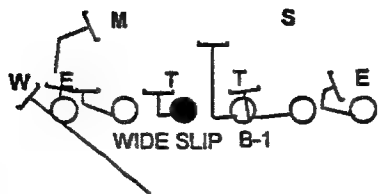
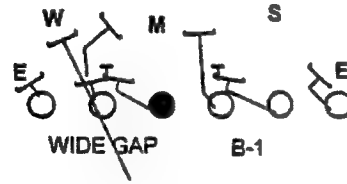


R 32 JAB

4-3

43 STK

R 32 JAB

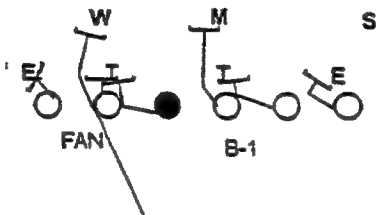
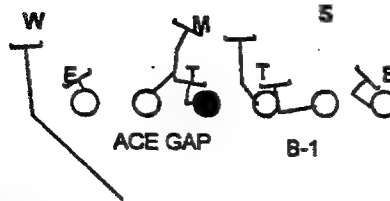


R 32 JAB

43 OVSTK

43 OVSTKWIN

R 32 JAB

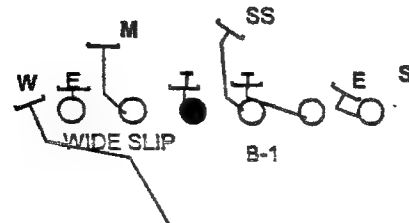
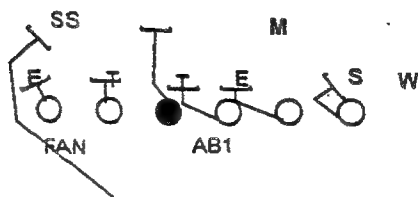
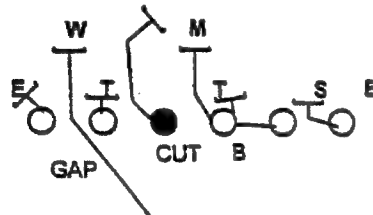


R 32 JAB

44 STG

44 STGSAM SW

R 32 JAB

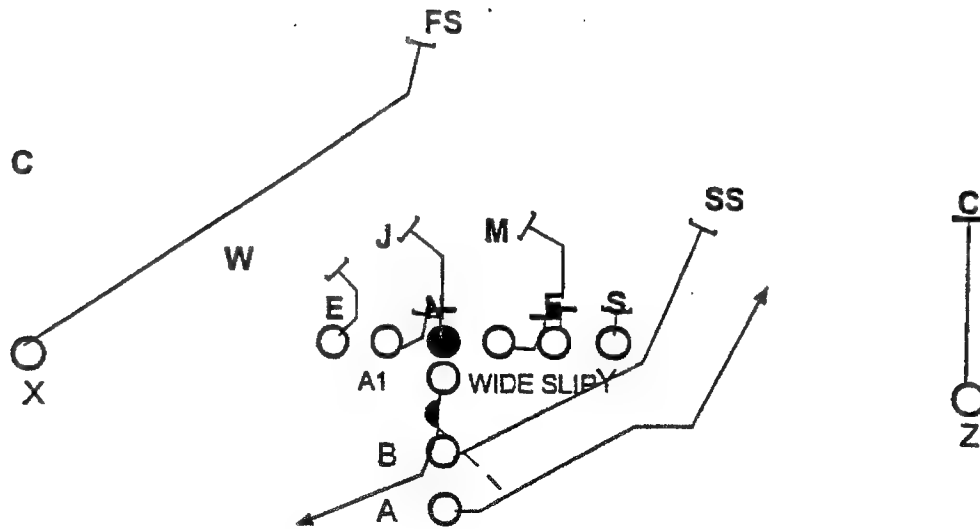




CLEVELAND BROWNS

TOSS SERIES

PLAY NUMBER : TOSS 38 / 39 BOSS



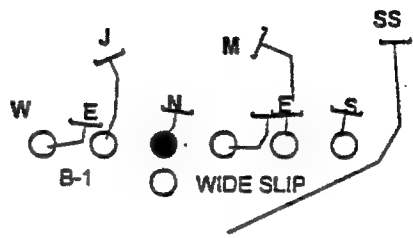
0 TOSS 38 BOSS

CONCEPT: Toss Sweep to Perimeter, Back to Primary Support.

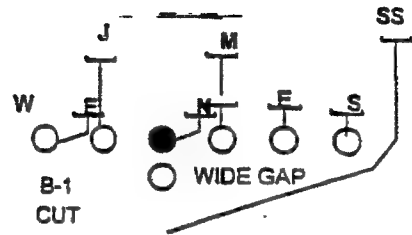
RULE:

- Z Deep 1/3, Deep 1/2
- Y Block #3. Alert "Wide Scoop", "Triple".
- FST Block #2. Alert "Wide Slip", "Wide Scoop", "Triple"
- FSG Block #1. Alert "Wide Slip", "Wide Gap", "Triple", "Gap A", "Gap AB"
- C Block #0. Alert "A", "Wide Gap", "Triple", "Gap A", "Gap AB"
- BSG Block #1. Alert "A", "B", "Gap AB"
- BST Block #2. Alert Sift "B1", "AB", "C1", "C-SS"
- Y Block #3. Alert "C", "C-SS"
- X Cut wall.
- QB Reverse pivot, pitch ball to A Back's backside #. (Make sure of pitch). Naked Away.
- BALL CARRIER Lead step, drag BS foot, look pitch in, key TE block, to FST block. Stay in hip and never dip. POA down hill, 5 yards deep of TE.
- BACK Lead step down hill, flatten to intersect perimeter support. Read coverage on the run.

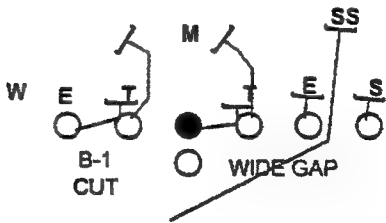
TOSS 38 / 39 BOSS



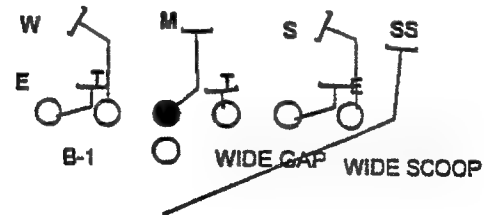
34 UNDER



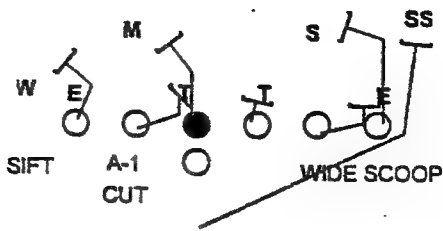
34 / 44



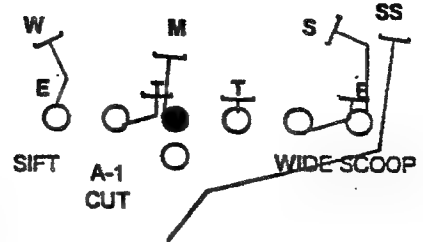
4-3



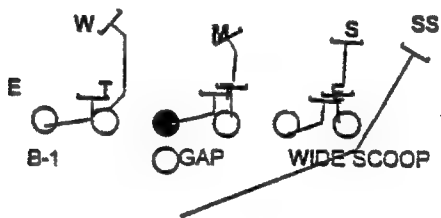
43 STK



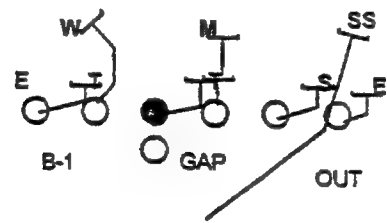
43 OVSTK



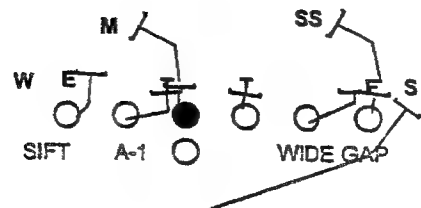
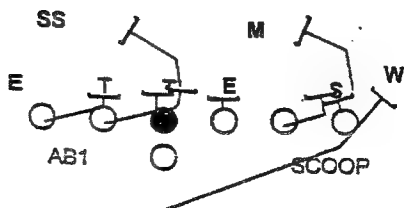
43 OVSTKWIN



44 STG

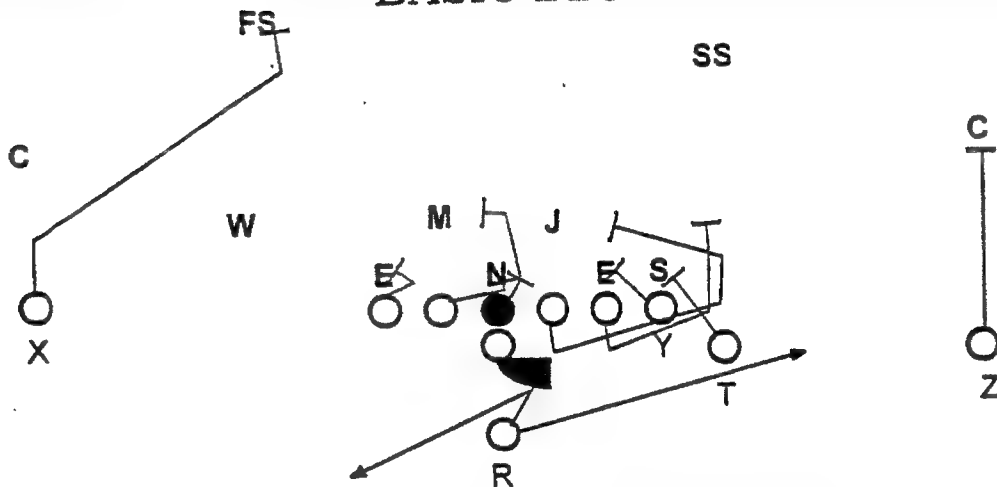


44 STGSAMSW



PLAY NUMBER: TOSS 38 / 39 U CRACK

BASIC BLOCKING: TOSS U CRACK



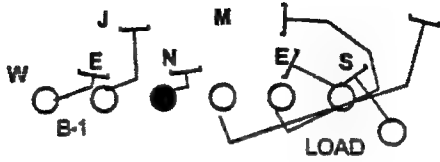
0 FLOOD TOSS 38 US CRACK

CONCEPT: Boundary Concept Using Wing/TE Combo - Effective vs. a Team that Will No Pus S/S Into Boundary.

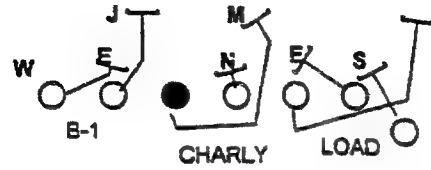
RULE:

- Z Man over.
- Y Block #3.
- FST Pull for secondary defender.
- FSG Block #1. Alert "Wide Gap", "Gap A-1", "Gap AB-1".
- C Block 0. Alert "Wide Gap", "A-1", "Gap A-1", "Gap AB-1", "AB-1", "Chuck", "Gary".
- BSG Block #1. Alert "A-1", "B-1", "AB-1", "Gap A-1", "Gap AB-1", "Chuck".
- BST Block #2. Alert "B-1", "AB-1", "Gap AB-1", "Sift".
- X #2.
- QB Toss Action and Fake Naked.
- BALL CARRIER Down hill sweep. POA 5 yards depth behind TE. Read block on EMOL to next man inside.
- T/BACK Wing Alignment - Block down on EMOL to Seal. Team w/FSY vs. Bubble look Fs. 2 Men on = Base.

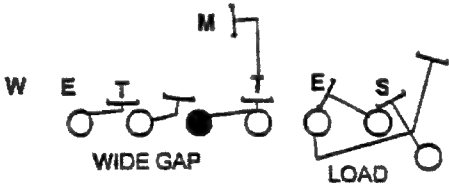
TOSS 38 / 39 U CRACK



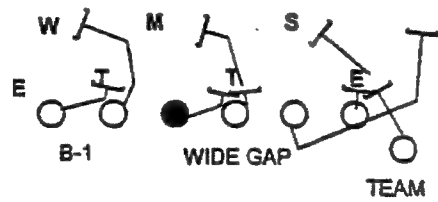
34 UNDER



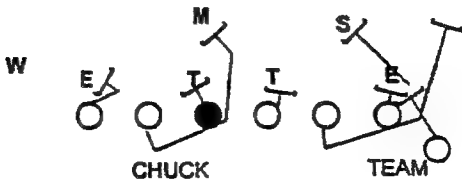
34 / 44



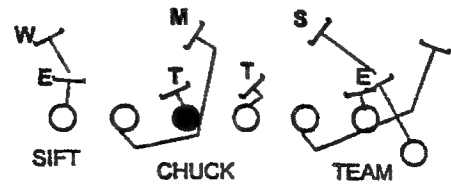
4-3



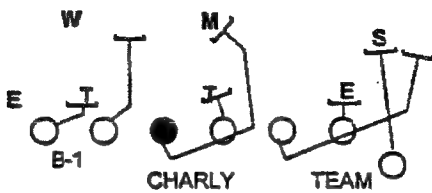
43 STACK



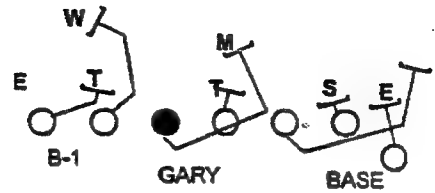
43 OVSTK



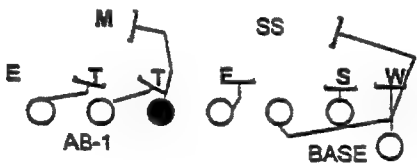
43 OVSTK WIN



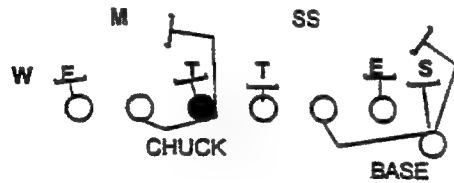
44 STG



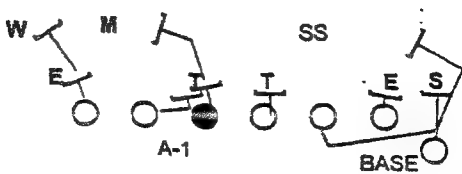
44 STGSAM SW



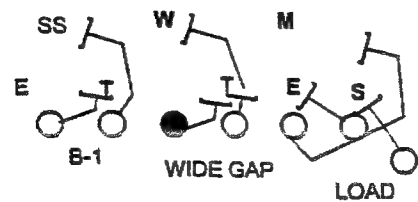
43 DIAM

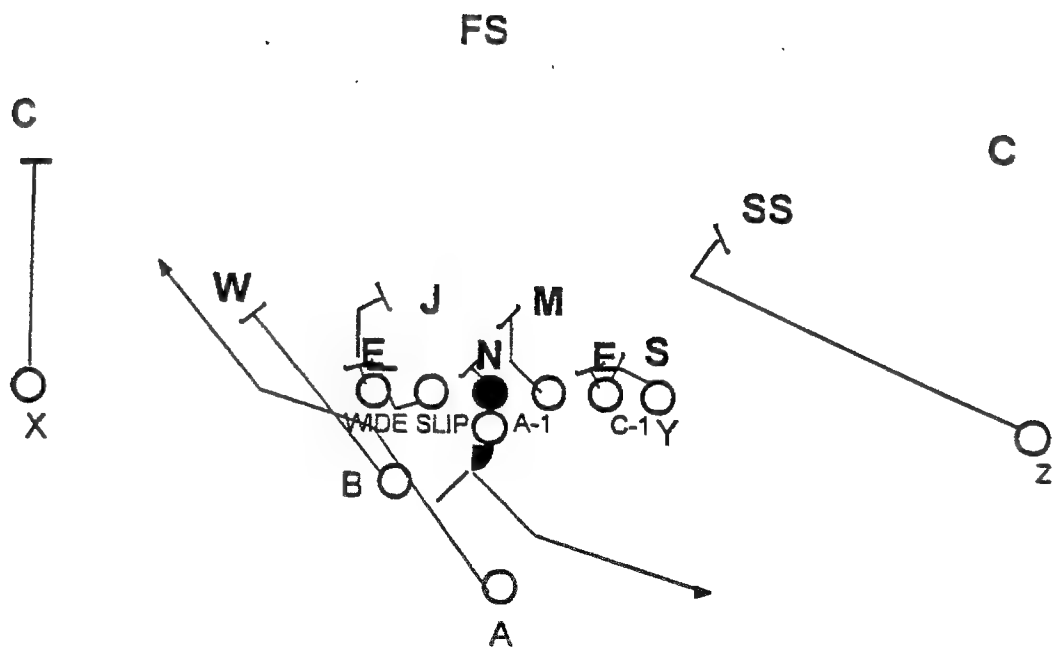


OVSTK SOUT SIN



44 BOSS



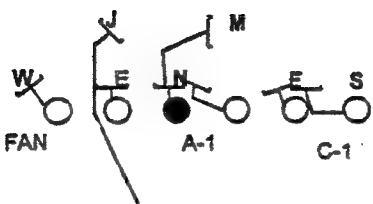


0 WK TOSS 39

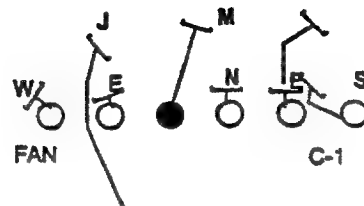
CONCEPT: Slash blocking scheme that stretches the defense. O-Line will use defense's momentum to create an alley.

RULE

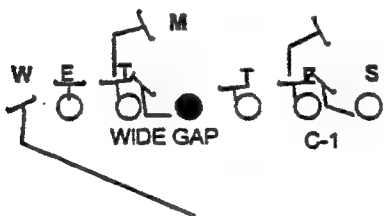
- Z Cut wall.
- Y Block #3. Alert "C-1", "C-SS".
- FST Block #2. Alert "Wide Slip".
- FSG Block #1. Alert "Wide Slip", "Wide Gap", "Gap A-1", "AB-1".
- C Block 0. Alert "Wide Gap", "Gap A-1", "Gap AB-1".
- BSG Block #1. Alert "A-1", "B-1", "AB-1", "Gap A-1", "Gap AB-1".
- BST Block #2. Alert "B-1", "AB-1", "C-1", "C-SS".
- X Force.
- QB Reverse Pivot, pitch ball to A back's backside #. (Make sure of pitch.) Naked away.
- BALL CARRIER Lateral Stretch, Slow Flow Read from Outside - In.



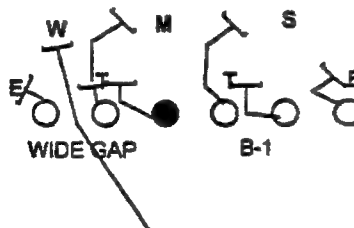
34 UNDER



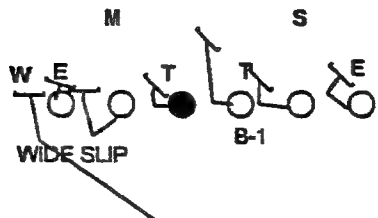
34 / 44



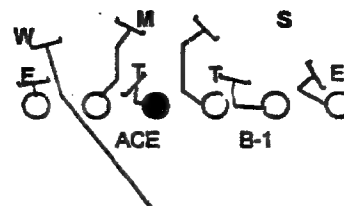
4-3



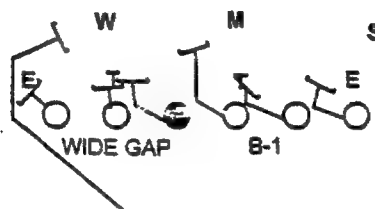
43 STK



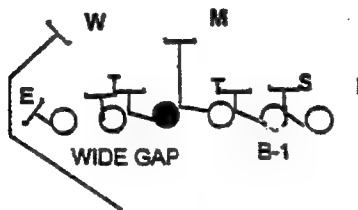
43 OVSTK



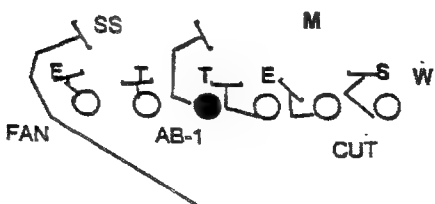
43 OVSTK WIN



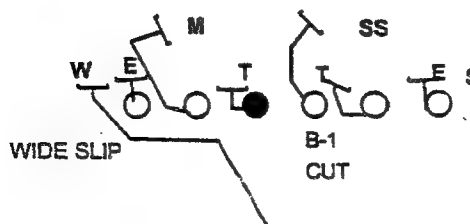
44 STG



44 STGSAM SW

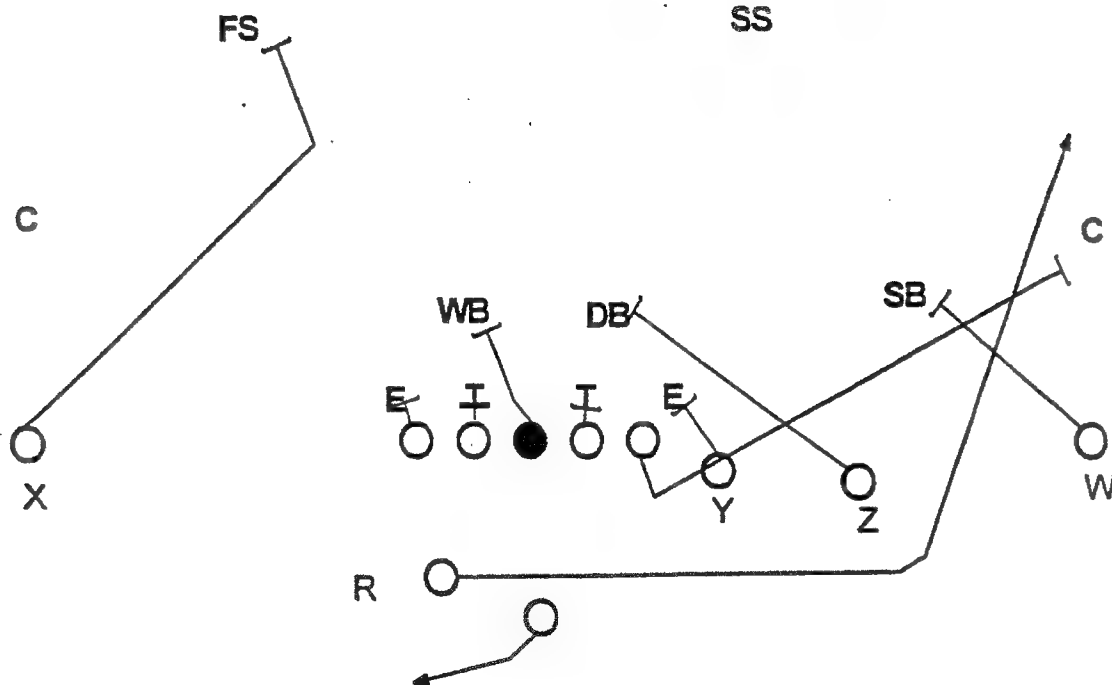


43 DIAM



OVSTK SOUT SIN

PLAY NUMBER : 38 / 39 U CRACK



38 U SEAL

CONCEPT: Seal Sweep From Sub Formation

RULE:

W Cut down split. Crack man covering Z.

Z Crack 1st LB, head across front.

Y Breach EMOL.

FST Pull and block primary support outside of double crack block.

FSG Reach vs. 3.

C Unc = Back, Covered = Base nose.

BSG Pull and block BSLB or Nbase man on.

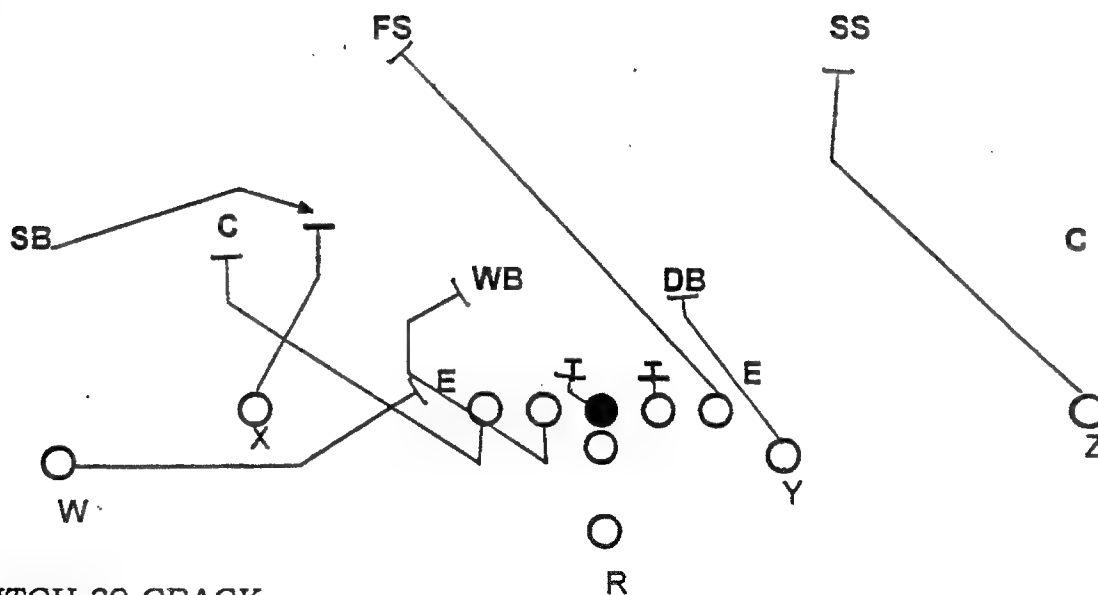
BST Base EMOL.

X #2.

QB Accept snap, hand ball to back, naked away.

BALL CARRIER Lateral lead step, accept ball, key W's crack on EMOL and Z's crack to FST's block on primary support.

PLAY NUMBER : PITCH 39 / 38 CRACK



PITCH 39 CRACK

CONCEPT: Crack Sweep to Weak Side from Sub Formation.

RULE:

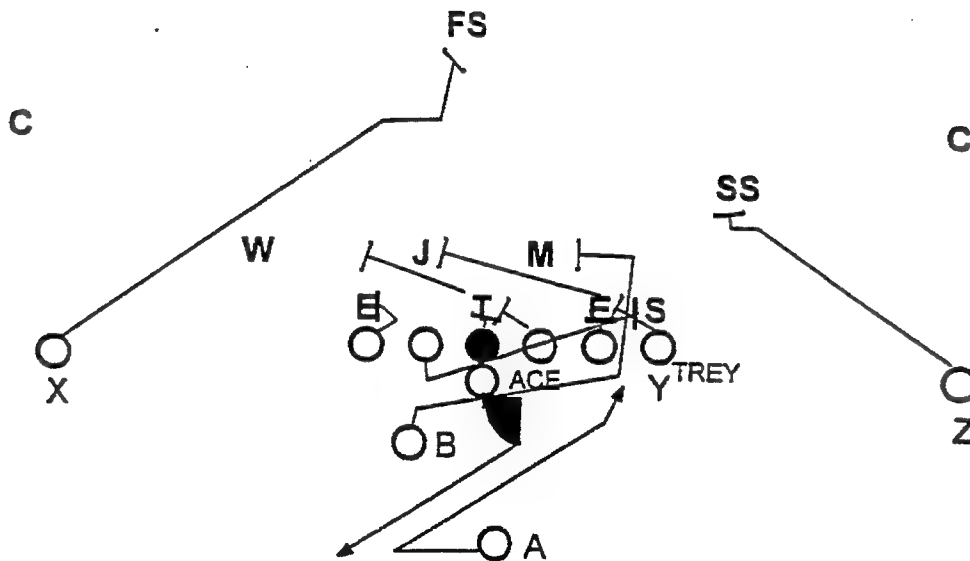
- W Half motion from outside of X to crack EMOL.
- X Cut down Split. Crack 1st secondary defender inside of you.
- Z #2.
- Y Release upfield to block man covering you.
- FST Pull for primary support area.
- FSG Pull for FSLB over top of W's crack. Possible Gary vs. 3 Tech.
- C Stretch for FS 2I, Scoop nose if covered. Gary call vs. 3 Tech to FS = you pull for FSLB.
- BSG Base man on.
- BST Release upfield under DE for secondary defender to BS.
- QB Accept snap, Quick pitch to back, naked away.
- BALL CARRIER Start to FS on snap, catch pitch, key block of X and FST.



CLEVELAND BROWNS

COUNTER SERIES

PLAY NUMBER : PKG. CTR 36 / 37 GB



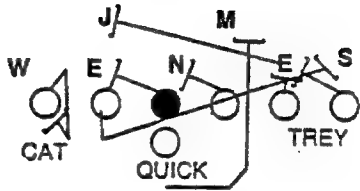
O WEAK CTR 36 GB8

CONCEPT: Misdirection Play Off a Full Flow Play to Set Up Nakeded.

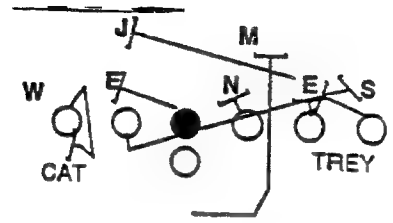
RULE:

- Z Force - Arc signal block man over.
- Y Block inside area to Middle/BS LB'er. Alert "Trey", "Deuce", "Down", "Wide", "Wide" call vs. Nickel. Point to #4.
- FST Block inside area to Middle/BS LB'er. Alert "Trey", "Deuce", "Down"
- FSG Block inside area to Middle/BS LB'er. Alert "Ace", "Deuce", "Quick", "Down"
- C Block BS area. Alert "Ace", "Down", "Quick", "Cat" vs. overlook, block man on with "Deuce" call.
- BSG Pull and Trap/log 1st defender to show outside of TE. Alert "Wide" call.
- BST Block backside B Gap and hold off. Alert "Cat"
- X #2
- QB Open an "A" back hand off over the top. Continue on course to fake Naked.
- BALL CARRIER - Counter slide step to outside hip of guard. Key block of B back. Option run block of B back on LB.
- BACK Lead, crossover, plant, come back to TS to outside hip of guard o block FSLB. Key guard's block for path. Read his #s. KO = underneath, LOG = go around. Can't be too close to guard. Jab step may be necessary.

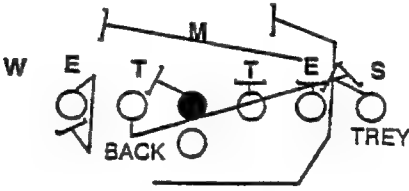
CTR 36 / 37 GB



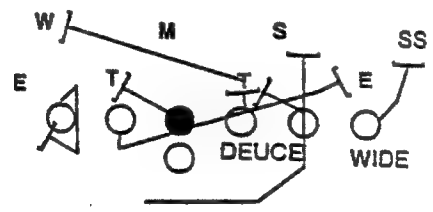
34 UNDER



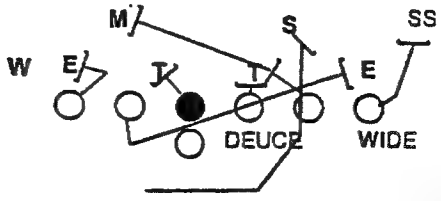
34 / 44



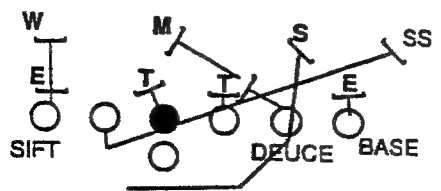
4-3



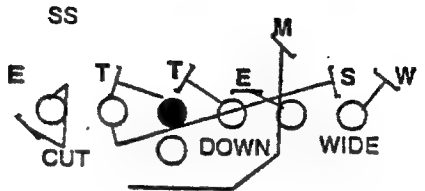
43 STK



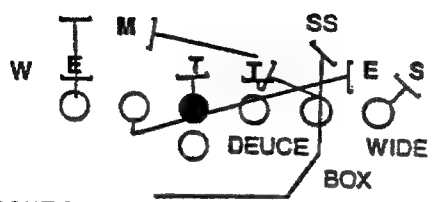
43 OVSTK



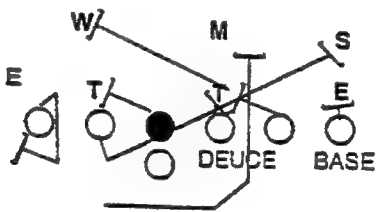
43 OVSTK
W IN



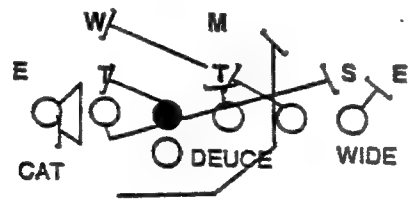
43 DIAM



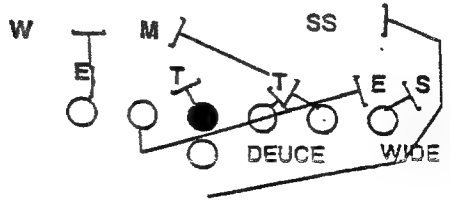
OVSTK SOUT SIN



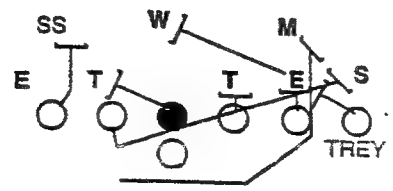
44 STG



44 STGSAM
SW

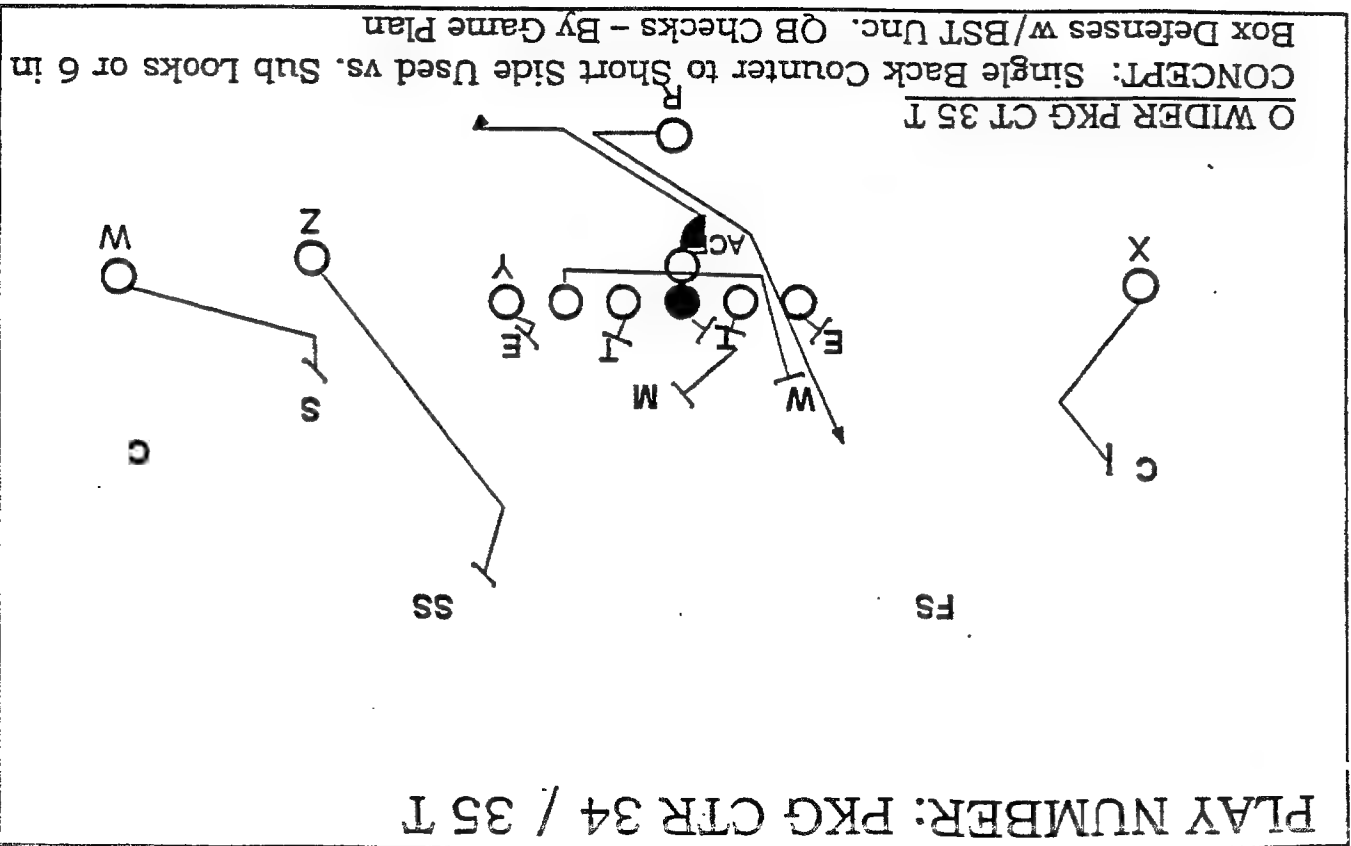


OSSO SIN



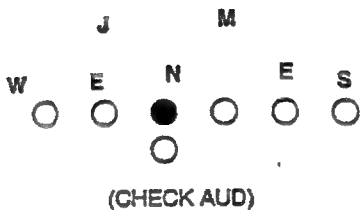
44 BOSS SINK

PLAY NUMBER: PKG CTR 34 / 35 T

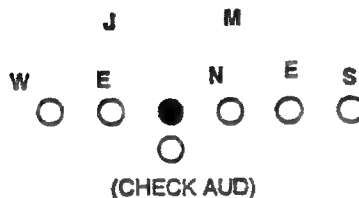


RULE:

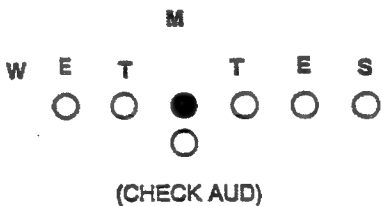
- Z #2.
- Y Block Man on.
- FST Block on outside. Alert "Fan", "In", "Out"
- FSG Block on inside. Alert "Fan", "Ace", "Base"
- C Block on backside. Alert "Ace", "Jack", "Base"
- BSG Block on backside. Alert "Ace", "Jack", "Base"
- BST Pull to block playside to Middle Linebacker. Alert "In", "Out"
- X Force.
- QB Counter steps - Hand ball back. Continue to break perimeter. QB check = pulling tackle Covered, check to audible.
- BALL CARRIER - Counter slide to TE key block of pulling tackle.
- W #2.



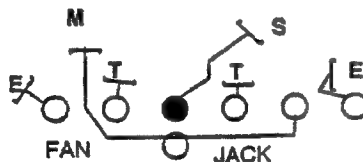
34 UNDER



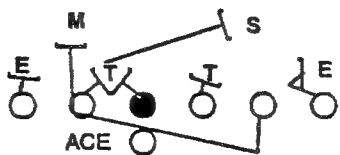
34 / 44



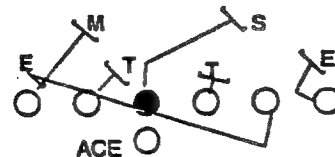
4-3



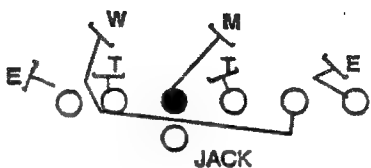
43 STK



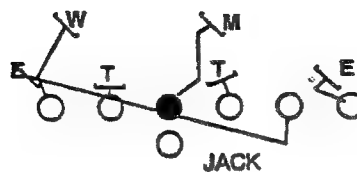
43 OVSTK



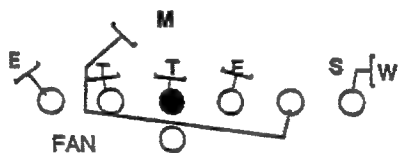
43 OVSTK



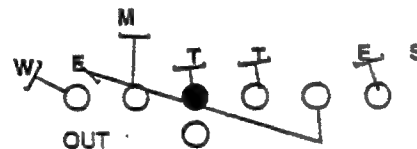
44 STG



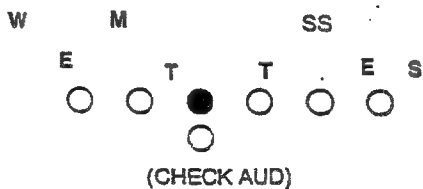
44 STGSAM SW



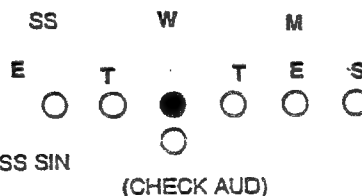
43 DIAM



OVSTK SOUT SIN

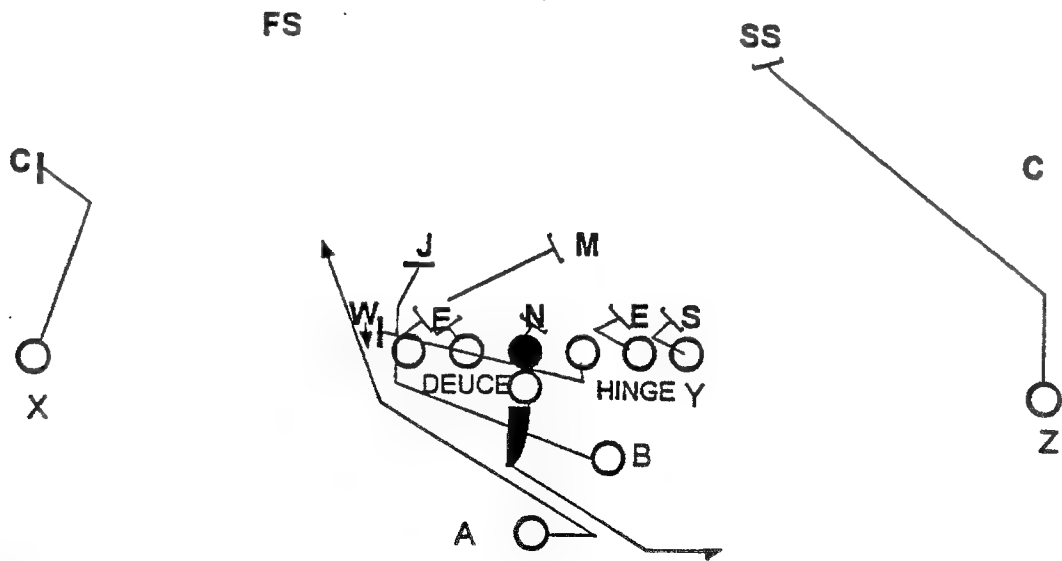


OSSO SIN



44 BOSS SIN WK

PLAY NUMBER: (PKG) CTR 35 / 34 GB



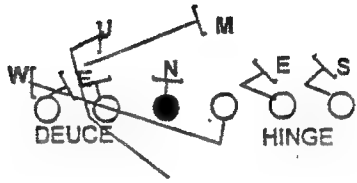
0 STRONG CTR GB

CONCEPT: Misdirection Play Off Full Flow Action. Run to SE vs. Reduction. Packaged Concept.

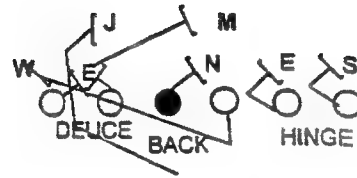
RULE:

- Z #2.
- Y Block man on. Alert "Hinge".
- FST Block inside area to middle LB'er. Alert "Ace", "Deuce", "Down".
- FSG Block inside area to middle LB'er. Alert "Ace", "Deuce", "Down", "Quick".
- C Block backside area. Alert "Ace", "Down", "Quick", "Cat".
- BSC Pull to trap/log first defender to show outside frontside tackle.
- BST Block "B" gap. Alert "Hinge", "Cat".
- X Block force.
- QB Open to A back, hand off over the top, continue on course to Fake Naked.
- BALL CARRIER Counter slide step to outside hip of guard. Plant and key block of B back. Option run block of B back on FSLB.
- BACK Lead, crossover, plant. Come back FS to outside hip of pulling guard to block FSLB. Key guards block for path. Read his numbers. KO - underneath, log - go around.

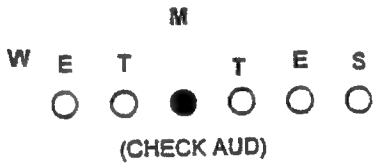
PKG CT 35 / 34 GB



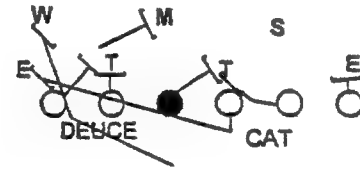
34 UNDER



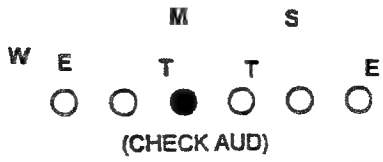
34 / 44



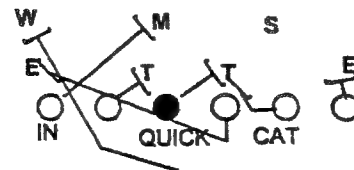
4-3



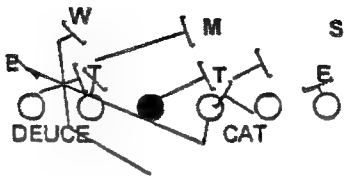
43 STK



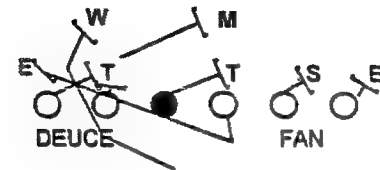
43 OVSTK



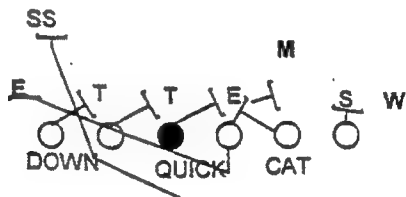
43 OVSTK
W IN



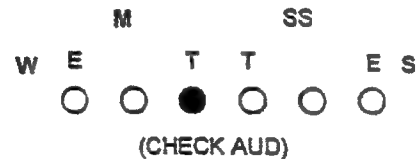
44 STG



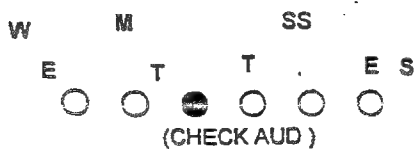
44 STGSAM
SW



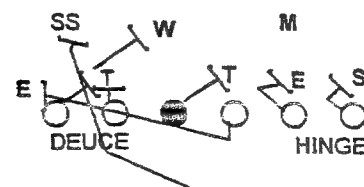
43 DIAM



OVSTK SOUT SIN

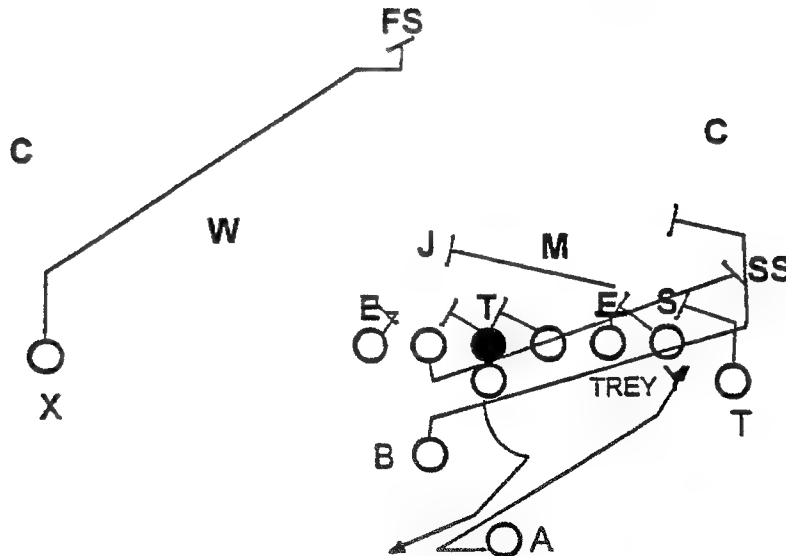


44 BOSS



PLAY NUMBER: CTR 38 / 39 GB

BASIC BLOCKING: CTR GB

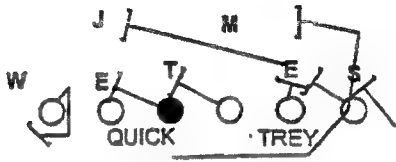


0 WK CLOSE CT 38 GB

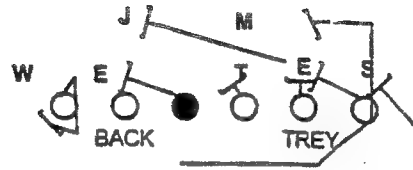
CONCEPT: Outside counter play From 0/1 Weak Close - Always to Wing (Buffalo "People").

RULE:

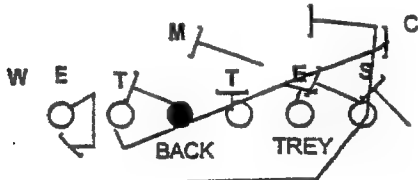
- T Block inside area to Middle/BS LB'er. Alert "Quad", "Trey", "Down".
- Y Block inside to Middle/BS LB'er. Alert "Quad", "Trey", "Deuce", "Down".
- FST Block inside area to Middle/BS LB'er. Alert "Trey", "Deuce", "Down".
- FSG Block inside area to Middle/BS LB'er. Alert "Ace", "Deuce", "Quick", "Down".
- C Block backside area. Alert "Ace", "Down", "Quick", "Cat".
- BAG Pull and trap/Log 1st defender to show outside of wing.
- BAT Block "B" gap and hold off. alert "Ca".
- X #2.
- QB Counter footwork. Continue on Naked course after hand off.
- BALL CARRIER Counter footwork, accept ball, read FB's block on FSLB.
- BACK Execute counter response with ability to block FSLB.



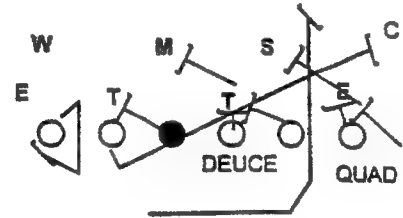
34 UNDER



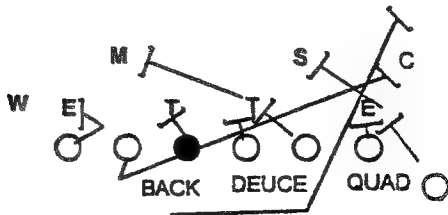
34 / 44



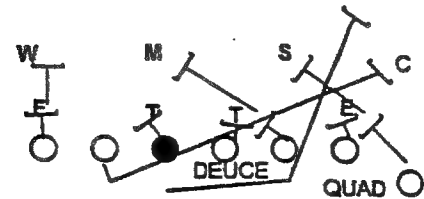
4-3



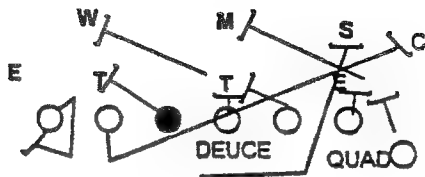
43 STK



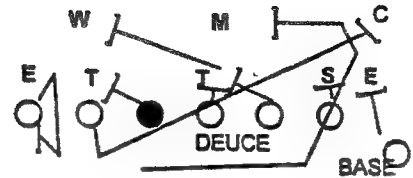
43 OVSTK



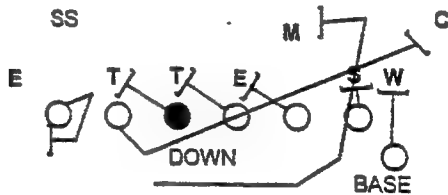
43 OVSTK WIN



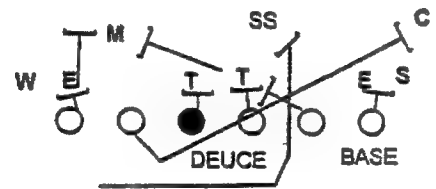
44 STG



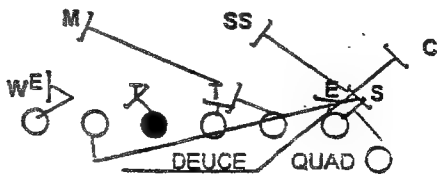
OVSTK SOUT SIN



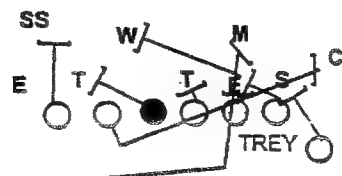
43 DIAM



OVSTK SOUT SIN

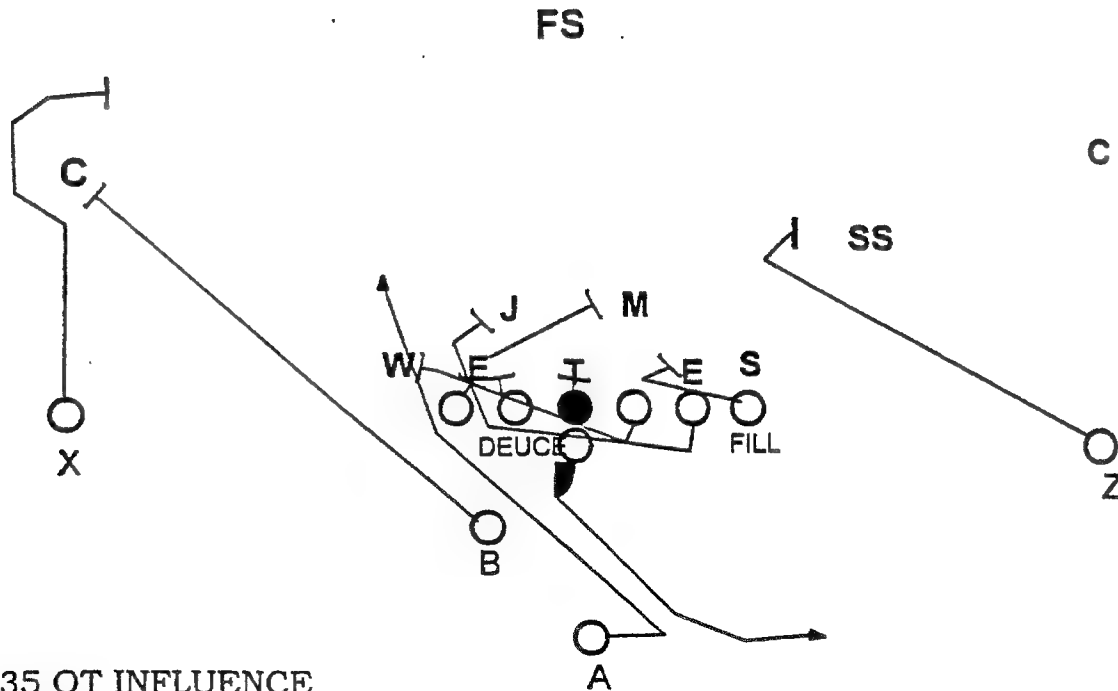


44 BOSS



PLAY NUMBER: CTR 35 / 34 OT INF

BASIC BLOCKING: OT INF



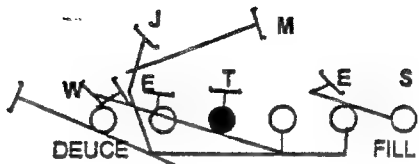
CT 35 OT INFLUENCE

CONCEPT: SE Concept Using Back in Backfield to Influence EMOL to FS of Play. Can Be 2 Back or 1 Back. Packaged Concept - on vs. Reduction/Check Audible vs. Hang Over.

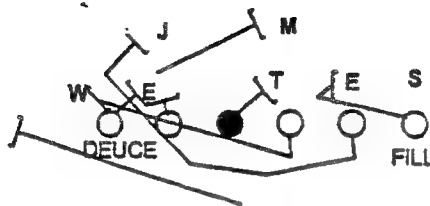
RULE

- Z #2.
- Y Block man on. Alert "Fill".
- FST Block inside area to Middle/Backside LB'er. Alert "Ace", "Deuce", "Down".
- FSG Block inside area to Middle/Backside LB'er. Alert "Ace", "Deuce", "Quick", "Down".
- C Block Backside area. Alert "Ace", "Down", "Quick", "Cat".
- BSG Pull to trap/leg 1st defender to show outside FST.
- BST Pull and block 1st playside LB'er. Key block of guard.
- X Deep 1/3, Deep 1/2.
- QB Counter Concept and continue break perimeter.
- BALL CARRIER Counter Concept and read block of BSG on FS EMOL.
- BACK Zone course for outside leg of EMOL to FS of play. Continue on course to block the force defender to the frontside.

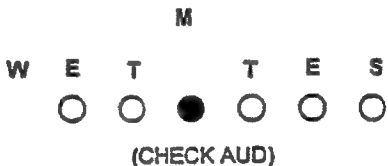
PKG CT 35 / 34 OT INFL



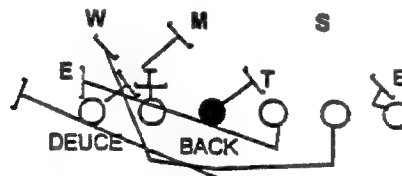
34 UNDER



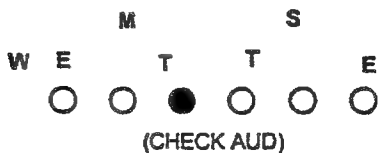
34 / 44



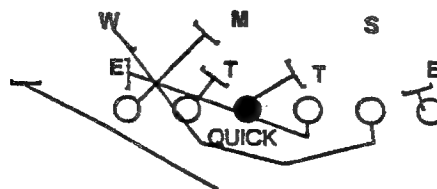
4-3



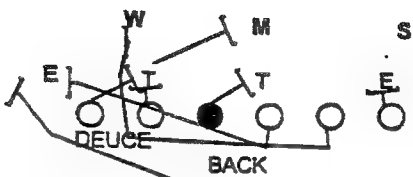
43 STK



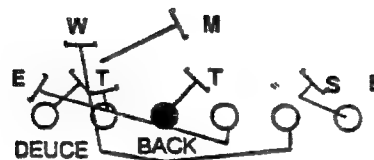
43 OVSTK



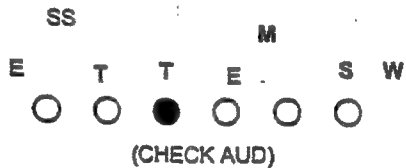
43 OVSTK WIN



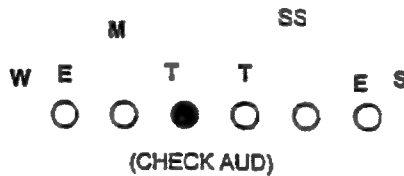
44 STG



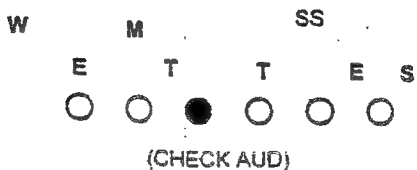
44 STGSAM SW



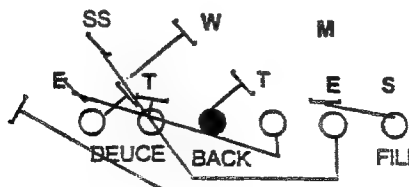
43 DIAM



OVSTK SOUT SIN



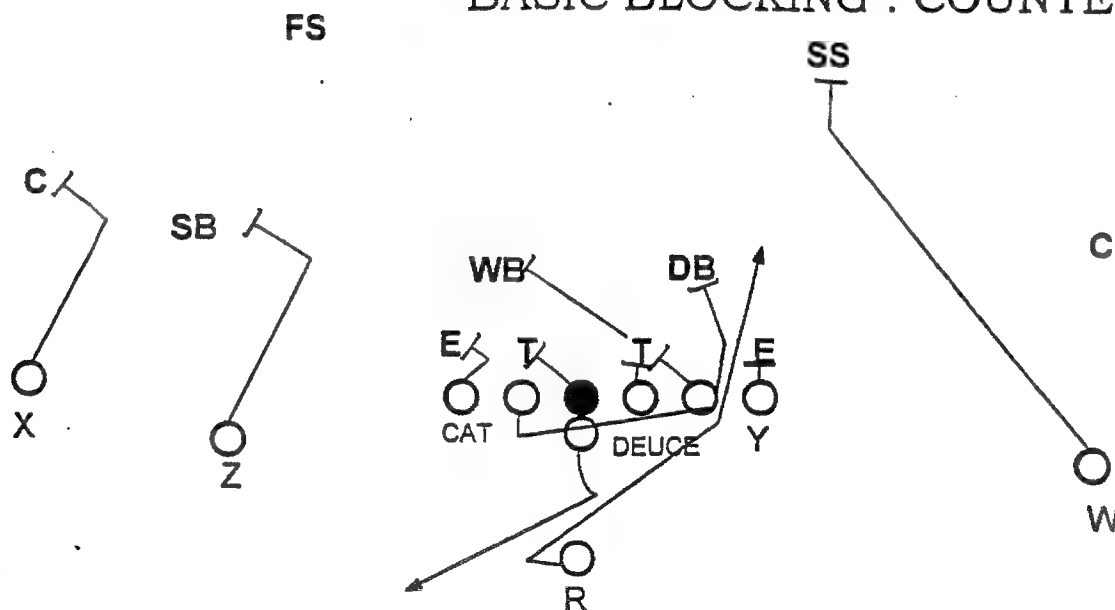
OSSO SIN



44 BOSS SINWK

PLAY NUMBER : CTR 34 / 35 " O "

BASIC BLOCKING : COUNTER " O "

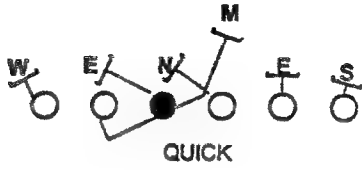


0 SLW CT 34 "0"

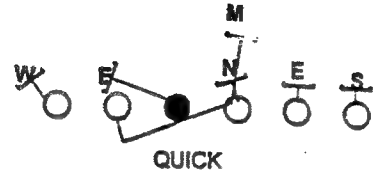
CONCEPT: Single Back Counter to TE Side, Used vs. Sub Looks or 6 in Box Defenses. QB Check vs. 7 in Box.

RULE:

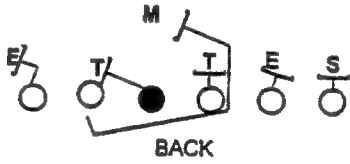
- Z Cut wall.
- Y Block man on. Alert "Out".
- FST Block man on/inside. Alert "Deuce", "Tag".
- FSG Block man on/inside. Alert "Deuce", "Tag", "Quick".
- C Block man on/backside. Alert "Back", "Quick".
- BSG Pull and block frontside LB'er. Alert "Out", block man over TE.
- BST Block man on. Alert "Cat".
- X Cut wall.
- QB Counter footwork. Hand ball back. Continue break perimeter. QB check vs. 7.
- BALL CARRIER Counter footwork. Key block of pulling guard.
- W Cut wall.



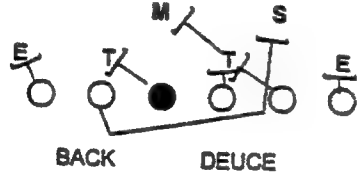
34 UNDER



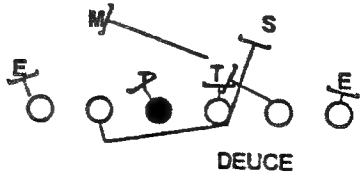
34 / 44



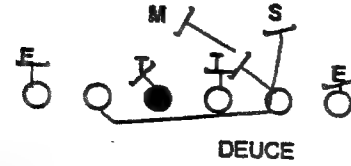
4-3



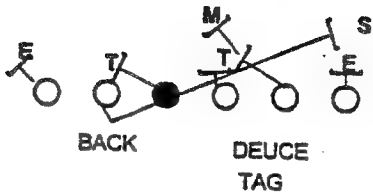
43 STK



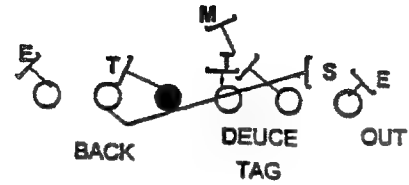
43 OVSTK



43 OVSTKWIN



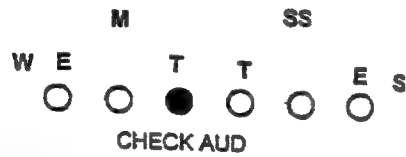
44 STG



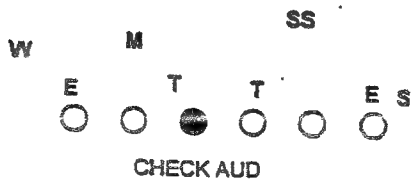
44 STGSAM SW



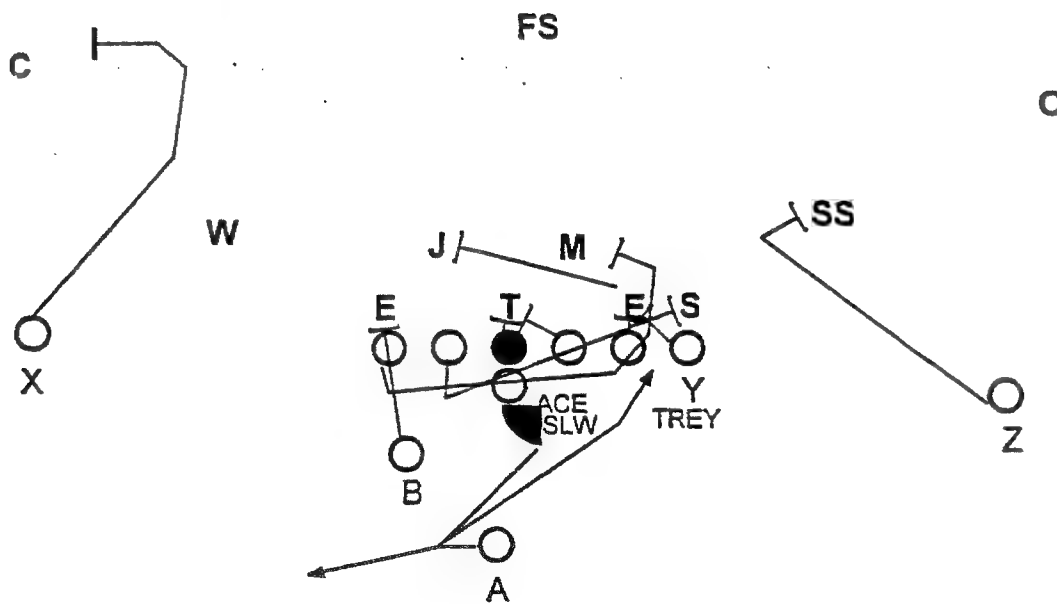
43 DIAM



OVSTK SOUT SIN



PLAY NUMBER : CTR 36 / 37 OT

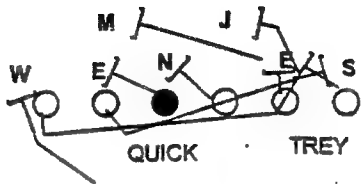


0 WEAK CT 36 OT

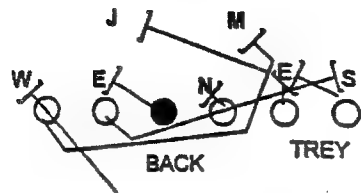
CONCEPT: Misdirection play off a Full Flow Play, Features OT Blocking.

RULE:

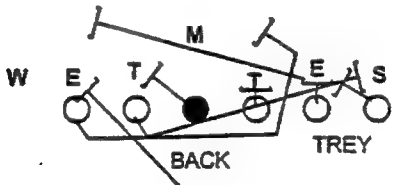
- Z Force.
- Y Block inside area to Middle/BS LB'er. Alert "Trey", "Deuce", "Down", "Wide". Wide Ball vs. Nickel. Point to #4.
- FST Block inside area to Middle/BS LB'er. Alert "Trey", "Deuce", "Down".
- FSG Block inside area to Middle/BS LB'er. Alert "Ace", "Deuce", "Quick", "Down".
- C Block BS area. Alert "Ace", "Down", "Quick", "Cat". Vs. over look block man on with Deuce Call.
- BSG Pull and trap/log 1st defender to show outside block of TE. Alert "Wide".
- BST Pull a half a man deeper than OT. Find path to FSLB'er.
- X #2.
- QB Counter footwork - Continue on course to Fake Naked.
- BALL CARRIER Counter steps, key block of BST.
- BACK Zone carrier for outside hip of BST - Area block.



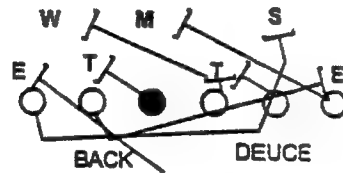
34 UNDER



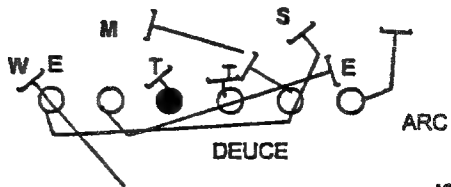
34 / 44



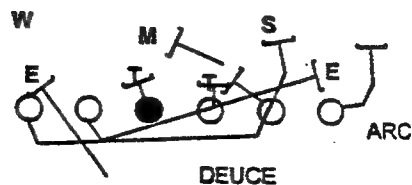
4-3



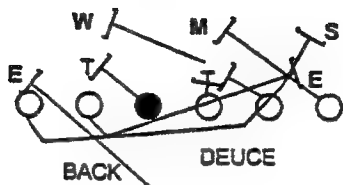
43 STK



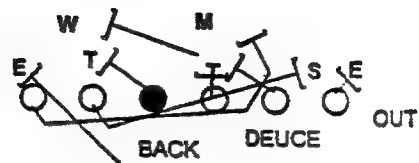
43 OVSTK



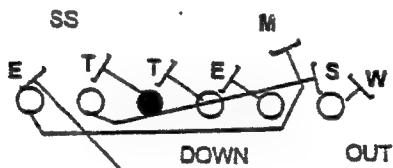
43 OVSTKWIN



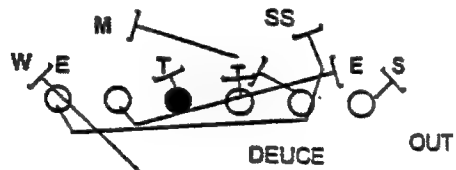
44 STG



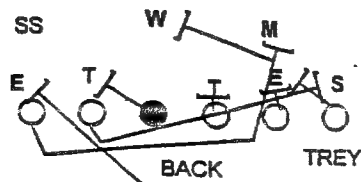
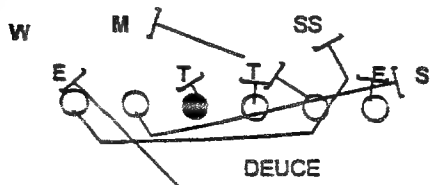
44 STG SAMSW



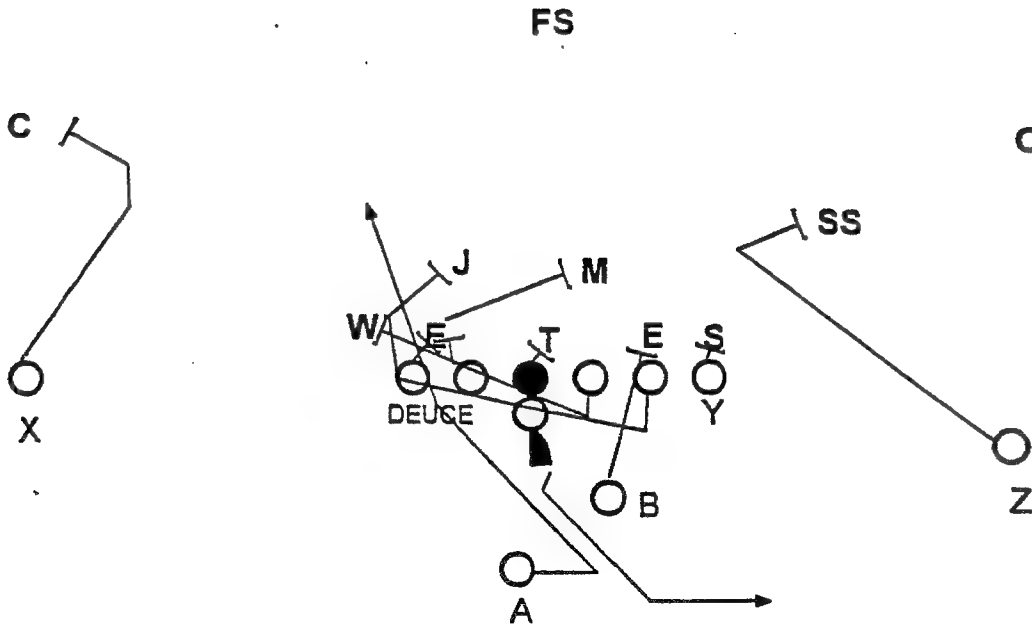
43 DIAM



OVSTK SOUT SIN



PLAY NUMBER : PKG CTR 35 / 34 OT

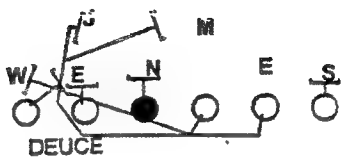


0 STRONG PKG CT 35 OT

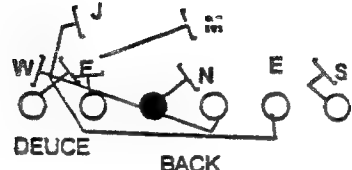
CONCEPT: Misdirection Play Off Full Flow Action. Run to SE vs. Reduction. Packaged Concept. Features OT Blocking.

RULE:

- Z #2.
- Y Block #3. 1 back - cut off man on BST.
- FST Block inside area to Middle/Backside LB'er. Alert "Ace", "Deuce", "Down".
- FSG Block inside area to Middle/Backside LB'er. Alert "Ace", "Deuce", "Quick", "Down".
- C Block backside area. Alert "Ace", "Quick", "Down", "Cat".
- BSG Pull to trap/log 1st defender to show outside FST.
- BST Pull a half a man deeper than OT. Fin path to FS LB'er.
- X Force.
- QB Counter footwork - Continue on course to Fake Naked. (Audible out vs. non-reduced defense.)
- BALL CARRIER Counter steps, key block of BST.
- BACK Zone course for outside hip of BST - Area block.



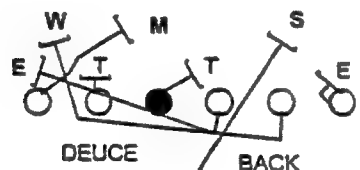
34 UNDER



34 / 44



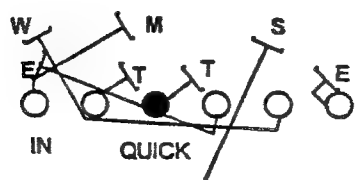
4-3



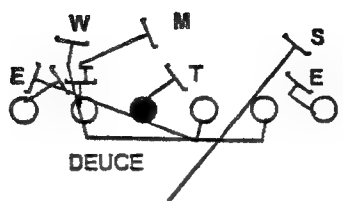
43 STK



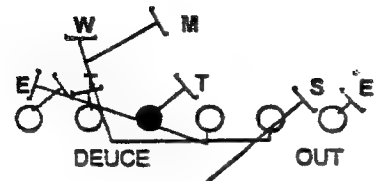
43 OVSTK



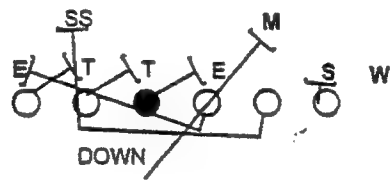
43 OVSTKWIN



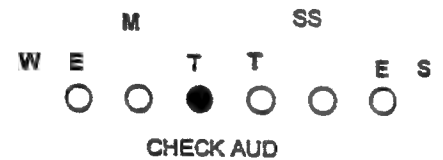
44 STG



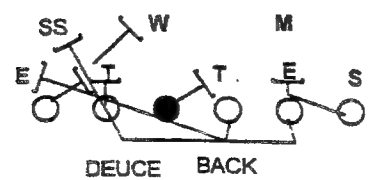
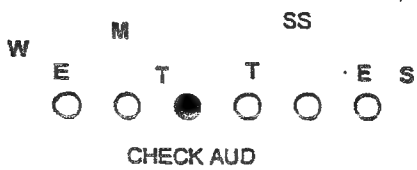
44 STG SAMSW



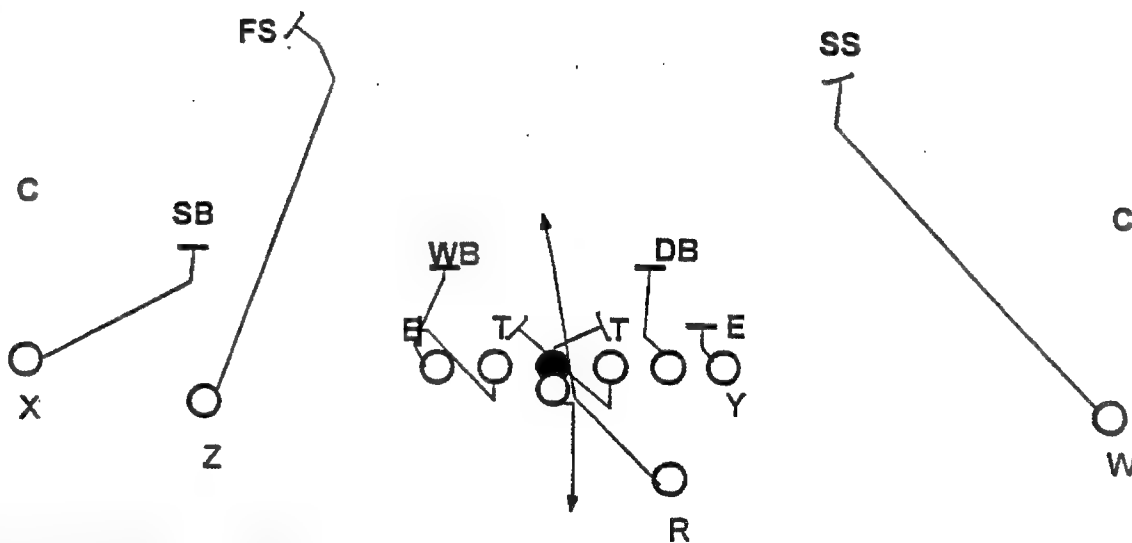
43 DIAM



OVSTK SOUT SIN



PLAY NUMBER : QUICK 31 / 30 TRAP



8 SLW QUICK 31 TRAP

CONCEPT: Weakside Trap From Offset Back Alignment. Only Used vs. 6 in Box Type Defense. We'll Trap 1st Down Man Past Ball.

RULE:

Z #2.

Y Base EMOL.

FST Trap man inside of you = FSG on "Con" you go inside for FSLB. (Now) Trap man on you = "In" - you go down inside for FSLB. Power thru DE.

FSG Trap man on you = "Con" - Set/show pass and turn out for EMOL. FST on "In" - Down on Nose.

C UNC = Back or combo/BST vs. Wide 3, Covered = Quick w/FSG.

BSG Pull and trap 1st man past the ball on inside out course.
"Con" = 2I on FSG, "In" = DE over FST

BST Base man on or over, "Combo" by center = Double the wide 3 with C for BSLB.

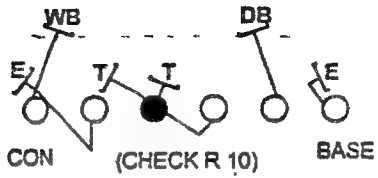
X #2.

QB Open opp hole #, hand off, continue pass action. Sub Run = Check R10/11 to TE side vs. Under look.

BALL CARRIER Lead step near hip of center, hug block back of center. Read trap block of guard.

W #2.

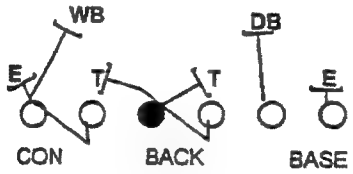
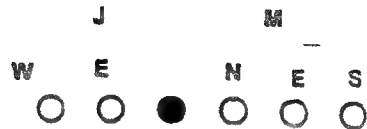
QUICK 31 / 30 TRAP



Q31 TRAP

34 UNDER

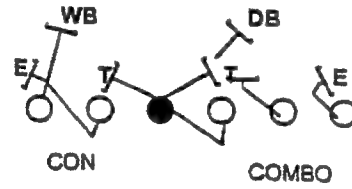
34 / 44



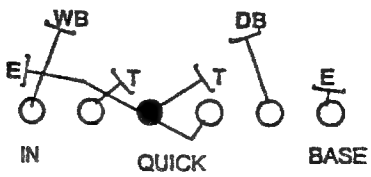
Q31 TRAP

4-3

43 STK



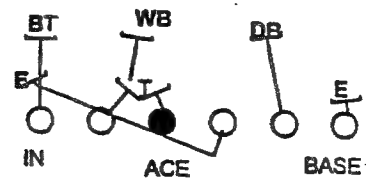
Q31 TRAP



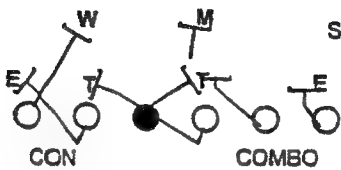
Q31 TRAP

43 OVSTK

43 OVSTKWIN



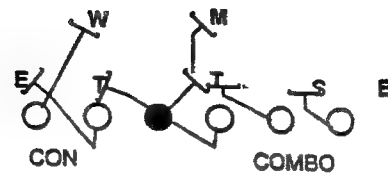
Q31 TRAP



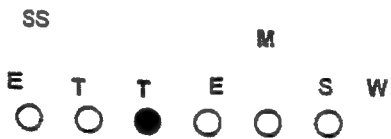
Q31 TRAP

44 STG

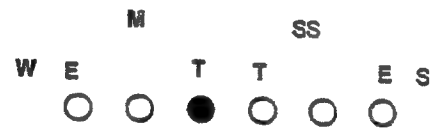
44 STG SAM SW



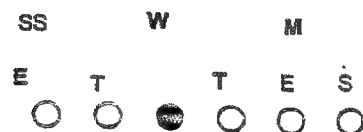
Q31 TRAP



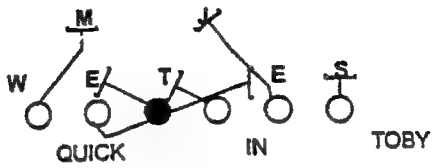
43 DIAM



OVSTK SOUT SIN



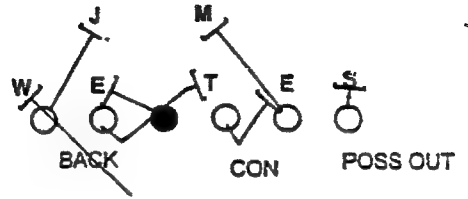
QUICK 10 / 11 TRAP



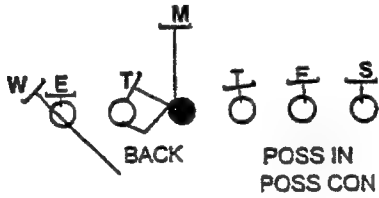
Q10 TRAP

34 UNDER

34 / 44



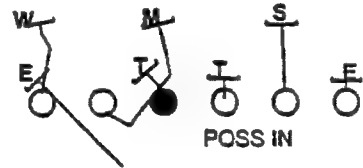
Q10 TRAP



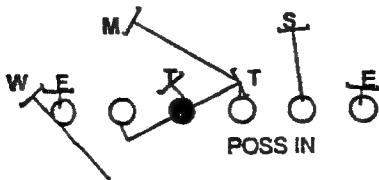
Q10 TRAP

4-3

4-3 STK WIN



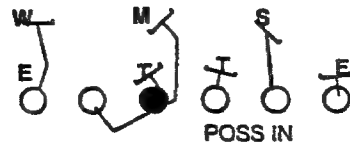
Q10 TRAP



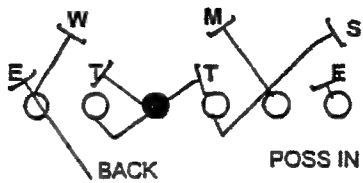
Q10 TRAP

43 OVSTK

43 OVSTKWIN



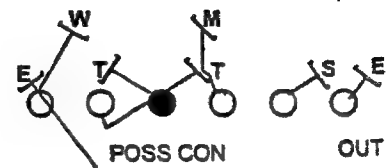
Q10 TRAP



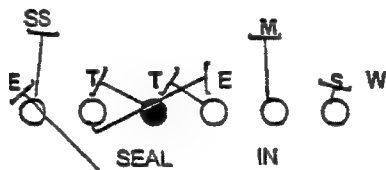
Q10 TRAP

44 STG

44 STGSAM SW



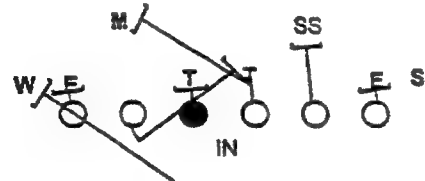
Q10 TRAP



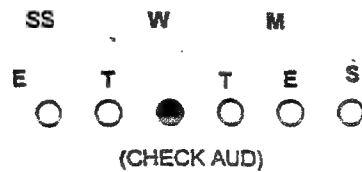
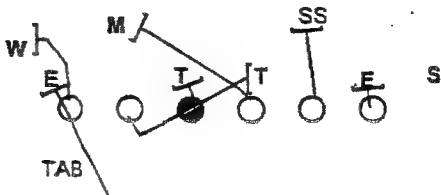
Q10 TRAP

43 DIAM

OVSTK SOUT SIN

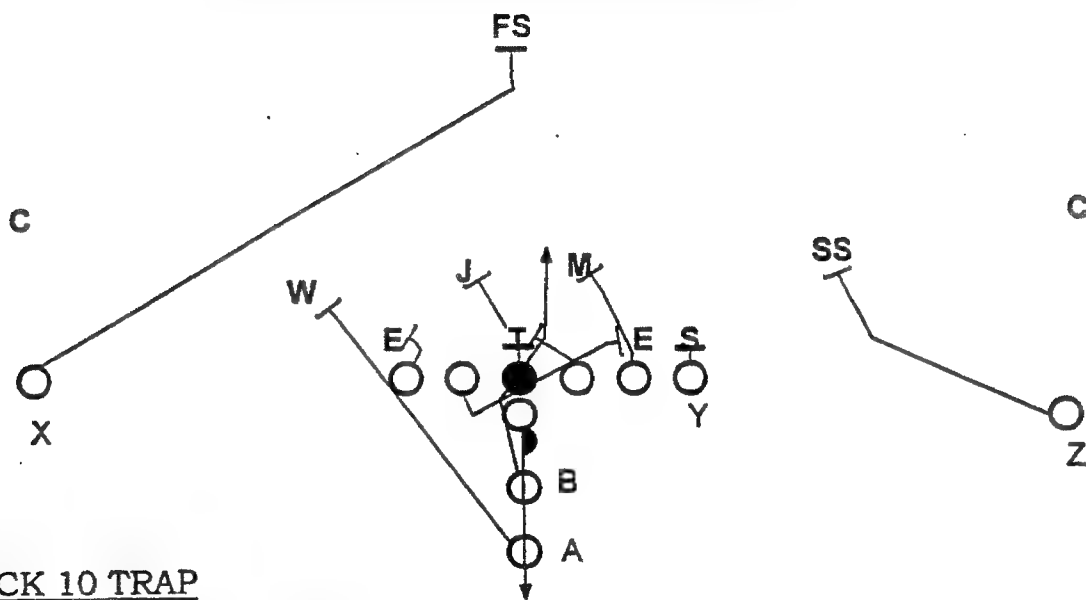


Q10 TRAP



(CHECK AUD)

PLAY NUMBER : QUICK 10 / 11 TRAP



0 QUICK 10 TRAP

CONCEPT: Quick Trap to TE from 1 or 2 Back Formation - We Can Trap Either a Down Man or a LB.

RULE:

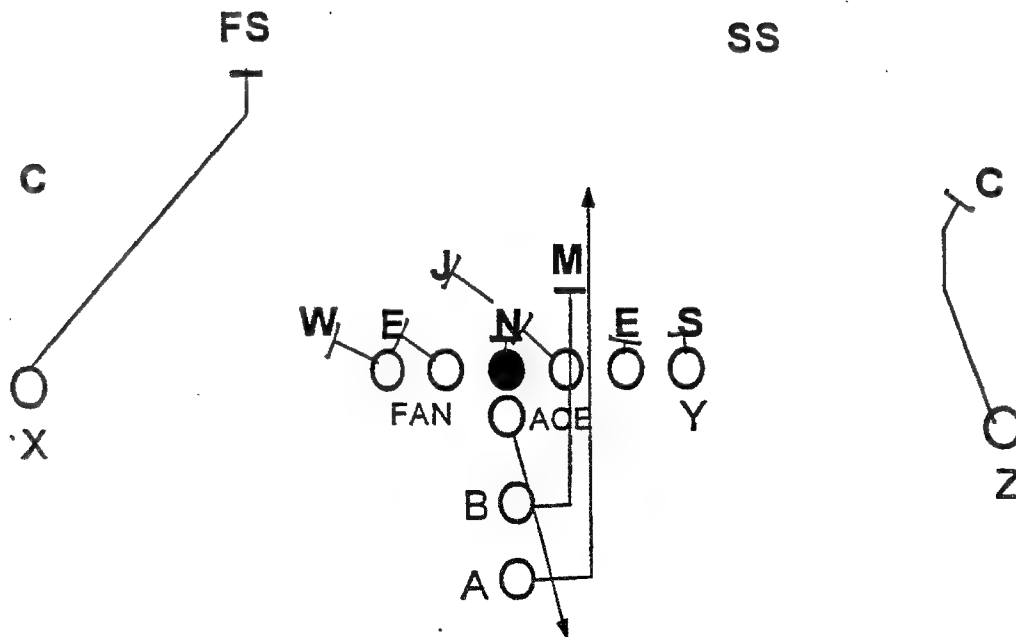
- Z #2
- Y Base EMOL on inside # POA. "mug" call, release down inside for FSLB - Head across and drive.
- FST In/Out/Toby if trap man on you. "In" = power thru for FSLB, "Out" = block man on/over, "Toby" = influence over with drop to turn out on EMOL. Trap man inside of you con by FSG = Mike LB, In/Out by FSG = Man on or over with base block.
- FSG UNC = Ace with C or Quick nose with head across POA. COV = trap man on you In/Con: "In" = power thru for Mike, block man on, "Con" = drop and turn out for next man to outside.
- C Ace or Quick if both you and BSG are covered. Back if UNC to cover for pulling guard.
- BSG Pull and Trap 1st man pas ball with inside out course. "In" by either FSG or FST. "Toby" = man over FST, "Con" = man over FSG, "Out" by either = 1st LB from ball to FS.
- BST BS cut off tech working inside # vs. man on. Don't get flattened out, if man on and Will inside or 3-4 under, you must get to BSLB. (8 = #2 on or off, 6 = Base #2 on LOS.)
- X #2.
- QB Open away from hole. Hand off to back, continue straight back, set up and show pass.
- BALL CARRIER Lead step with playside foot to BS hip of C, hug block on nose or back block of C. option run the block of BS.
- W/BACK Split-Block man over, 1-fake 47/46 away from hole # called. Block EMOL.



CLEVELAND BROWNS

DRAW SERIES

PLAY NUMBER; (PKG) A 42/43 LEAD



O PKG A 42 LEAD

CONCEPT: Draw to TE Side using Isolation Scheme. Packaged play Out of Spread Formation.

RULE:

Z Force.

Y Block #3, Alert "Scoop", "Slip", "Big", "Turn", "Out", "Box"

FST Block on outside. Alert "Scoop", "Slip", "Big", "Turn", "Out", "Box"

FSG Block on inside. Alert "Ace", "Man", "Box"

C Block on backside. Alert "Ace", "Big Fan", "Jack", (A-Box)

BSG Block on backside. Alert "Fan", "Big Fan", "Jack", (A-Box)

BST Block on backside. Alert "Fan", "Big Fan", "Box"

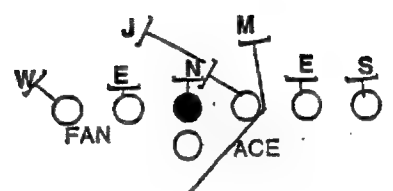
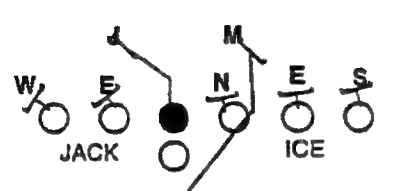
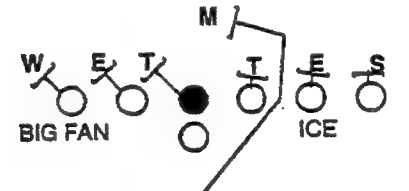
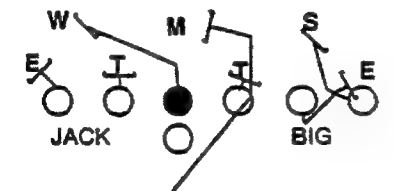
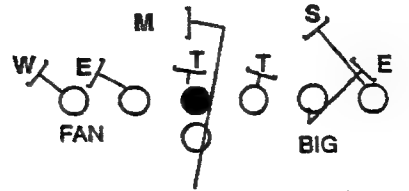
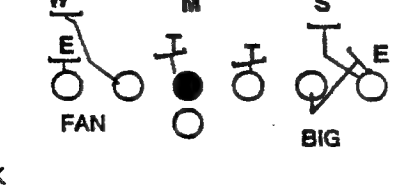
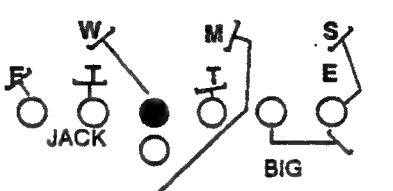
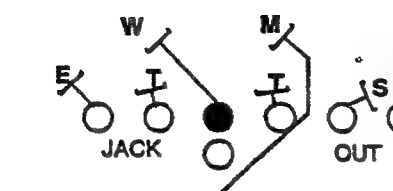
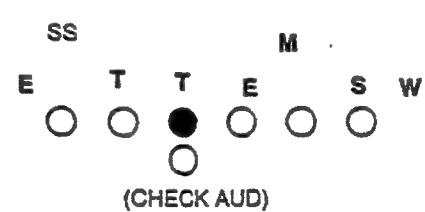
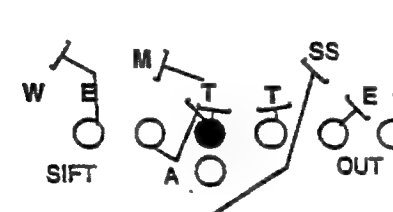
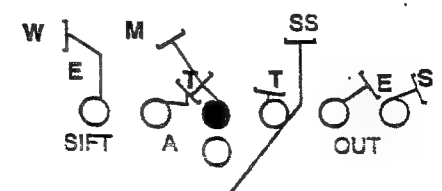
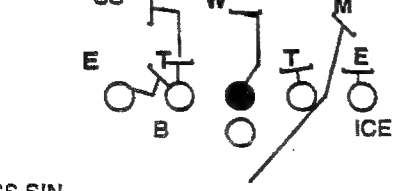
X #2.

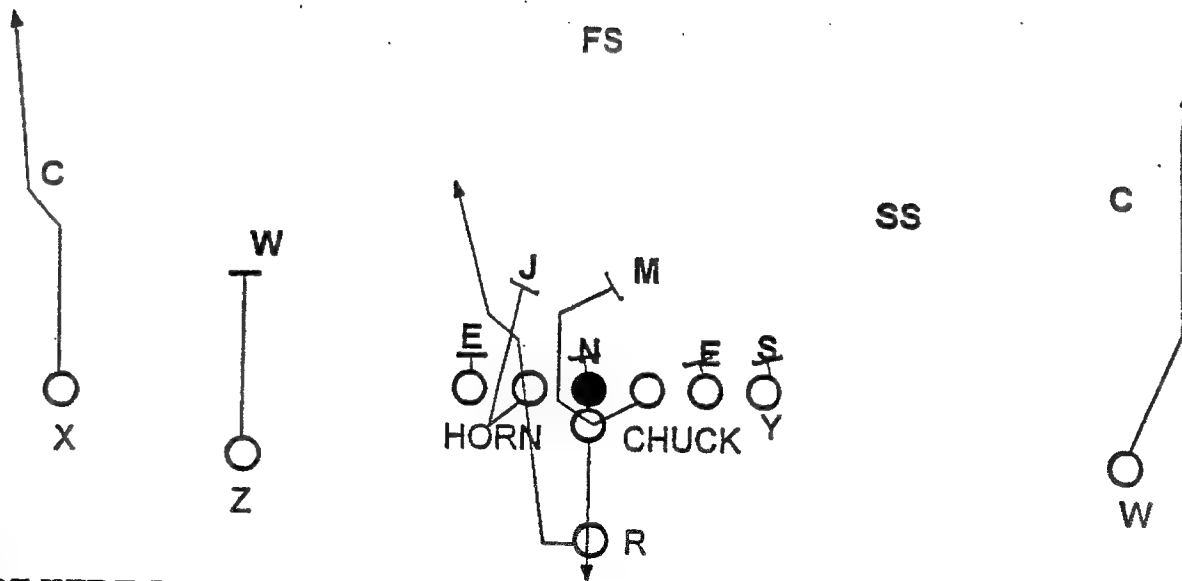
QB Open, bring ball straight back to A back, give ball and set up in tackle box area.

BALL CARRIER - Slide step, accept hand off and key man over FST to next down lineman inside.

B/T - Slide step to FS, key man over FST for FSLB. Block outside # of LB. Give the TB a two way go.

A 42 / 43 LEAD

 <p>A42 LEAD 34 UNDER</p>	 <p>34 / 44 A42 LEAD</p>
 <p>A42 LEAD 4-3</p>	 <p>43 STK A42 LEAD</p>
 <p>A42 LEAD 43 OVSTK</p>	 <p>43 OVSTK W IN A42 LEAD</p>
 <p>A42 LEAD 44 STG</p>	 <p>44 STGSAM SW A42 LEAD</p>
 <p>A42 LEAD 43 DIAM</p>	 <p>OVSTK SOUT SIN A42 LEAD</p>
 <p>A42 LEAD OSSO SIN</p>	 <p>44 BOSS SIN WK A42 LEAD</p>



0 SLOT WIDE PKG 41

CONCEPT: Weakside Single Back Draw Involving Gut Blocking By FST (Double Duty) Packaged For 6/7 In The Box Looks. Can Be Run Vs. 6, Should Be Checked Vs. 7 In A Gut Non-Look.

RULE:

- Z Man over.
- Y Block #3. Alert "C", "C-SS", "Big".
- FST Block #2. Alert "Slip", "Charly".
- FSG Block #1. Alert "Slip", "Gap", "Charly".
- C 'Block 0. Alert "Gap", "Charly", "A", "AB".
- BSG Block #1. Alert "A", "AB", "B", "Big".
- BST Block #2. Alert "B", "AB", "C", "C-SS", "Big".
- X Run off.
- QB 3-step drop, give ball, continue to show pass.
- BALL CARRIER Slide to playside, accept ball, read first down man FS to next man inside.
- W/T Run off.

J

W E N E S

SLIP

34 UNDER

E T T E

A BIG

425 OVER

W E T M T E S

(CHECK AUD)

4-3

E T T E

JACK BIG

425

W M S

E T T E

(CHECK AUD)

43 OVSTK

W M S

E T T E

(CHECK AUD)

43 OVSTKWIN

E T T E

GAP SCOOP

44 STG

W

E T T E

GAP OUT

44 STG SAM W WALK

SS M

E T T E S W

(CHECK AUD)

43 DIAM

W M SS

E T T E S

(CHECK AUD)

OVSTK SOUT SIN

W M SS

E T T E S

(CHECK AUD)

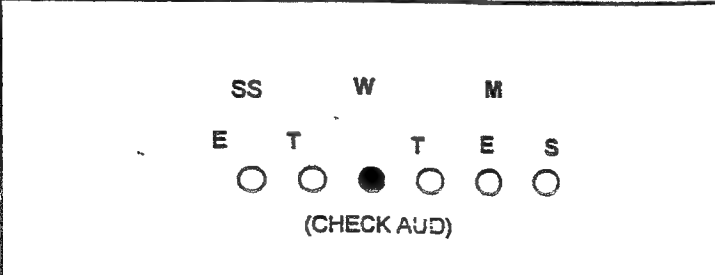
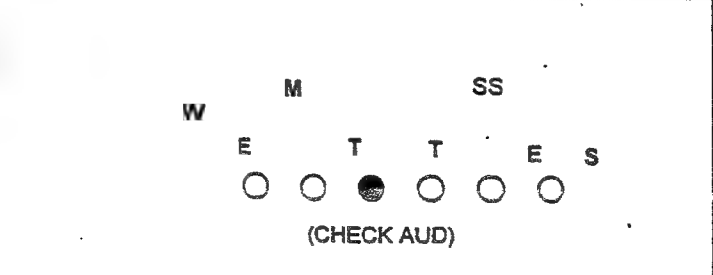
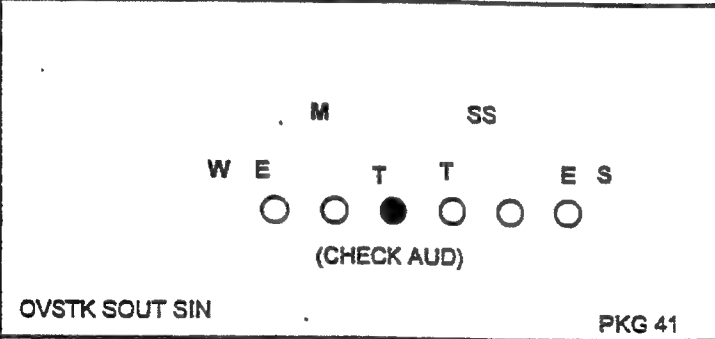
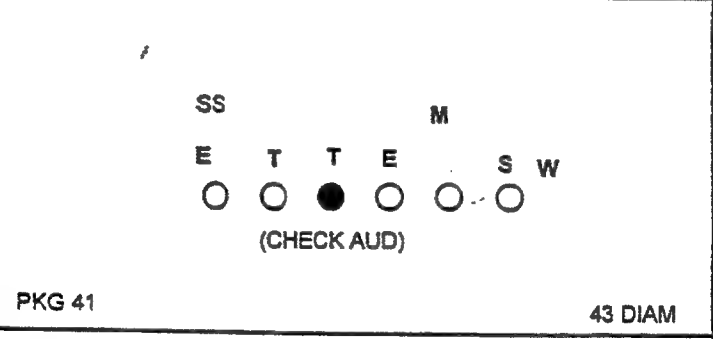
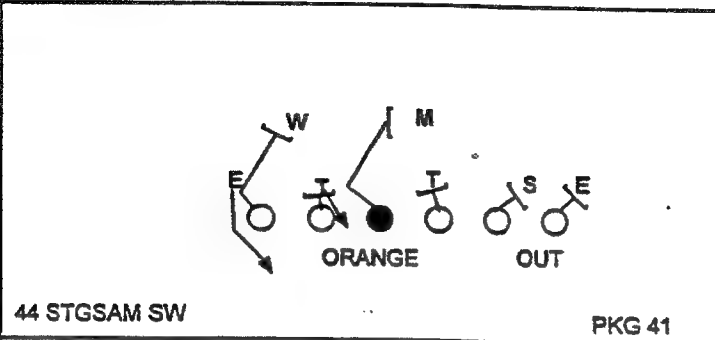
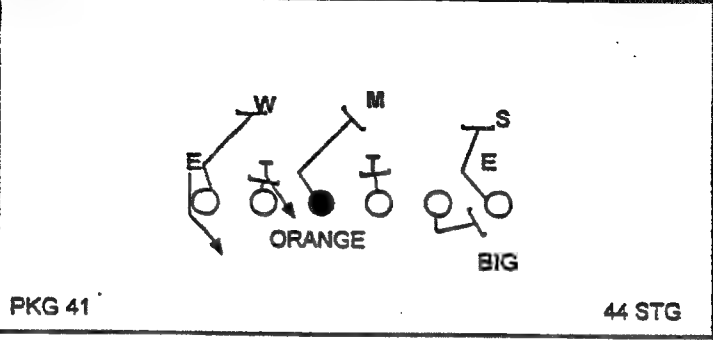
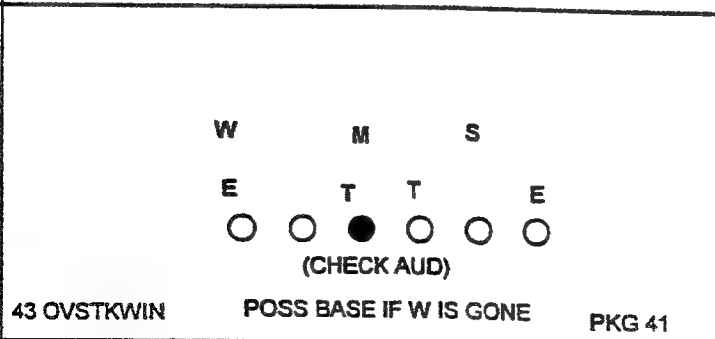
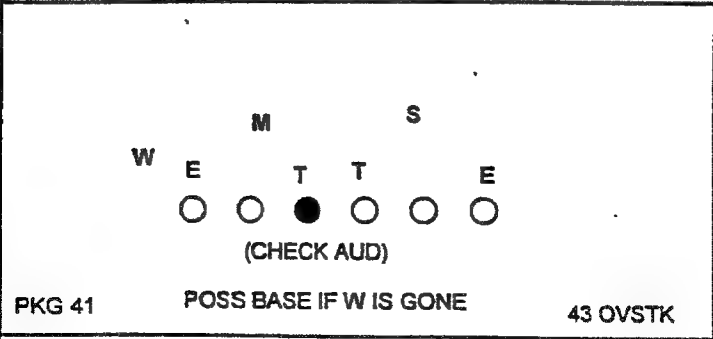
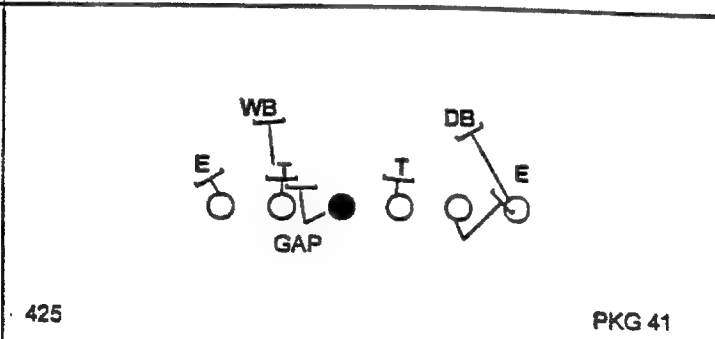
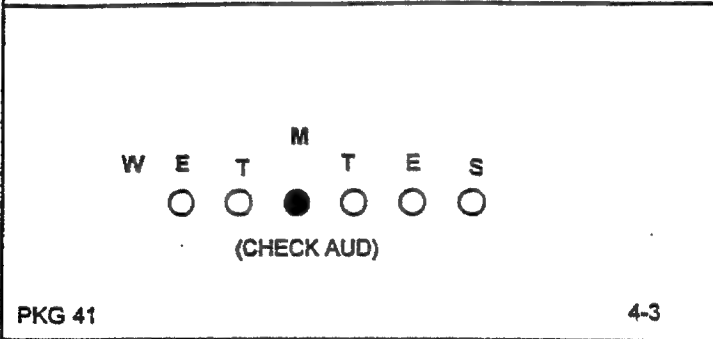
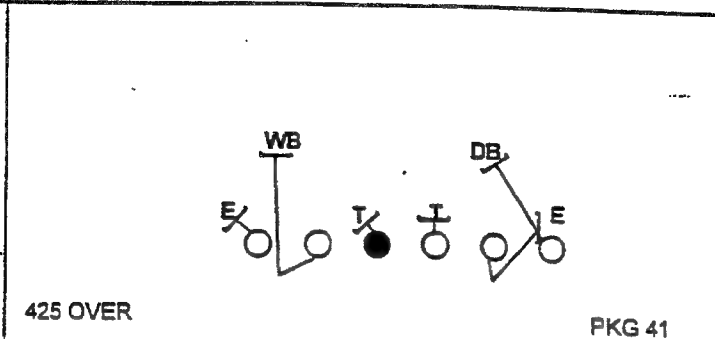
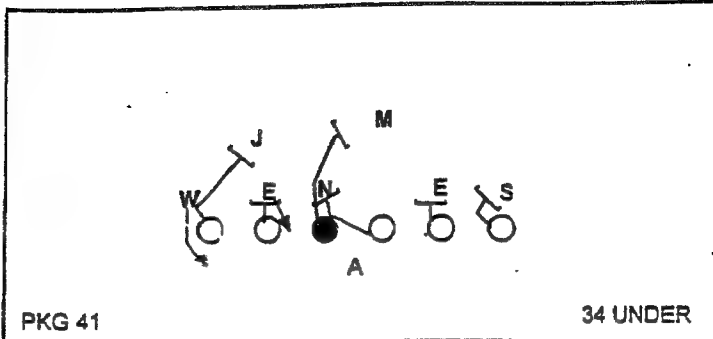
OSSO SIN

SS W M

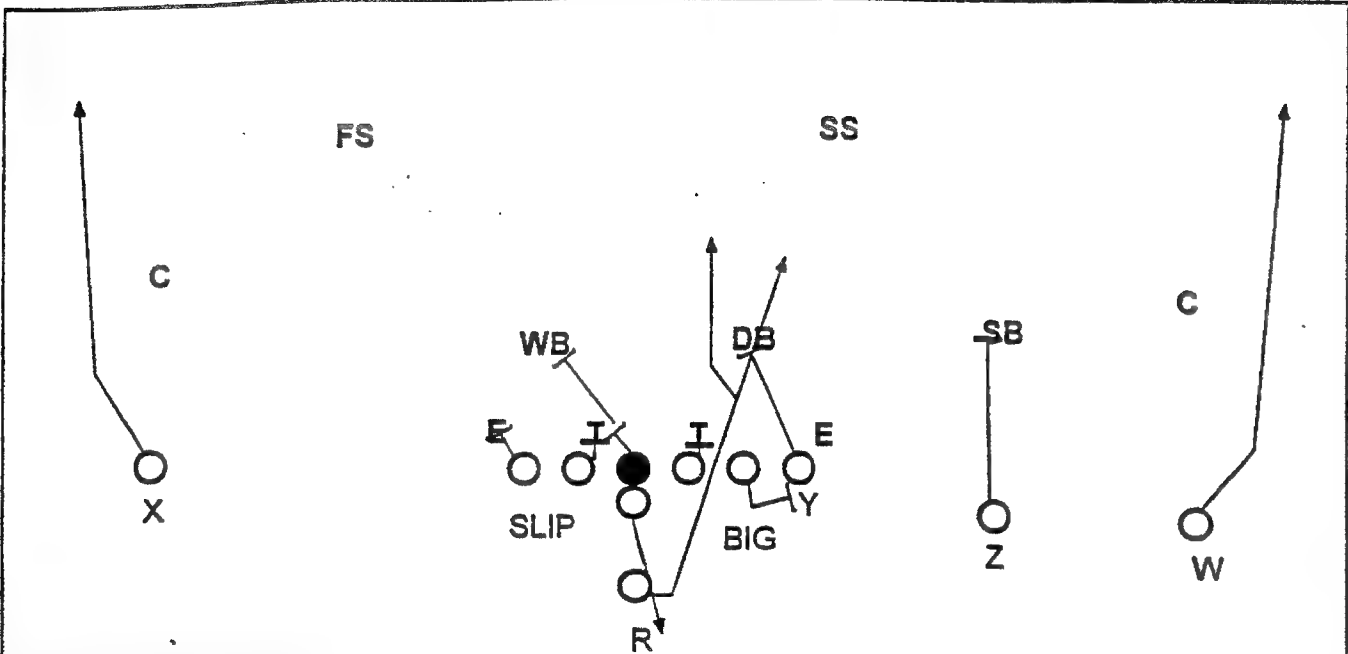
E T T E S

(CHECK AUD)

44 BOSS SIN WK



PLAY NUMBER : 40 / 41 BIG



0 WIDER 40 BIG

CONCEPT: Single Back Draw to TE Side. Only Good vs. 6 in Box. Check Pass vs. 7 in Box.

RULE:

W Run off.

Z Man over.

Y Big block #3. Alert "Scoop", "Big", "Out".

FST Big block #2. Alert "Scoop", "Big", "Slip", "Out".

FSG Block #1. Alert "Slip", "Gap", "Gap A".

C Block 0. Alert "A", "Chuck", "Gap", "Gap A", "Jack".

BSG Block #1. Alert "A", "Chuck", "Gap A", "Jack".

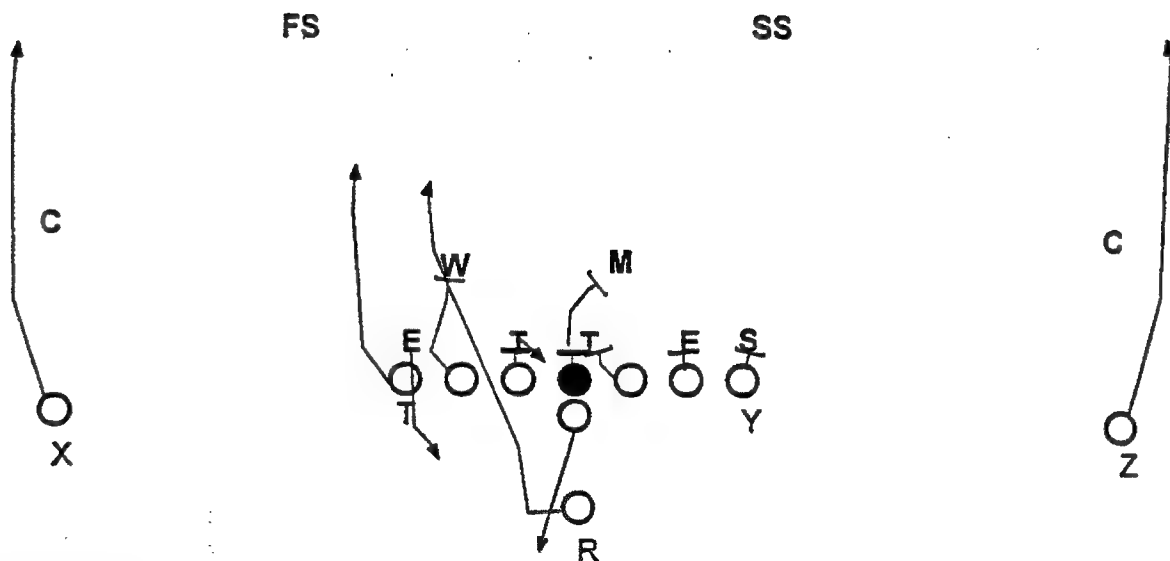
BST Block #2. EMOL.

X Run off.

QB Show 5-step pass drop and give ball to ball carrier.

BALL CARRIER Slide playside A Gap. Draw Read first man past the Center.

PLAY NUMBER : 41 / 40 GUT (DIR)

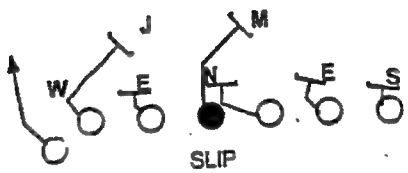


0 ON 41 GUT

CONCEPT: Gut (Double Duty) Draw to Either TE or SE. Can Be Directed from 2 TE Set to the Unc Tackle. Can be Run vs. 6 or 7 in Box as Long as FSLB in Gettable Position.

RULE:

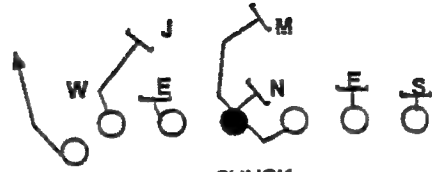
- Z Run off.
- Y FSY - Release.
BSY - Block #3. Alert "C", "C-SS", "Out", "Big", "Orange/Yellow", "Rock-It", "Load It".
- FST Set out to block C gap. Sift to 1st LB'er playside (outside-in).
- FSG Block man on. Alert "Rock-It", "Load It".
- C Block 0. Alert "Orange/Yellow", "Rock-It", "Load It", "A".
- BSG Block #1. Alert "Orange/Yellow", "Rock-It", "Load It", "A", "B".
- BST Block #2. Alert "Orange/Yellow", "Rock-It", "Load It", "B", "C-SS", "Out", "Big".
- X Run off.
- QB Normal draw footwork = direct play to UNC (Bubble tackle). No bubble = audible.
- BALL CARRIER Draw read after footwork on 1st down man to frontside.
- T FS = Release, BS = normal draw rules apply.



SLIP

34 UNDER

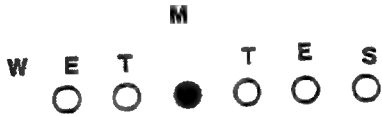
41 GUT DIR



CHUCK

34 / 44

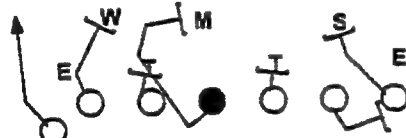
41 GUT DIR



CHECK AUD

4-3

41 GUT DIR

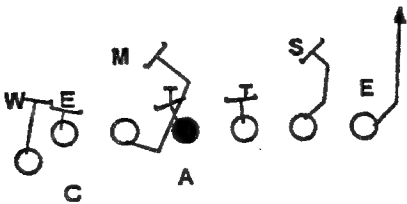


CHARLY

BIG

43 STK

41 GUT DIR

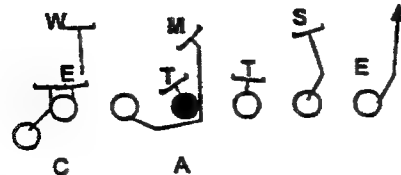


C

A

43 OVSTK

41 GUT DIR



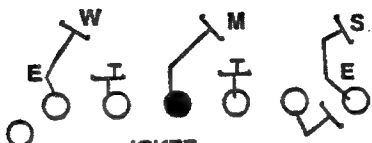
C

A

CHUCK

43 OVSTKWIN

41 GUT DIR

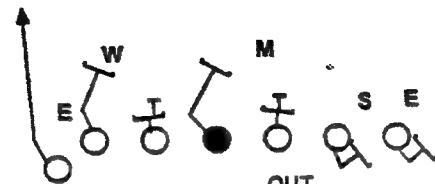


JOKER

BIG

44 STG

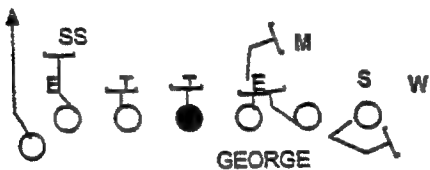
41 GUT DIR



OUT

44 STGSAM SW

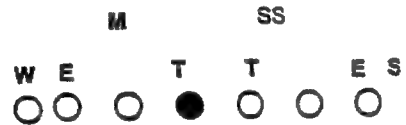
41 GUT DIR



GEORGE

43 DIAM

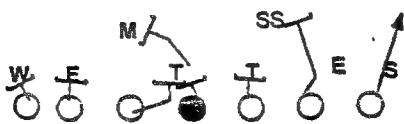
41 GUT DIR



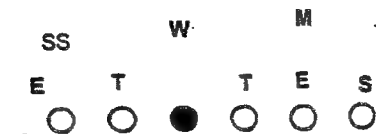
CHECK AUD

OVSTK SOUT SIN

41 GUT DIR

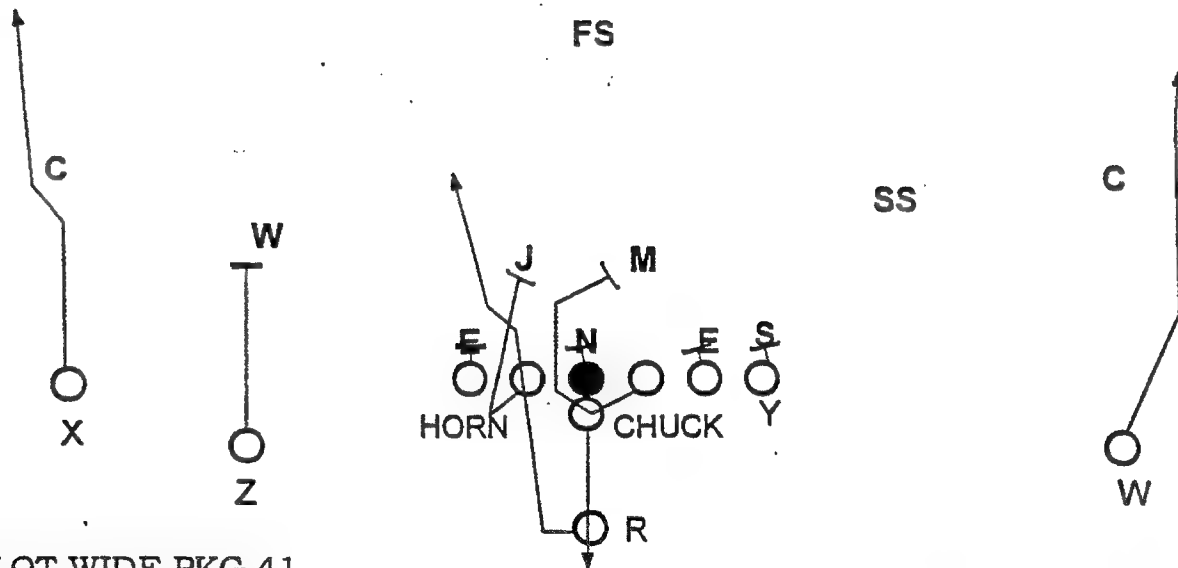


A



CHECK AUD

PLAY NUMBER : PKG 41 / 40



0 SLOT WIDE PKG 41

CONCEPT: Weakside Single Back Draw Involving Gut Blocking by FST (Double Duty) Packaged for 6/7 in the Box Looks. Can be Run vs. 6, Should be Checked vs. 7 in a Gut Non Look.

RULE:

- Z Man over.
- Y Block #3. Alert "C", "C-SS", "Big".
- FST Block #2. Alert "Slip", "Charly".
- FSG Block #1. Alert "Slip", "Gap", "Charly".
- C Block 0. Alert "Gap", "Charly", "A", "AB".
- BSG Block #i. Alert "A", "AB", "B", "Big".
- BST Block #2. Alert "B", "AB", "C", "C-SS", "Big".
- X Run off.
- QB 3-step drop, give ball continue to show pass.
- BALL CARRIER Slide to playside, accept ball, read 1st down man FS to next man inside.
- W/T Run off.

34 UNDER

425 OVER

PKG 41

PKG 41

W E T M T E S

(CHECK AUD)

4-3

GAP

425

PKG 41

PKG 41

W E T T E

(CHECK AUD)

POSS BASE IF W IS GONE

43 OVSTK

W M S

(CHECK AUD)

POSS BASE IF W IS GONE

43 OVSTKWIN

PKG 41

PKG 41

ORANGE

BIG

44 STG

ORANGE

OUT

44 STGSAM SW

PKG 41

PKG 41

SS M

(CHECK AUD)

43 DIAM

M SS

(CHECK AUD)

OVSTK SOUT SIN

PKG 41

PKG 41

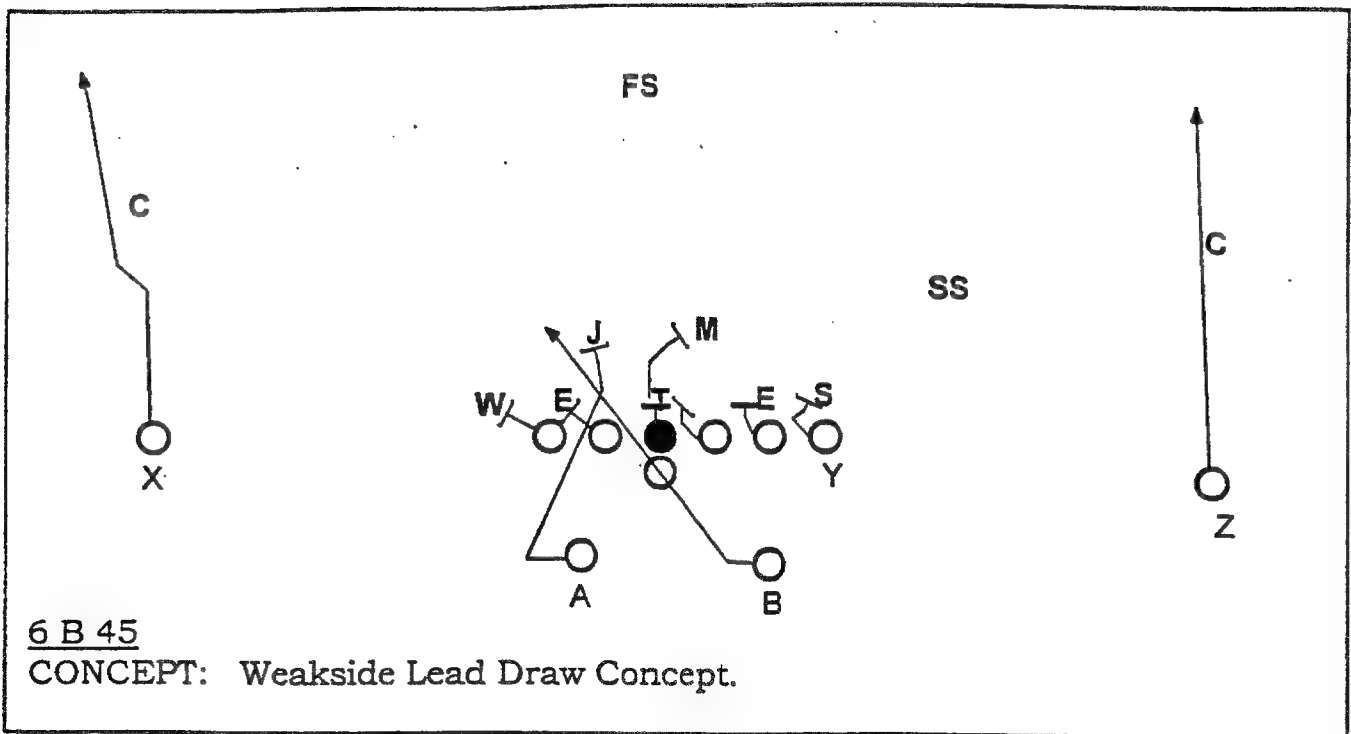
W M SS

(CHECK AUD)

SS W M

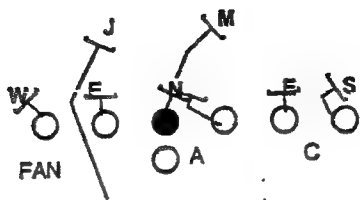
(CHECK AUD)

PLAY NUMBER : B45 / 44



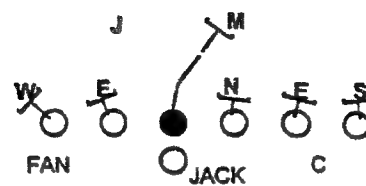
RULE:

- Z Run off.
- Y Block #3. Alert "C", "C-SS", "Big".
- FST Block #2. Alert "Fan", "Slip".
- FSG Block #1. Alert "Fan", "Slip", "Gap", "Gap A", "Charly".
- C Block 0. Alert "Gap", "A", "Gap A", "Gap AB", "Chuck".
- BSG Block #1. Alert "A", "B", "AB", "Gap A", "Gap AB", "Chuck".
- BST Block #2. Alert "B", "AB", "C", "C-SS", "Big".
- X Run off.
- QB Show 5 step pass drop and give ball to ball carrier.
- BALL CARRIER Slide to mesh point, key man over FST to next down man inside, accept ball.
- BACK Slide step, key man over FST, block playside LB.

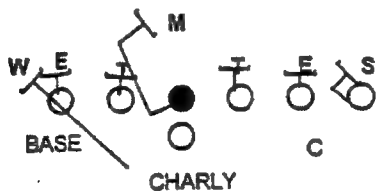


45

34 UNDER

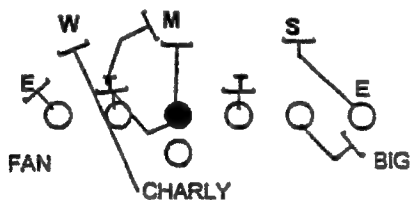


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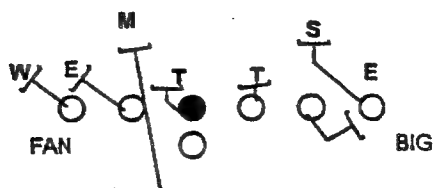


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4-3

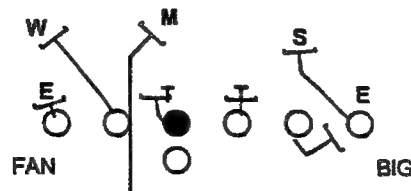


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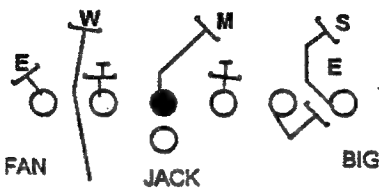


45

43 OVSTK

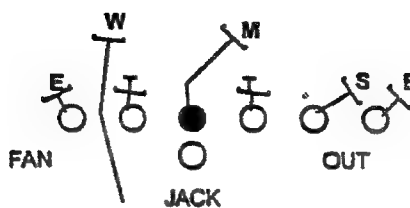


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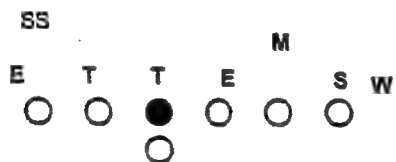


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44 STG

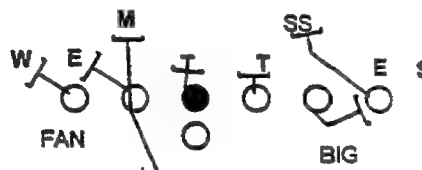


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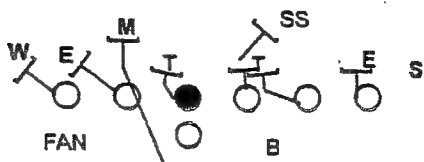


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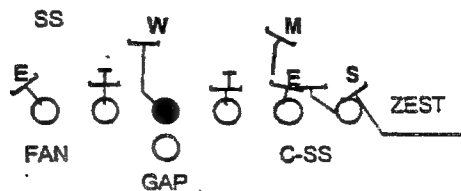
43 DIAM



45

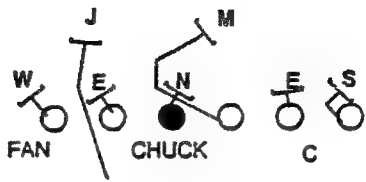


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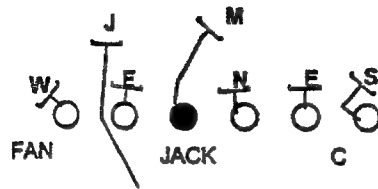
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A 45 / 44 LEAD



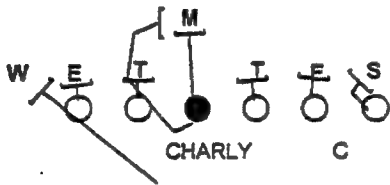
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34 UNDER



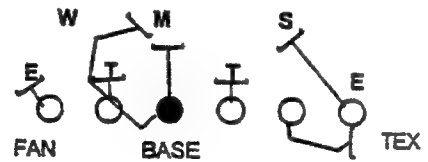
34 / 44

45



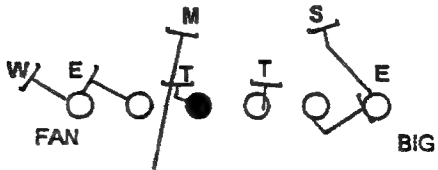
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4-3



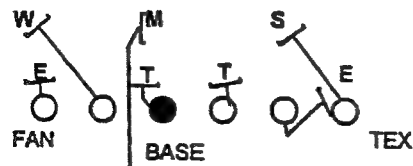
43 STK

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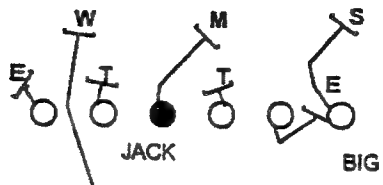
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43 OVSTK



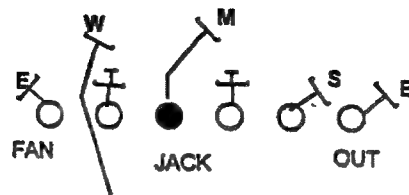
43 OVSTKWIN

45



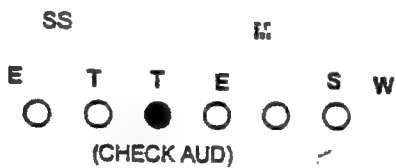
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44 STG



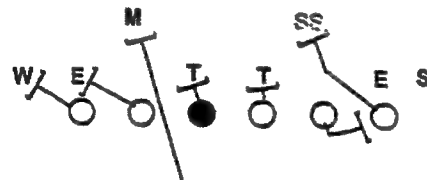
44 STGSAM SW

45



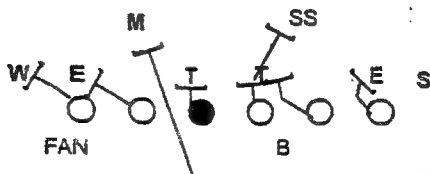
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43 DIAM



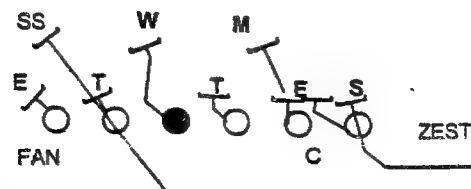
OVSTK SOUT SIN

45



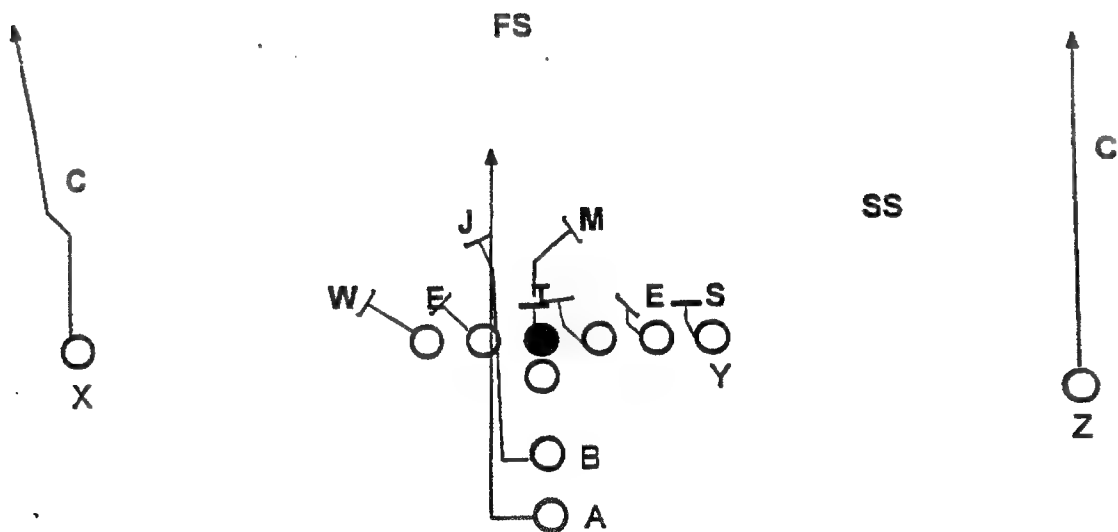
45

OSSO SIN



44 BOSS SINWK

PLAY NUMBER: A 45 / 44 LEAD

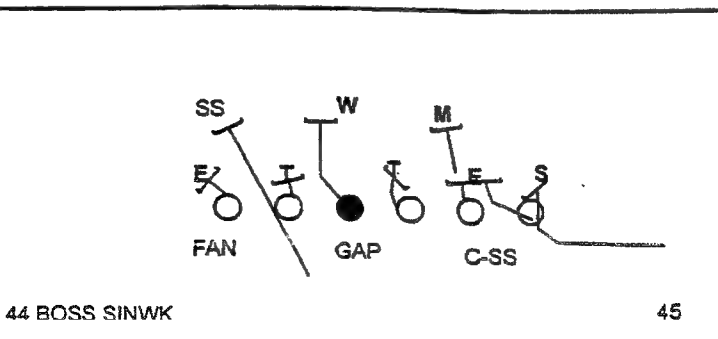
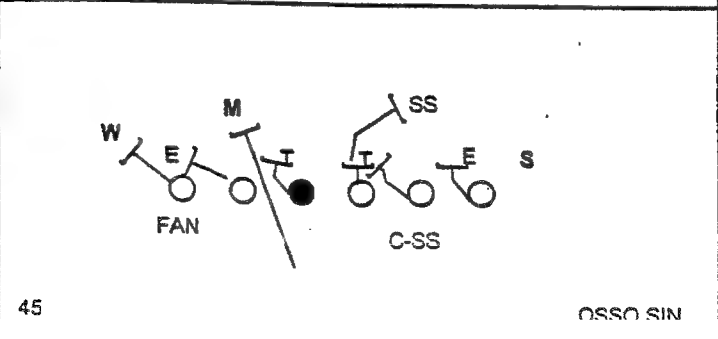
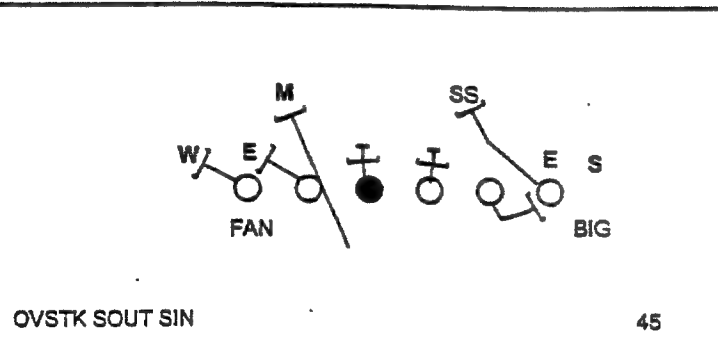
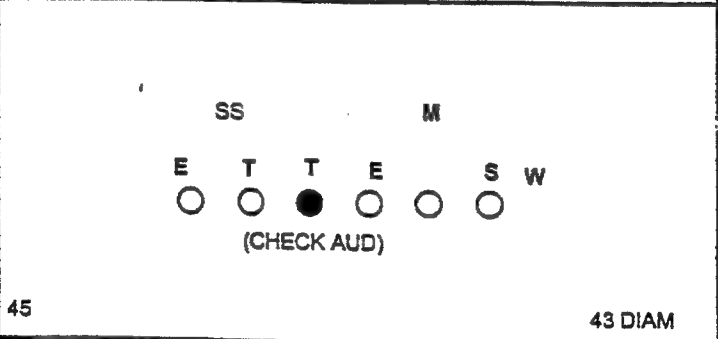
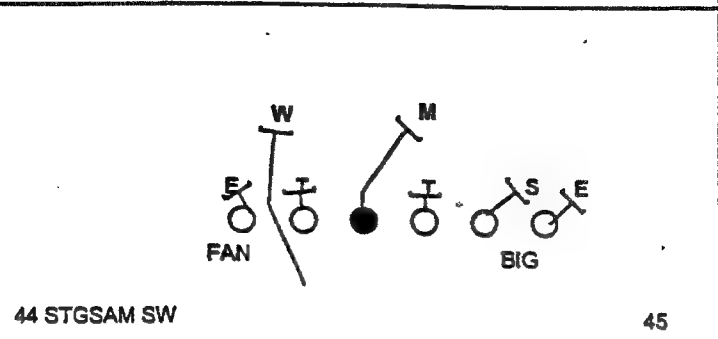
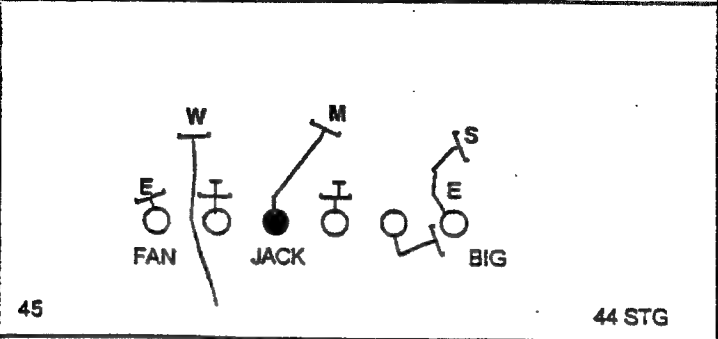
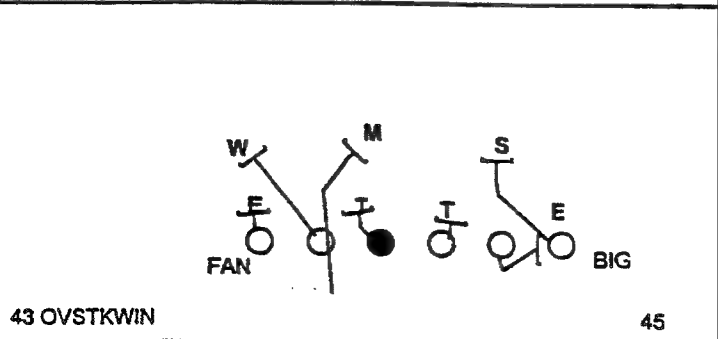
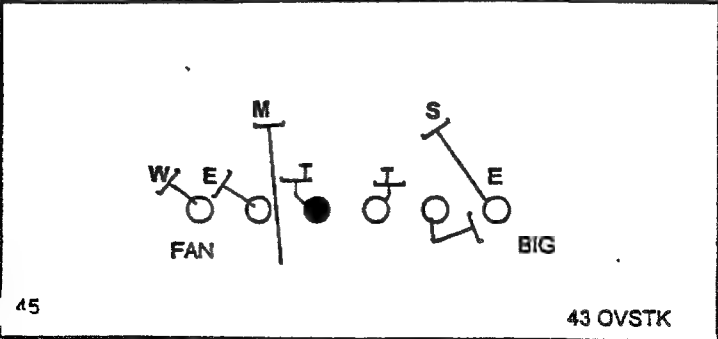
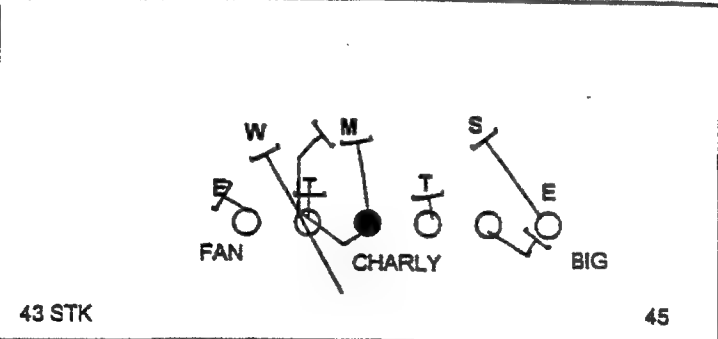
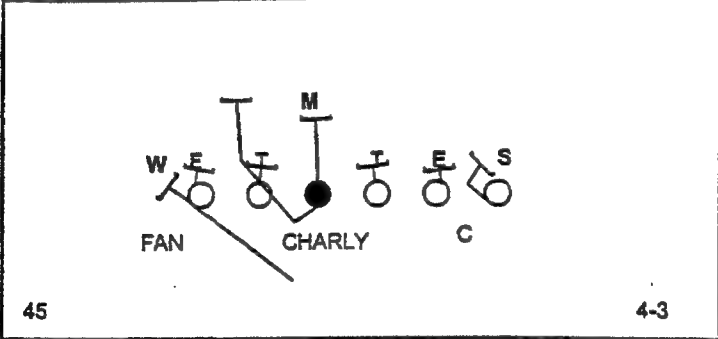
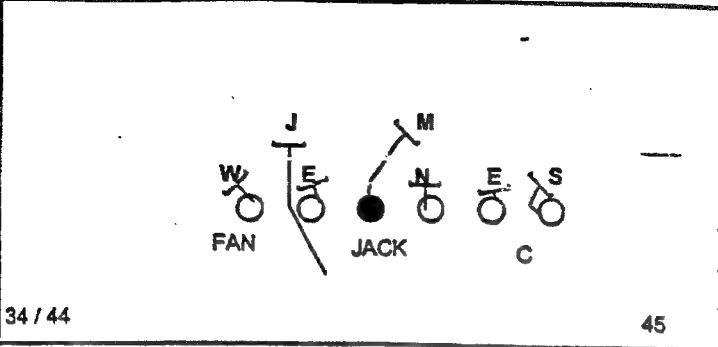
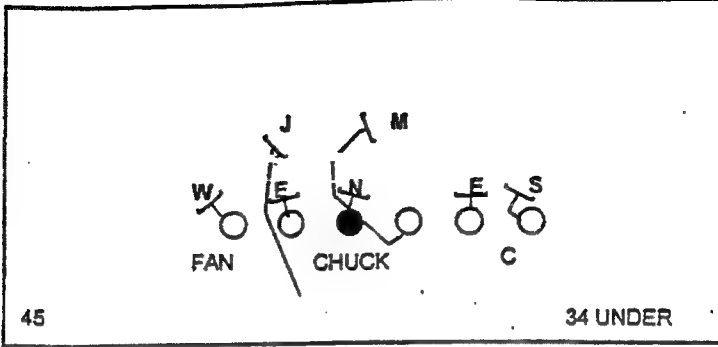


O A 45 LEAD

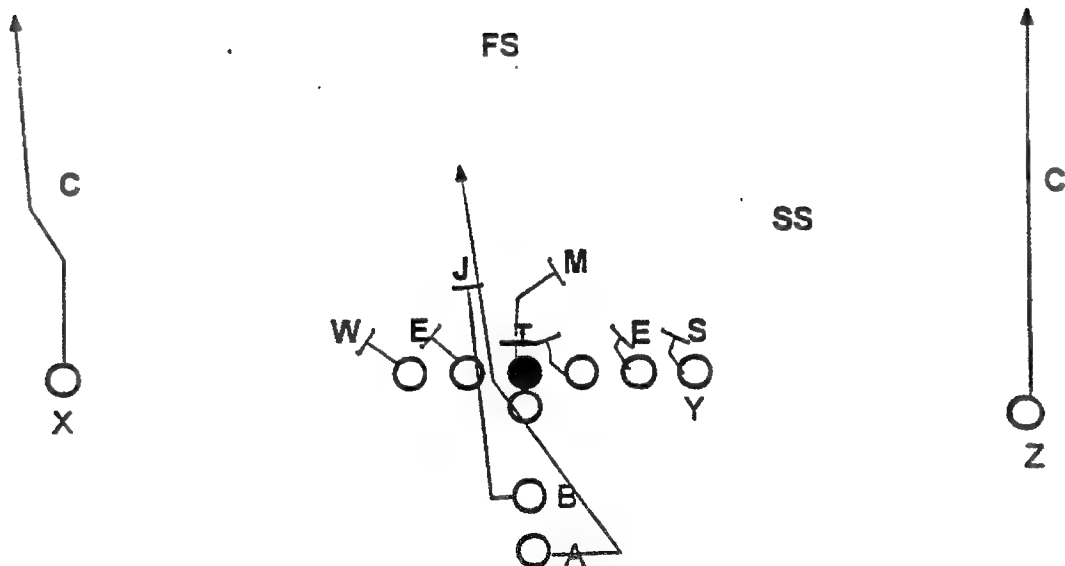
CONCEPT: Weakside Lead Draw Concept.

RULE:

- Z Run off.
- Y Block #3. Alert "C", "C-SS", "Big".
- FST Block #2. Alert "Fan", "Slip".
- FSG Block #1. Alert "Fan", "Slip", "Gap", "Gap A", "Charly".
- C Block 0. Alert "Gap", "A", "Gap A", "Gap AB", "Charly", "Chuck".
- BSG Block #1. Alert "A", "B", "AB", "Gap A", "Gap AB", "Chuck".
- BST Block #2. Alert "B", "AB", "C", "C-SS", "Big".
- X Run off.
- QB Show 5-step pass drop and give ball to ball carrier.
- BALL CARRIER Slide step playside, key 1st down lineman frontside, accept ball.
- BACK Slide step playside, key man over FST, block playside LB.



PLAY NUMBER : A 45 / 44



O A 45

CONCEPT: Weakside Lead Draw Concept.

RULE:

Z Run off.

Y Block #3. Alert "C", "C-SS", "Big".

FST Block #2. Alert "Fan", "Slip".

FSG Block #1. Alert "Fan", "Slip", "Gap", "Gap A".

C Block 0. Alert "Gap", "A", "Gap A", "Gap AB", "Charly", "Chuck".

BSG Block #1. Alert "A", "B", "AB", "Gap A", "Gap AB", "Chuck".

BST Block #2. Alert "B", "AB", "C", "C-SS", "Big".

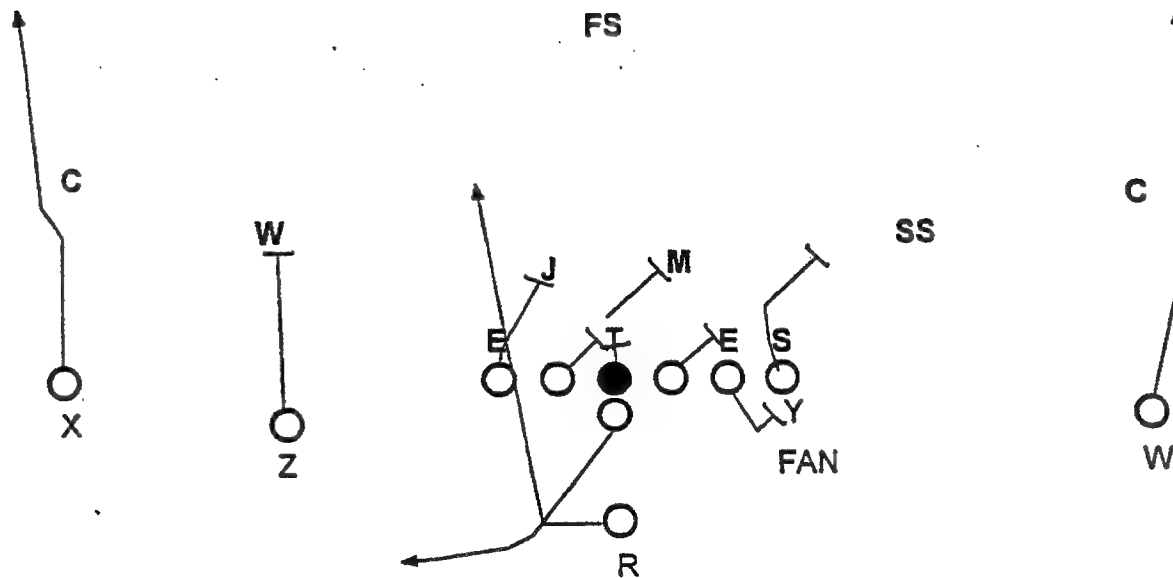
X Run off.

QB Show 5-step pass drop and give ball to ball carrier.

BALL CARRIER Counter slide step, key man over FST to next down man inside, accept ball.

BACK Slide step playside, key man over FST, block playside LB.

PLAY NUMBER : ROLL 41 / 40



0 SLOT WIDE ROLL 41

CONCEPT: Weakside Single Back Draw Involving Gut Blocking by FST (Double Duty). ROLL = Automatic Gut Blocking Regardless of Count in Box.

RULE:

- Z Man over.
- Y Block #3. Alert "C", "C-SS", "Out", "Big".
- FST Set out to block C Gap. Sift to 1st LB'er playside (outside-in).
- FSG Block man on. Alert "Rock-It/Load-It".
- C Block 0. Alert "Orange/Yellow", "Rock-It/Load-It".
- BSG Block #1. Alert "Orange/Yellow", "Rock-It/Load-It".
- BST Block #2. Alert "Orange/Yellow", "Rock-It/Load-It", "C", "C-SS", "Out", "Big".
- X Run off.
- QB Show sprint action, give ball to ball carrier with underneath handoff, continue on sprint action.
- BALL CARRIER 3-step shuffle to inside hip of tackle and wait for QB to receive ball on Draw read. (Possible Gut read with FST.)
- W/T Run off.



CLEVELAND BROWNS

PASS OFFENSE

BASIC INFORMATION
PASSING GAME

<u>FLOW</u>	Denotes backfield movement and direction.
<u>STRONG FLOW</u>	Backfield movement in direction to the TE.
<u>WEAK FLOW</u>	Backfield movement in direction away from TE.
<u>SPLIT FLOW</u>	One Back moving toward TE and one Back moving away from TE.
<u>FREE RELEASE</u>	Back has no LBer pickup responsibility.
<u>HOT</u>	QB, TE, Back or WR's are responsible for LB's Blitz by route adjustment.
<u>STRONG BACK</u>	Back nearest the side of TE or formation call.
<u>WEAK BACK</u>	Back away from side of TE or formation call.
<u>SOLID</u>	Protection call which refers to "Y" and Backs Y = Slow, B&A = Stay In.
<u>SLOW</u>	Term denoting blocking responsibility for TE "Y" on a pass, AREA blocking with Offensive Tackle.
<u>HELP</u>	Back of Lineman checks his responsibility, if it doesn't shown then he will help on designated Rusher.
<u>MOLLY</u>	4 or 3 man line pass protection term indicating that the Weakside Guard has dual responsibility, "Jack" to "Will".
<u>DOUBLE CHECK</u>	Player has 2 LBer pickup responsibilities prior to release.
<u>HUG</u>	LBer technique used to make Blocker believe he is blitzing but actually has coverage on the Back in pass route.
<u>GREEN DOG</u>	Term by a Backer. I have you and you block I will Blitz.
<u>FIRM</u>	Huddle call indicating short aggressive pass sets. QB will take a quick pass drop.
<u>MAX AUDIBLE</u>	Audible call by QB to put team in MAX protection.

GAP

Whenever a LB or Secondary Defender breaks the perimeter of the line in the A Gap and remains, the guard can call "GAP" to the back on his side and block the A Gap Rusher while the back takes the man over the Guard. (i.e., Backside of 62/63; 74/75 76/77 Frontside of 50/51.) Only made when QB is under the Center, not used in Gun.

STAY

A call that relates to Backside TE. He will check 5th man on his side then help.

SWOOP

A call that relates TE to the Frontside that signifies a full slide away from call side.

SQUEEZE

A Guard/Tackle call that relates to an A Gap threat where they have no additional helper. (Possible Squeeze on Weakside vs. A Gap threat that involves Dog.)

DOG

Defensive rush that includes 5 Rushers.

BLITZ

Defensive rush that includes at least 2 cover people.

HINGE

Backside Zone protection technique.

HARD

Protection in which we will protect 3 step drop, QB can then go 5 steps. WR will have a 3 step route on one side and a 5 step route on the other.

SEMI

5 step drop by QB.

FASS OFFENSE

PROTECTIONS

- 50/51 Blitz Audible vs. F/S Blitz (Guard to # side has Gap, Y = Slow).
58/59 Blitz Audible vs. S/S Blitz (B = S/S, Y = Slow).
58/59 Max protection call Base/Base protection (Huddle call).
60/61 Blitz Audible vs. 8 Men up (1 Back Formation).
Y = Free Release, R = F/S Weak A Gap, Z = Peel or Fly Tite away from # Block OS Coverage Def. Unc OL = Molly to # Side.
62/63 Strong Side Free Release Y = Hot, Unc OL = Molly to # Side.
Remaining Back - Weakside LB, FS Back = Free Release.
74/75 Weak Side Free Release Remaining Back dual read, Y = Hot vs. M/S Strong, BS Back = Free Release.
76/77 Weak Side Free Release 1 Back Sets - Possible Solo Call = No Hot/No Slide.
78/79 Weak Side Free Release Possible Swoop to Block 7. Free Release Back = Hot vs. 2 Weak.
80/81 Blitz Audible vs. 2 LB Strong (1 Back formation) Y = Slow. Remaining Back = Will or Weak A Gap.
80/81 Y = Slow. Remaining Back = Will.
82/83 Double Dual - Backs have Sam and Will if Mike and Jack rush. vs. 4-3 Unc - Mike A and B = Sam and Will.
84/85 Same protections 82/83, Y = Release (outside release).
90/91 Quick Pass Protection (Base/Base) 1 Back = Y Slow, Back opposite to Will.
92/93 Solid Quick Pass Protection (Base/Base) Y = Slow, A = Will, B = F/S to S/S - No release.
92-95 Quick Pass Protection Y Release unless to Solid = Slow. A & B have Sam and Will.

100 SERIES PLAY ACTION INSIDE THE TACKLE BOX LAUNCH POINTS

- A) 2/3, 6/7, 8/9 = Turn Back Protections - A & B have onside LB's, Line = Turn Back.
B) 4/5 = Weak Side Protection - Y Slow, 1 Back Free Release, Remaining Back = Will, Line = Fan/Base.
C) Run It Protection - Block the lead play (Ctr. 136/137 Pass)

200 SERIES BREAK PERIMETER PASSES

- A) 218/219 Full Sprint to TE side, BS hinge, R = out BS after check.
B) 214/215 Half Sprint to TE side, BS Hinge, R = out BS after check.
C) 208/209 Full Sprint to open end, R = FS BLK, BS Hinge, TE stay (Hinge)
D) 204/205 Half Sprint to open end, R = FS BLK, BS Hinge, TE Release.
E) 224/225 Half Sprint to TE side, R = SF BLK, BS Hinge, TE Release.
F) 258/259 Drop Back Sprint to TE, BS Hinge, Frontside slow U Block.

I. PLAY ACTION SERIES

Called by using three digits. The first number indicates that it is a play action pass. The second and third numbers indicate the action of the play. A route will be called using a work description.

A. 100 SERIES (Play Action Pass)

Effective Play Action Passes required Aggressive (High Fire) Technique from the Linemen and Quick Aggressive Play Fakes by the Backs. Play Action Passes will be called Only on Run Downs (1st & 10 and 2nd & short to catch the Defense in Run oriented Defensive Fronts and minimize Pass Rush Twists.)

100 WEAKSIDE PROTECTION (115/114 - 135/134 - 145/144)

Play Action Pass designated by 5/4 hole number. Y is Slow. One back has Free release, the other Back fakes to four or five hole and has pick-up. Fan/Base Protection for Line and Faking Back.

100 TURN BACK PROTECTION

Play Action Pass designated by 2/3, 6/7 or 8/9 hole number. Backs fake a Run Action and are responsible for the Onside Linebackers. The Linemen turn aggressively away from the hole number.

Quarterback will set up at Seven Steps (9 yds) directly behind the Center or slightly to the Number. Sight Adjust Strong Safety and Weak Safety Blitzes by Game Plan.

100 RUN IT PROTECTION

Play Action pass with descriptive terms ahead of the play number and the word "Pass" after the number designating a blocking scheme that is the same as the running play of the same name.
Examples: Counter 136 Pass

100 DUAL TURN BACK PROTECTION

Designates a free release Back and a remaining Back having dual protection to the call side.

B. 200 SERIES (Breaking Perimeter Plays)

1. Can be a Spring out - 218/219 to a TE, 208/209 to a SE.
2. Can be a moving pocket - 258/259.
3. Can be a Half Sprint - 204/205 to SE, 214/215 to TE, 224/225 to TE.

C. 300 SERIES (Play Action Boot or Naked Plays)

1. BOOT - Moving pocket concept with the QB rolling back with a person protector.
2. NAKED
 - a. Backs will fake the play called.
 - b. Linemen will pull or influence to play fake side and not go down field.
 - c. QB will fake the play called and break contain opposite side of call.
 - d. QB has the option to run or throw.
3. NUDE
 - a. Back will fake play called.
 - b. Linemen will block aggressively in direction of call. Tackle away from call has one man rule.
 - c. QB will fake the play called and break contain opposite side of call.

D. 500 SERIES (Screens)

We will use the 500 Series to call Screens. The type of Screen and formation will be decided for each game. We will have the following types of Screens:

1. SLOW SCREENS
2. GO SCREENS
3. READ SCREENS
4. SLIP SCREENS
5. MIDDLE SCREENS

ii. DROP BACK PASSES (Straight drop with no fake)

Called by two digit numbers starting at 50 going through the 90's. The first number is the protection and the second number is the direction and possibly the pattern. If the pattern is to be called by name, it will follow the two numbers.

A. 50 SERIES (BLITZ AUDIBLE) (Possible Huddle Call)

1. Blitz audible: Two back audible vs SS or FS Blitz.
2. 5 step drop.
3. Blitz audible with "Y" and both Backs involved with the Audible.

B. 62/63 SERIES (4 Down = 4 Down + M/S, 3 Down = 3 Down + W/M/S)

1. Strongside Back will have free release.
2. Free release by the "Y". Hot if Mike and Sam come strong.
3. Weakside back will have blocking responsibility, if no blitz, he will work in the weakside triangle unless called to check or delay into pattern.
4. Uncovered Lineman will have a Molly and check inside LB to outside LB to side of call.
5. "Weak" = 62/63 Protection but route emphasis is weak while Hot is still strong.

C. 74/75 SERIES (4 Down = 4 Down + Will, 3 Down = 3 Sown + J/W)

1. Free release weak back.
2. FB will read dual strong.
3. Y is hot vs Mike and Sam blitzing strong.
4. FB will check Mike to Sam, if they don't come then he will release to designated route.
5. Slow call - the "Y" will stay in and block the Sam. FB will have Mike to SS.

D. 76/77 SERIES (Block Front - 4 Down + Will, 3 Down = 3 Down + J/W)

1. Same as 74/75 but from a one back set. Motion can create a one back set also.
2. Solo call - alerts the line that no slide is needed if a weakside cover LB has been removed.
3. With Solo call there is no Hot or Slide.

E. 78/79 SERIES (Block Front - Under = Swoop, Anything Else = Base with Center or Backside Guard on Maggie)

1. Back Free Release weak side (Y = slow).
2. Done from a flood set.
3. Back is Hot vs 2 weak blitz.
4. "Swoop" call by line vs 4 strong. (Line "Swoop" could be a 2 or 4 man slide.)
5. "78/79 Stay" call by QB vs 4 weak = Full slide by all 7 blockers.

F. 80/81 SERIES (4 Down + m + S Include TE) (3 Down = 3 Down + M/S/J/W Include TE)

1. Flare control with a back having a free release and the other back will pick up the Will if he comes. If he drops then he can release into the pattern also.
2. "Y" will slow block.
3. Protection action is opposite the # called. 80 = Back left, 81 = Back right.
4. Coaching point - C uncovered, he will have the Mike, BSG uncovered he will Maggie Jack to Will.
5. 80/81 SCAT = protection same as 80/81. Both backs are on free release opposite the TE. The uncovered Lineman must Maggie to Backside for double check. The 2nd Back out is hot.

G. 82/83 SERIES ("y" Release Inside) 84/85 ("Y" Release Outside)
(4 Down & Mike) (3 Down & Double Molly)

1. Flare control with both Backs having Blitz pick-up responsibility.
2. Uncovered lineman double Molly vs 3-4.
3. Both Backs have dual read to release.
4. Center will to the to 4 man side if uncovered. (Roger/Louie).
5. Vs 4-3, uncovered lineman has Mike, Backs have Sam and Will.

H. 90/91 SERIES, 92/93 ("Y" Inside Release) (4 Down = 4 + M/S Include TE)
(3 Down = 3 + M/S/J/W)
94/95 ("Y" Outside Release)

1. Quick pass protection. (Cut at LOS).
2. QB will take a quick drop of three steps or less.
3. Flare control has the A and B Backs responsible for Sam and Will. (92/93, 94/95).
4. If the Sam and Will don't Blitz, then they will release into the pattern.
5. The line will block aggressively.
6. A one back formation will keep the "Y" on a slow block and free release a Back, while putting the remaining back weak (90/91).
7. Possible solid protection call.

TIGHT END SAFETY BLITZ AND "HOT" ADJUSTMENTS

For us to have a consistent passing attack, we must be prepared to recognize and react to the Safety Blitz and "HOT" situations. We will be able to discourage the Blitz by turning a defensive gamble into a first down or a big play for our offense.

All of our receivers must always know what their adjustment is, if any, and be prepared to execute it to precision if in fact the Blitz occurs. Our QB's must also be prepared to react quickly in these situations.

Hot Adjustment for the "Y" - Occurs in certain protections when 2 Linebackers Blitz strong. The "Y" reaction will be at 4 yds out.

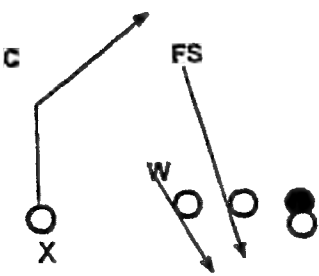
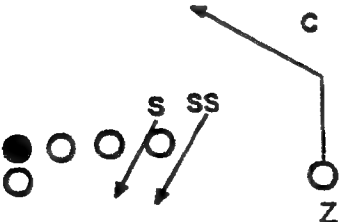
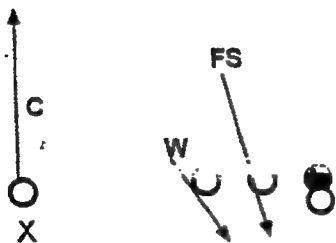
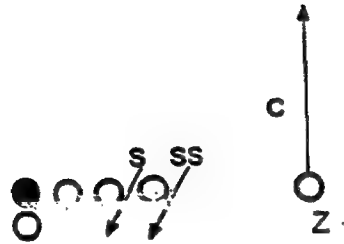
Sight Adjustment for the "Y" - Occurs when a Linebacker and a Secondary Player Blitz strong side. The "Y" reaction is the same (4 yards out).

RECEIVER'S SAFETY BLITZ ADJUSTMENTS

OUTSIDE RECEIVER BLITZ RULE

When a Receiver is split to one side or the other and is alone on that side, he is under the Outside Receiver Blitz Rule. In this rule if a Safety blitzes to his side, he runs a slant or a Fade if the corner is in a bump and run technique.

EXAMPLES:

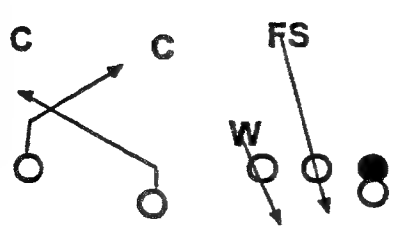
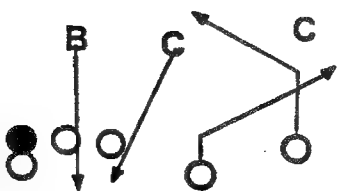
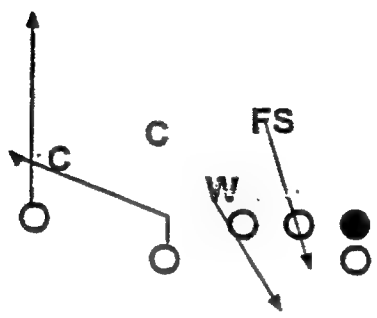
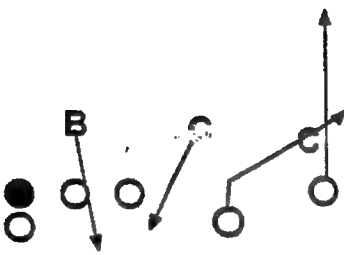
	
<p>Slant route vs. FS Blitz with corner in off position</p>	<p>Slant route vs. SS Blitz with corner in off position</p>
	
<p>Fade route vs. FS Blitz with corner in bump and run technique</p>	<p>Fade route vs. SS Blitz with corner in bump and run technique</p>

RECEIVER'S SAFETY BLITZ ADJUSTMENTS

INSIDE RECEIVER BLITZ RULE

When two or more Receivers are split to the same side, those receivers are under what we refer to as the Two Receiver Blitz Rule. In this rule, the Outside Wide Receivers run a Slant or a Fade vs any Safety Blitz and the inside Receiver runs a Quick Out.

EXAMPLES:

	
<p>Quick Out route versus FS Blitz with corners in off position</p>	<p>Quick Out versus Corner Blitz</p>
	
<p>Quick Out route versus FS Blitz with inside corner in press position</p>	<p>Quick Out versus Corner Blitz with inside corners in press position</p>

SCRAMBLE RULE

The following rule will apply to all eligible receivers if the Quarterback is forced from the pocket.

- A. Outside Receiver to the Side (Same Direction the Quarterback is Scrambling) of the Scramble.
1. The receiver running a short route to the side of the Quarterback is scrambling to, will turn it up and run deep.
 2. The Receiver running a deep route to the side the Quarterback is scrambling will stop and come back to the Quarterback.
 3. The receiver running an intermediate route will work toward the boundary. Always keep in mind yardage needed to get a 1st down.
- B. Outside Receiver opposite the direction the Quarterback is scrambling, work to a depth of 18 to 20 yards behind the underneath coverage, working back towards the QB.
- C. Inside Receiver (2nd Receiver in, to the two Receiver side) to the side the QB is scrambling.
1. Short route - Run to the boundary.
 2. Crossing route (away from the direction the QB is moving - Pivot and run horizontally in the direction of the QB.
 3. Intermediate Route - Work the numbers at the depth of 15 to 20 yards.
 4. Deep Route - Turn and drive back toward the QB. Adjust width as the QB widens.
- D. Inside Receiver opposite the direction the QB is scrambling.
1. Regardless of the depth of the route, if working away from the direction of the QB, pivot and work horizontally toward the QB.
 2. Crossing Route - in the direction of QB. Work to the numbers area, gaining depth, 15 to 18 yards - staying in relationship with the QB.
 3. Deep Route - Turn and drive horizontally in the direction of the QB.

PASS DEFENSE AREA

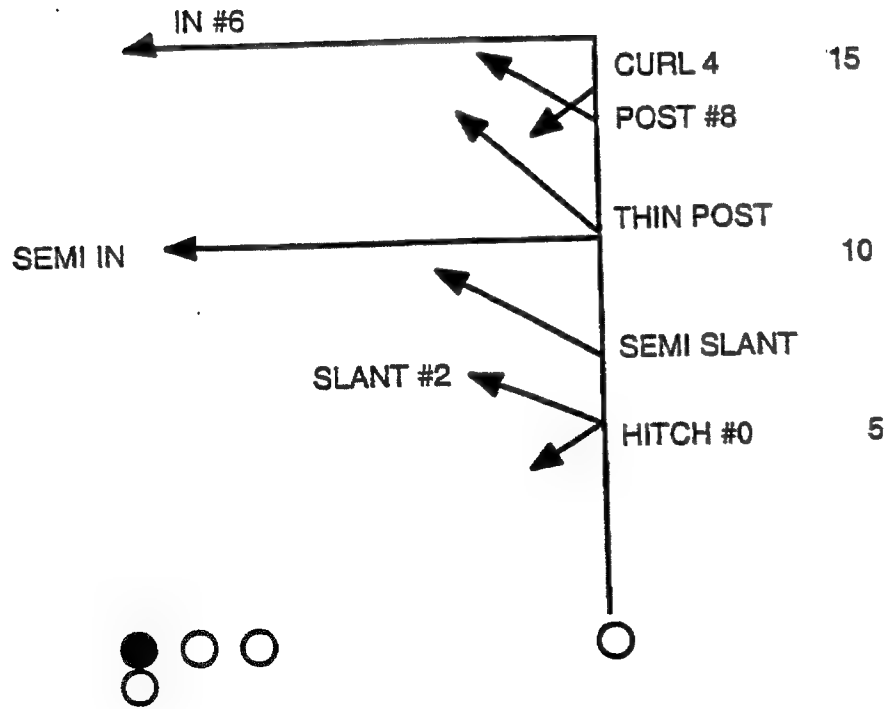
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COMEBACK							COMEBACK	
CURL		SHORT MIDDLE			CURL			
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FLAT							FLAT	

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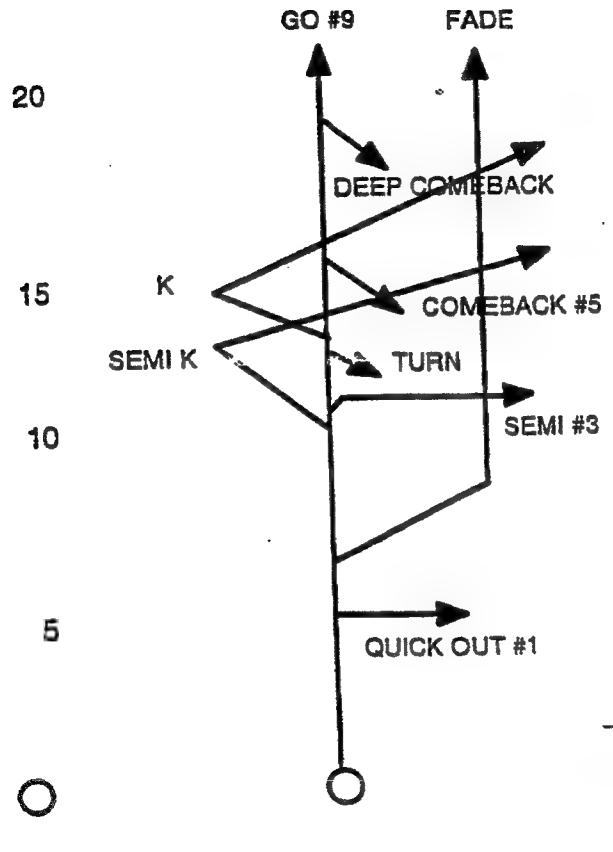
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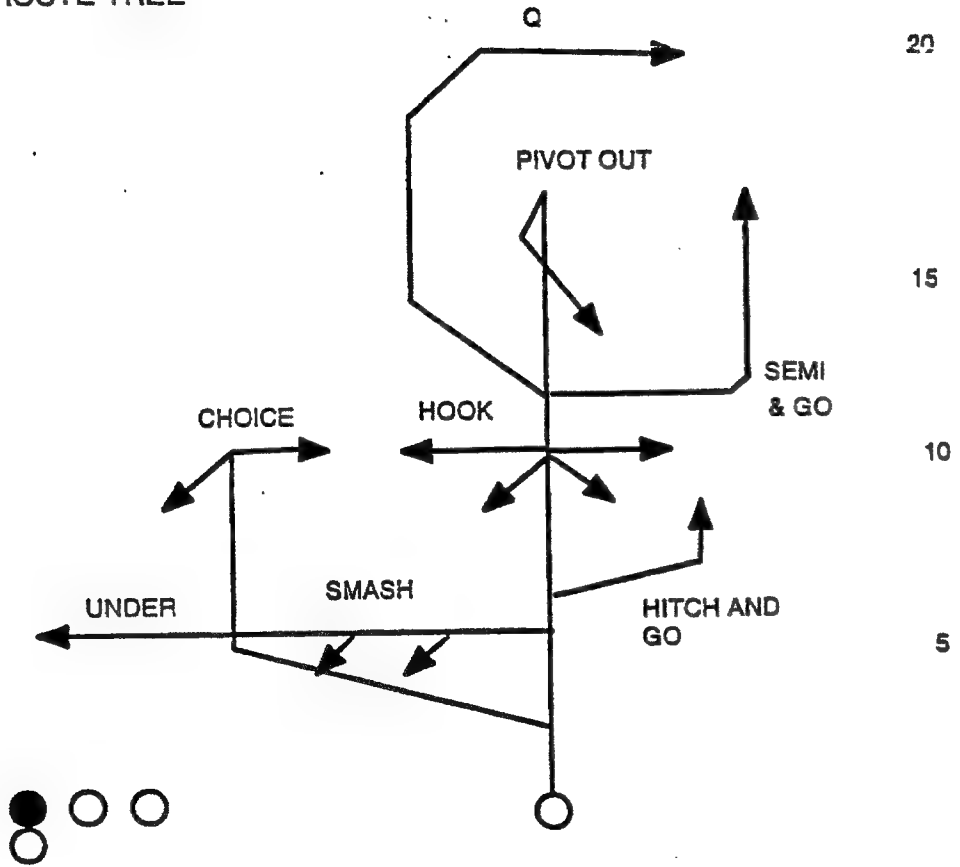
X / Z PRIMARY INSIDE ROUTE TREE



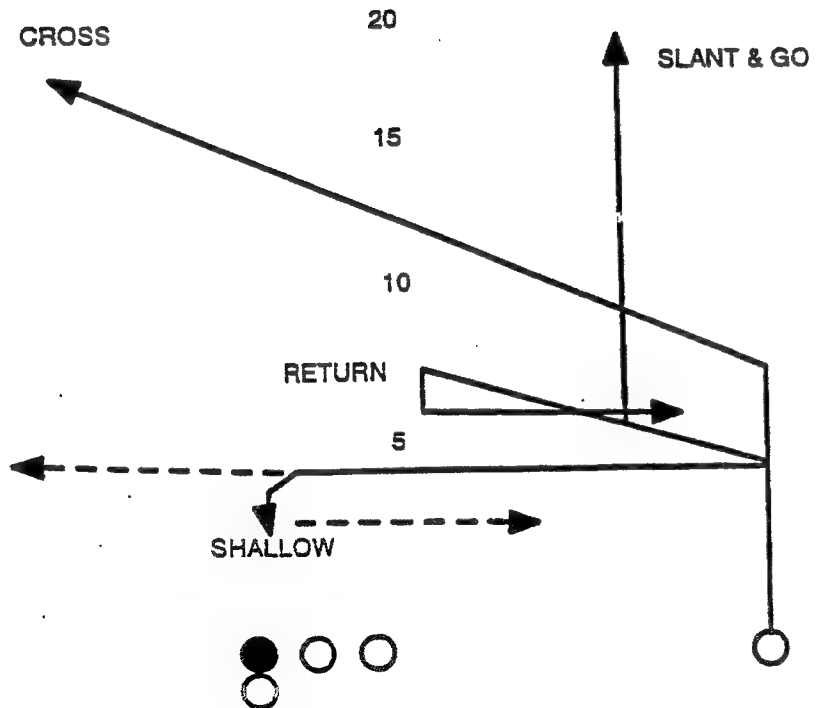
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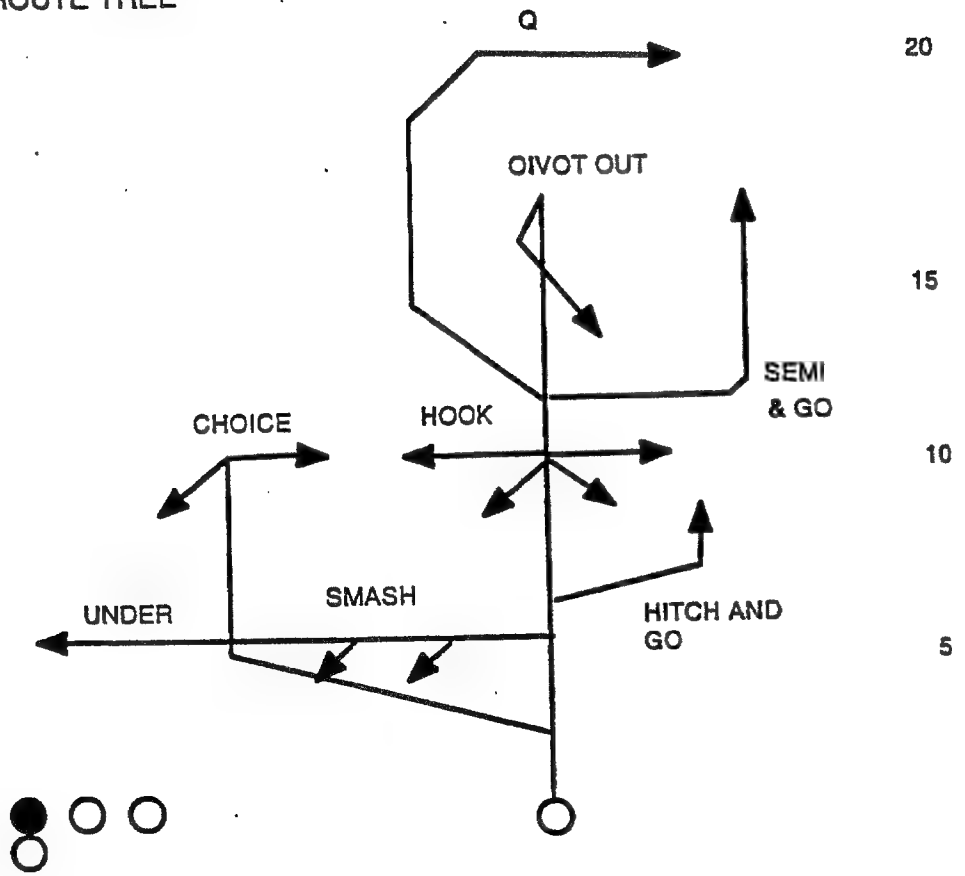
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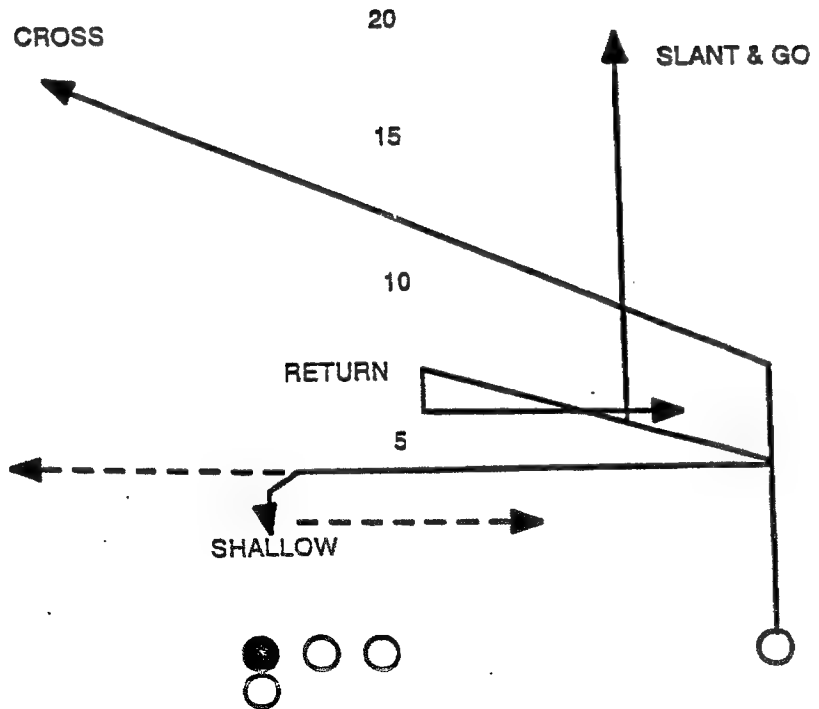
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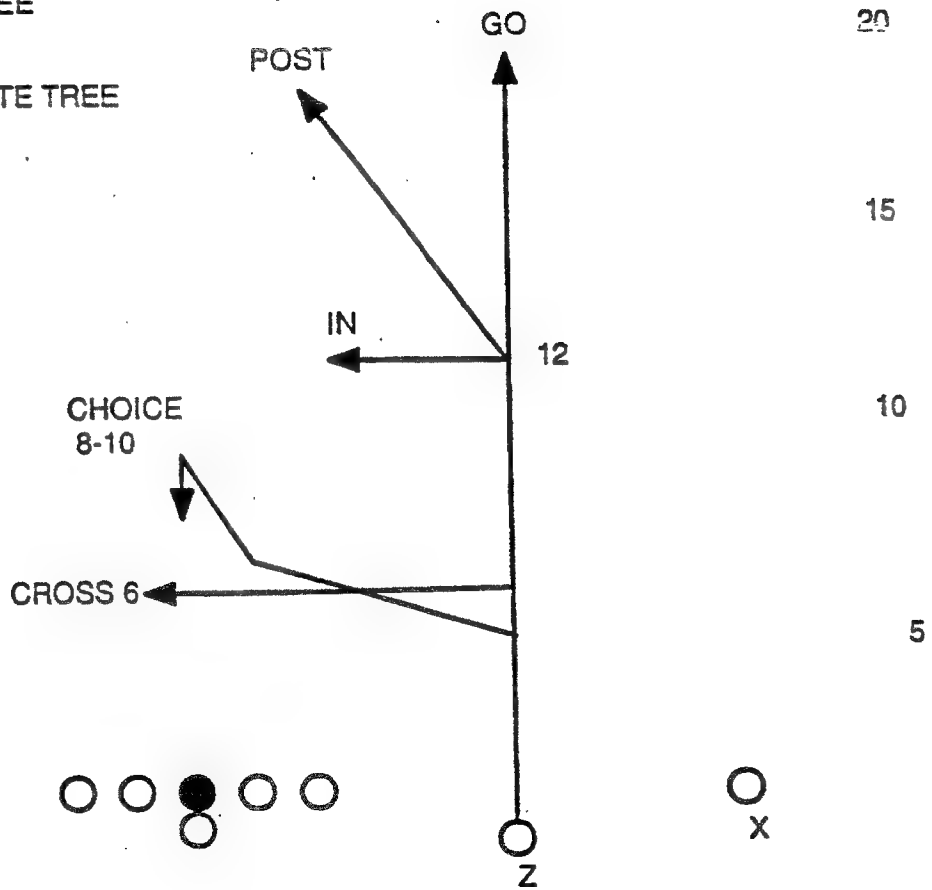


X - Z PRIMARY OUTSIDE PASS ROUTE TREE

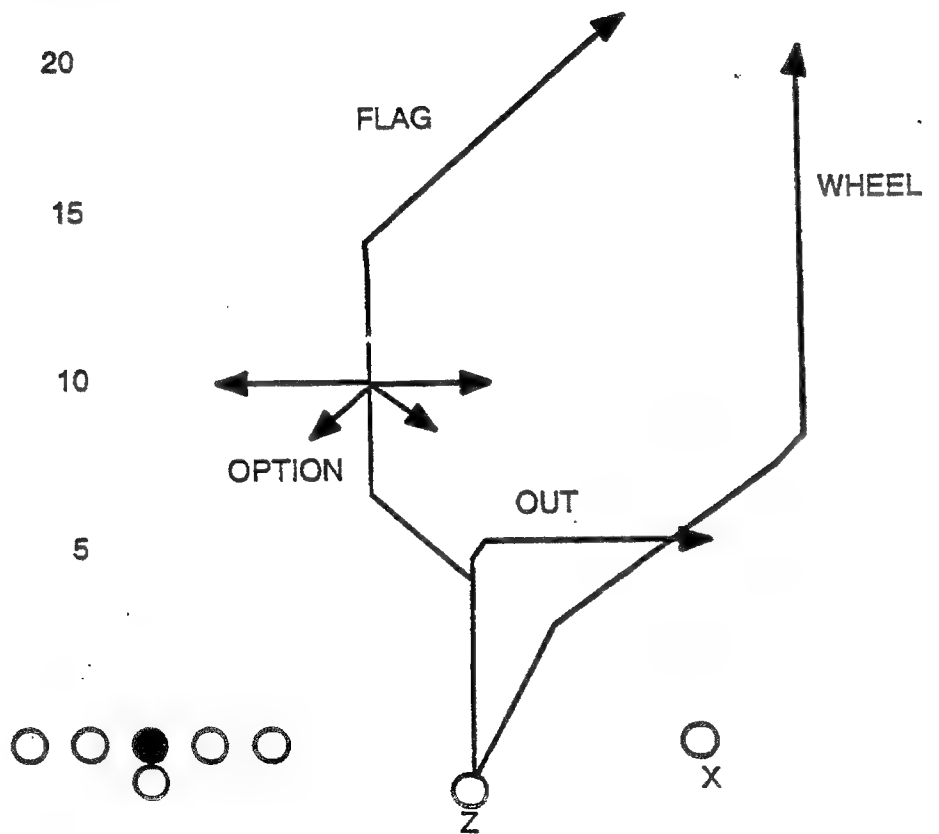


SLOT INSIDE ROUTE TREE

SLOT INSIDE PASS ROUTE TREE



SLOT OUTSIDE PASS ROUTE TREE

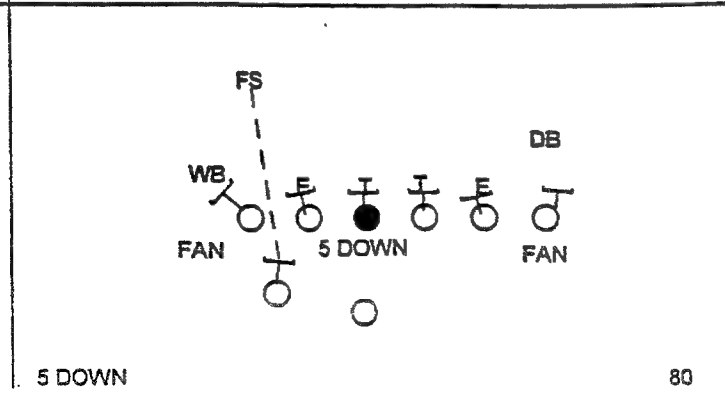
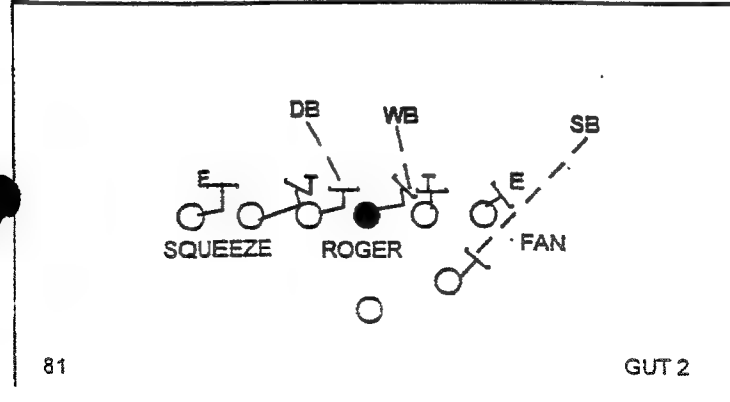
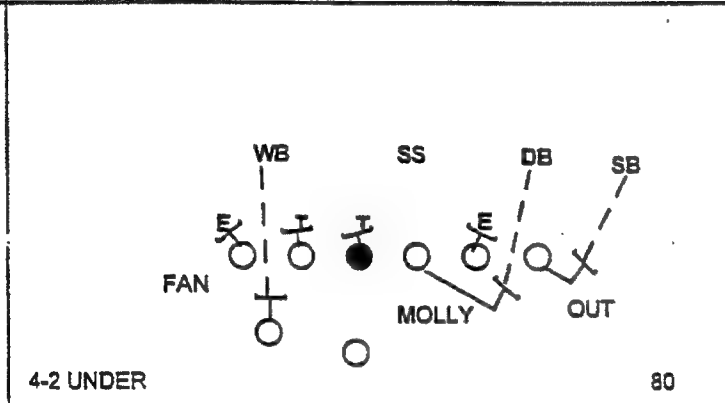
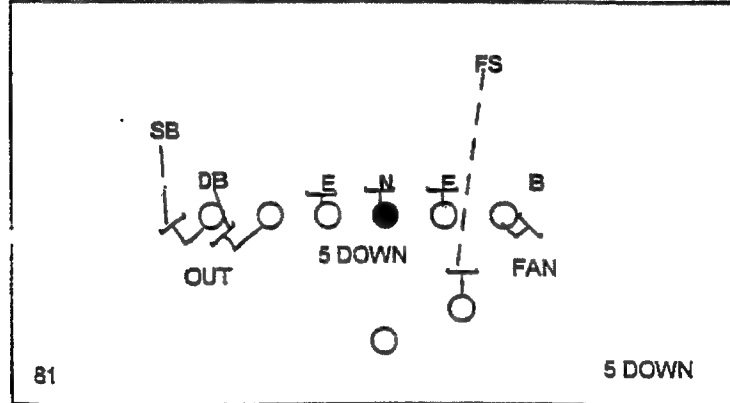
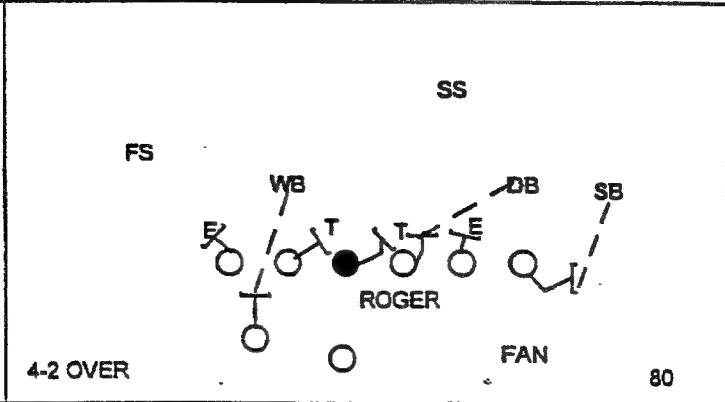
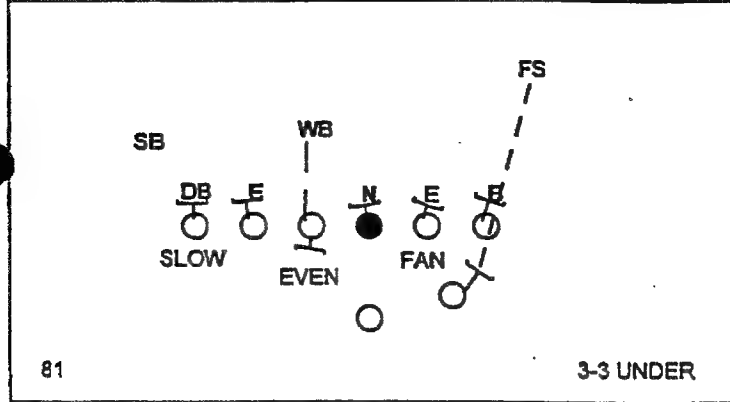
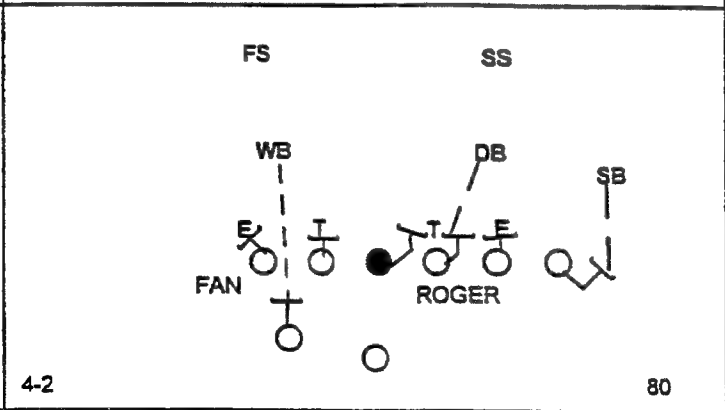
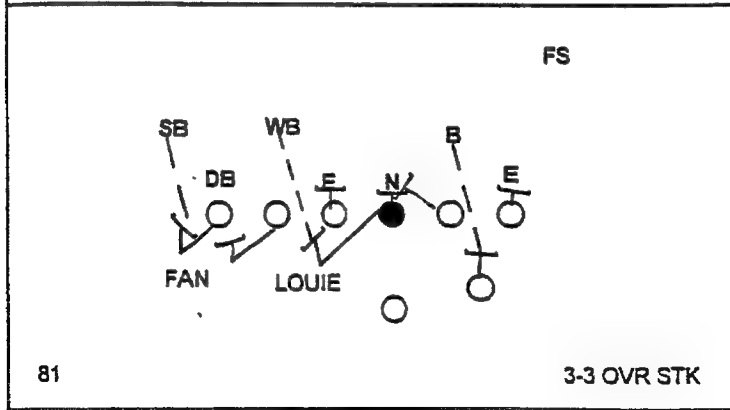
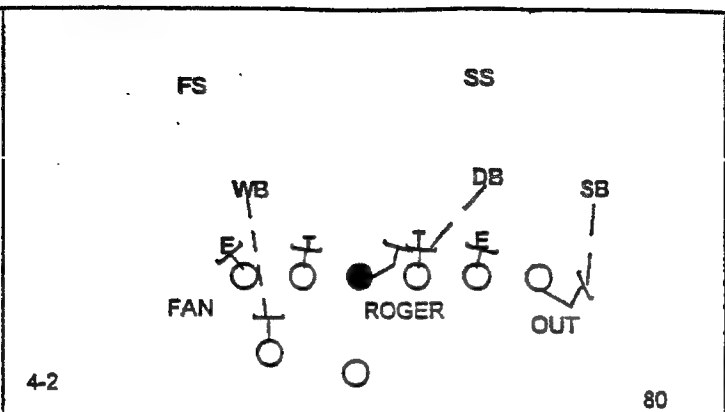
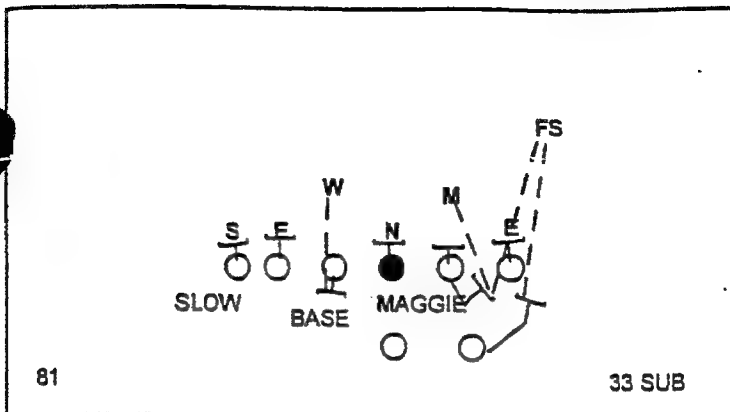




CLEVELAND BROWNS

PASS PROTECTION

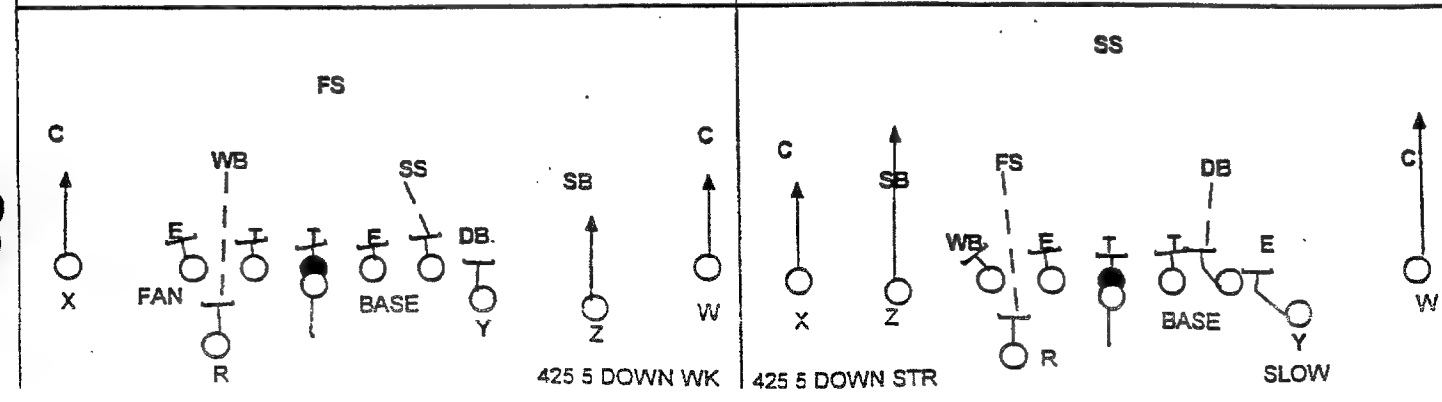
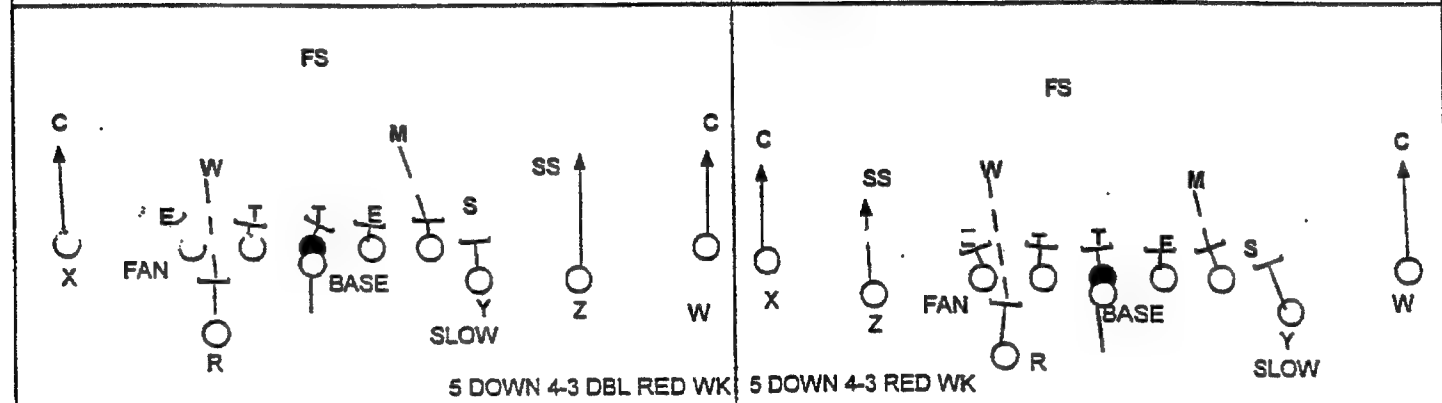
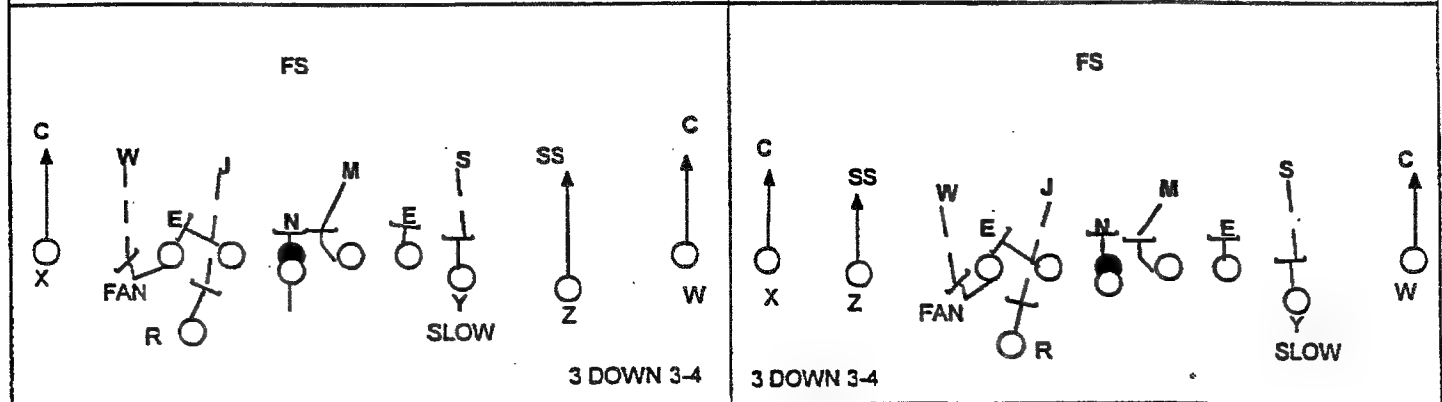
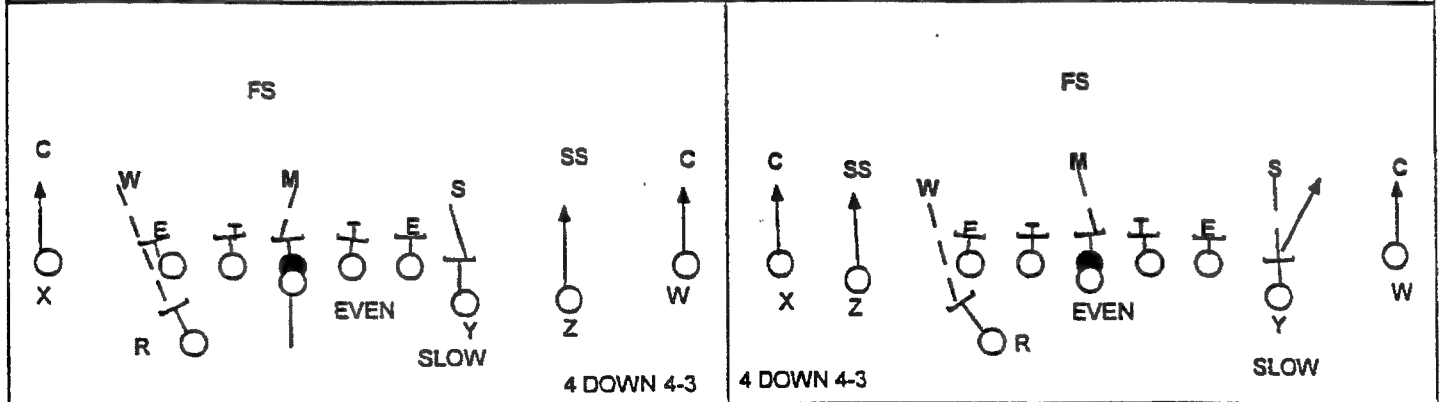
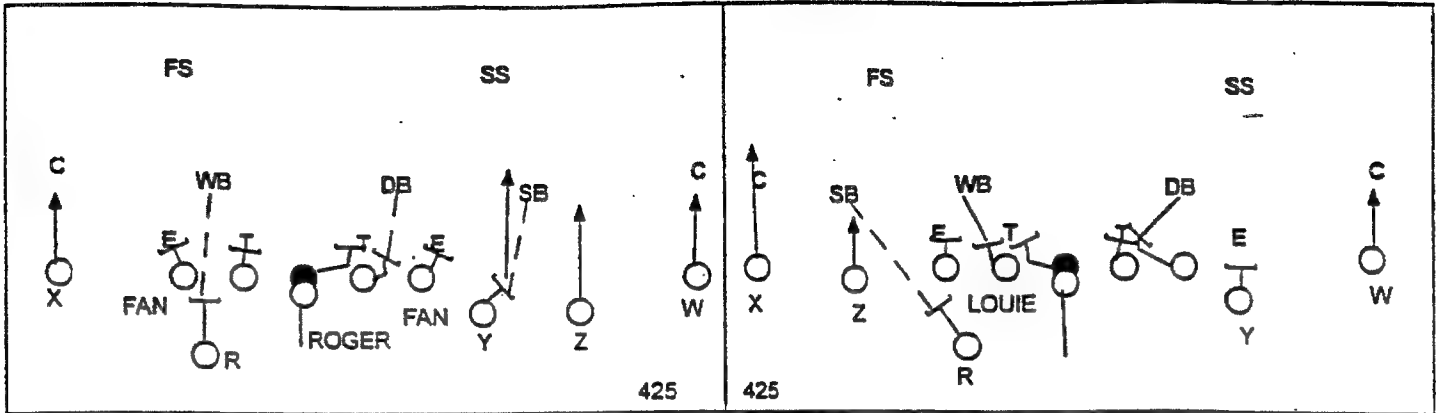
80 / 81 PROTECTION



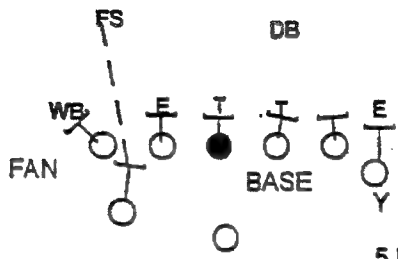
FLOOD RT

80 PROTECTION

HALF RT



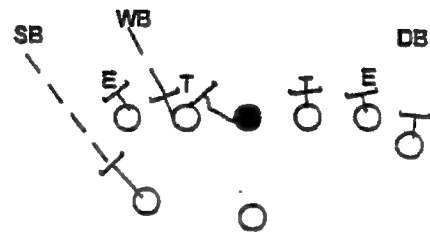
DOUBLE REDUCED LOOKS



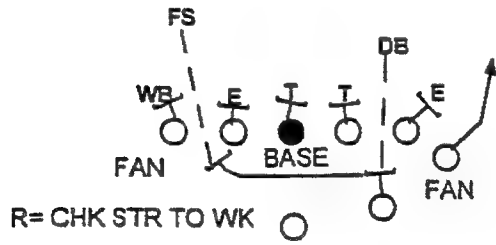
80

5 DOWN STR

4 MAN SUB LOOKS



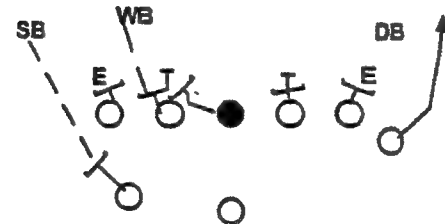
"LOUIE" 80



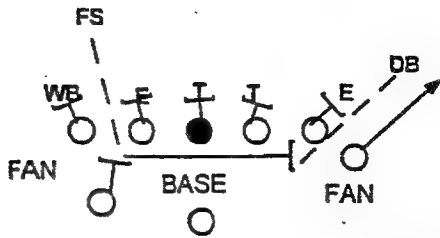
R= CHK STR TO WK

76

5 DOWN STR

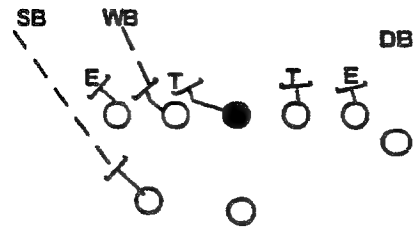


"LUCKY" 76

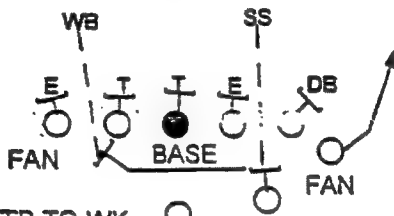


R= CHK WK TO STR 5 DOWN STR

62



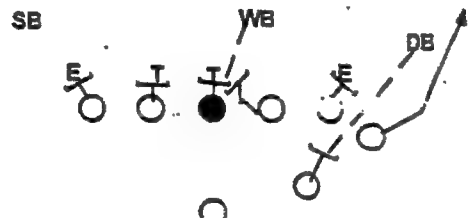
"LUCKY" 62



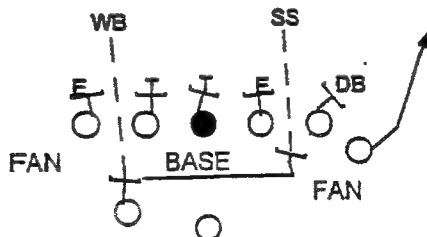
R= CHK STR TO WK

76

5 DOWN WK

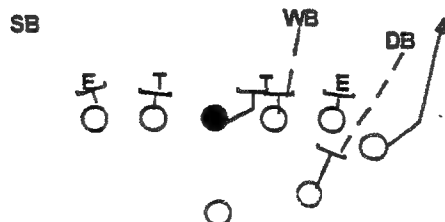


"RINGO" 76



62

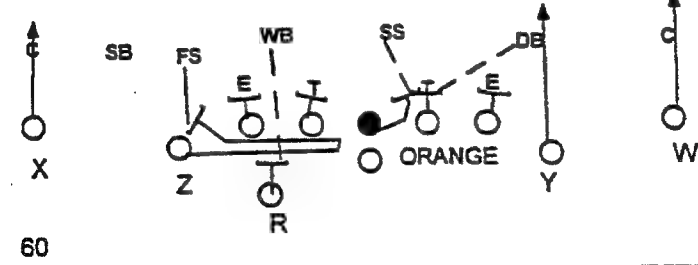
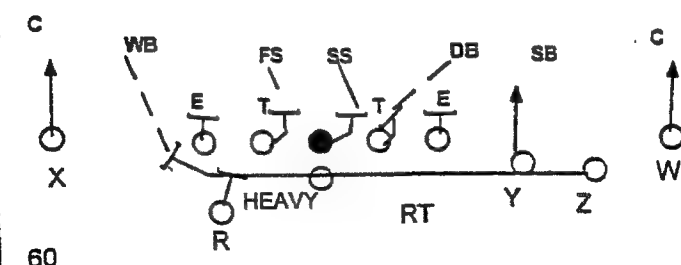
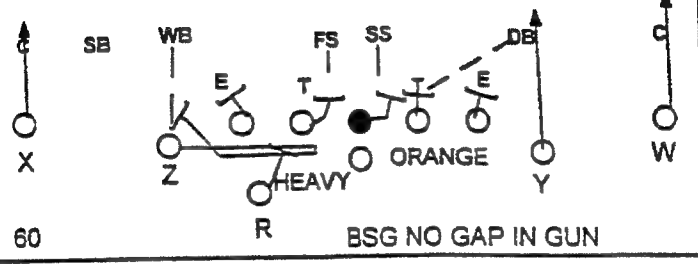
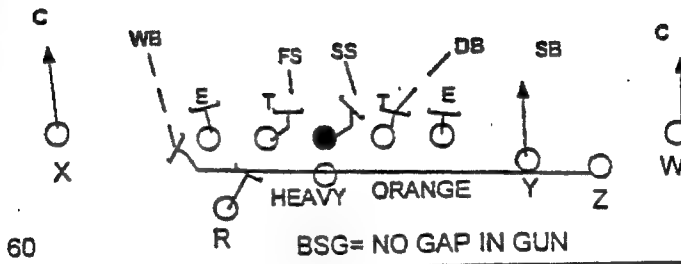
5 DOWN WK



"RINGO" 62

FLOOD RT

HALF RT

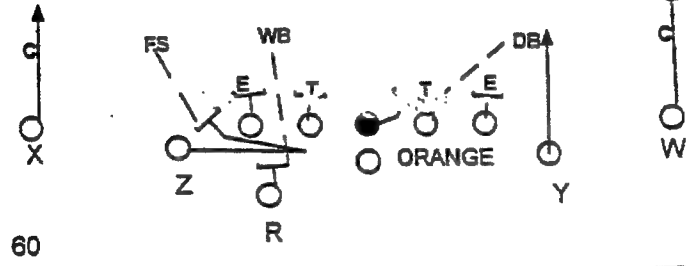
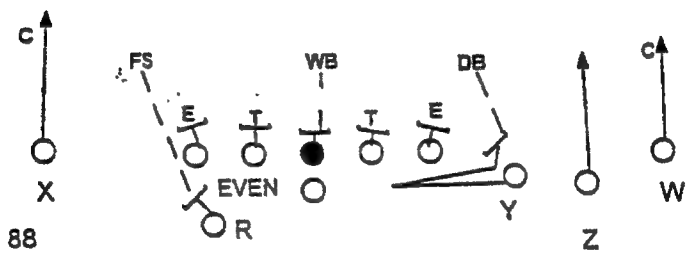


88 / 89 VS 7 MAN BLITZ
 Y=MOTION-BLOCK 1ST TO # CALL SIDE
 R= 2ND BLITZER AWAY FROM # CALL SIDE
 CP= 5 DOWN BLOCK #1 AWAY FROM CALL
 UNC OL=WORK AWAY FROM # CALLED
 CP SUB CALL=Y + R SERCH OUTSIDE
 "5 DOWN" CALL = Y + R SERCH INSIDE

60 / 61 VS 8 UP OR 2 WEAK
 Z= FLY OR PEEL OPP THE # BLOCK THE 2ND COV BLITZER
 R= BLOCK 1ST BLITZER AWAY FROM #
 UNC OL= WORK TO THE # SIDE
 NO GAP CALL IF QB IS IN THE GUN

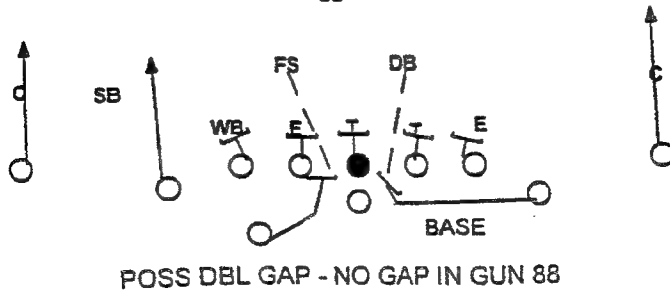
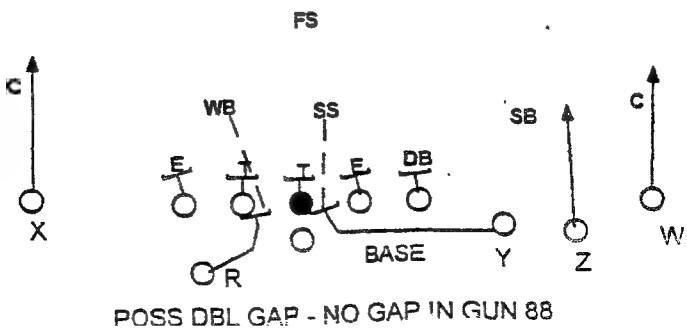
"SUB"

"SUB"



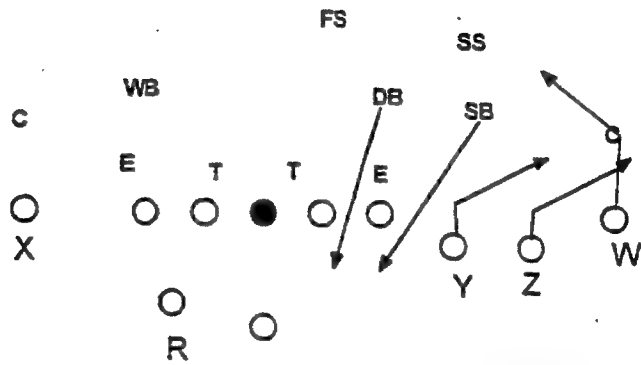
5 DOWN WK

5 DOWN STR



FLOOD RT VS 2 STRONG

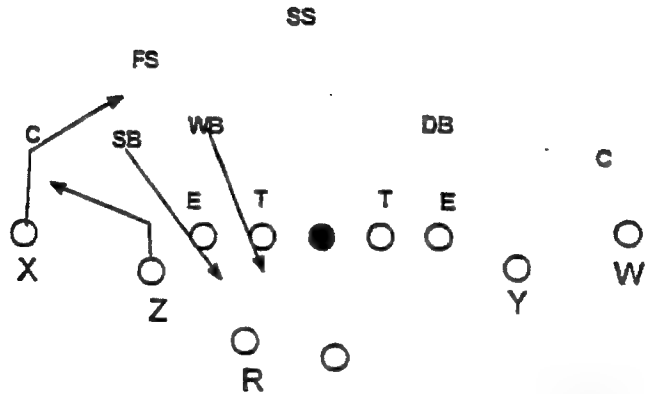
Y-Z-W RULE
S/A 2 STRONG



62 SUB

HALF RT VS 2 WEAK

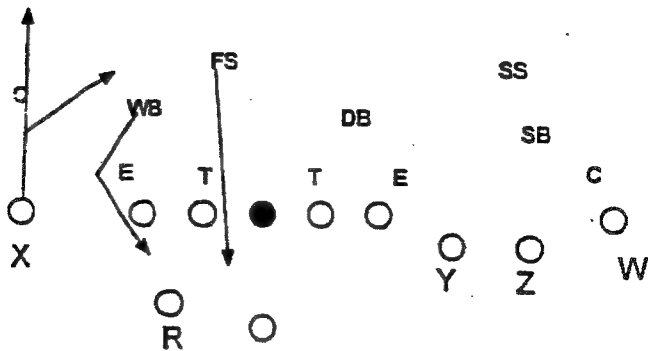
Z-X = 2 WEAK



62 SUB

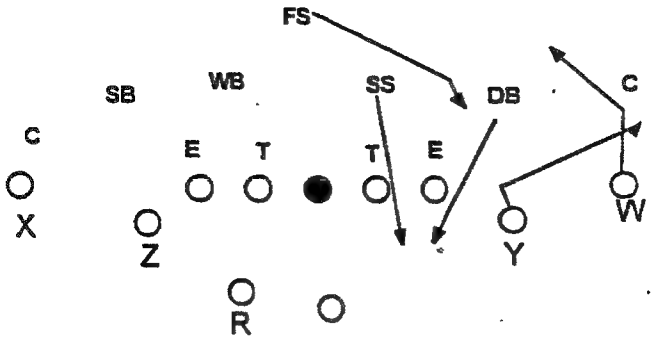
FLOOD RT VS 2 WEAK

X = 2 WEAK



62 SUB

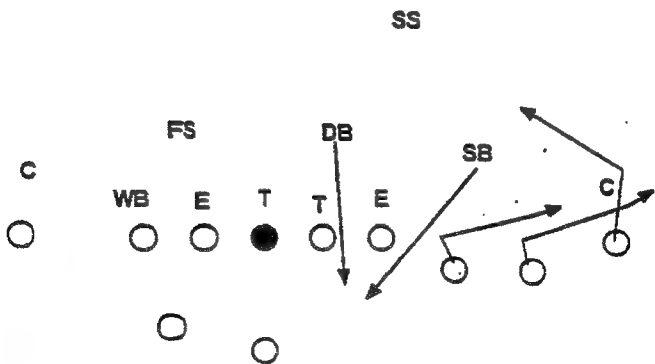
HALF RT VS 2 STRONG



62 SUB

FLOOD RT VS 2 STRONG

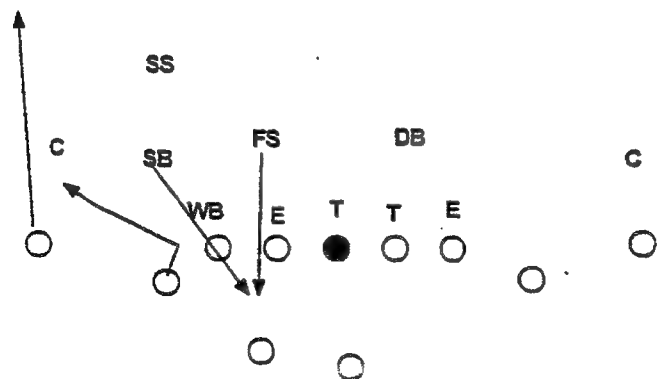
Y-W-Z = S/A 1 STRONG



5 DOWN STR 62

HALF RT VS 2 WEAK

Z-X = S/A 2 WEAK



5 DOWN STR 62

SUB PACKAGE

60 PROTECTION: (62/63)

Base Rule: Unc OL = First Blitzzer to # Side

R = 1st Blitzzer Away from # Side

Counter Call: Unc = Away From #, RB = to #

QB Call: "Sub" Denotes Substituted Defense

"4 Down" Denotes 4 DL, 3 LB, 4 DBs (Regular)

"3 Down" Denotes 3 DL, 4 LB, 4 DBs (Regular)

"5 Down" Denotes Substituted Defense (OC/Both Guards Covered) (Base Protection)

"Bat" Denotes 4 Down Linemen (Over or Under) and Bat is 4th DL.

Lucky/Ringo Call by QB = Both Blockers Work in Direction Called

Lucky = Left

Ringo = Right

Vs. Gut Blitz - 60/61 = Blitz Audible - Unc to #, RB to #1 Away, W Fly or Peel Away From # Has #2.

70 PROTECTION: (76,77)

Base Rule: Unc OL = First Blitzzer Away From #, R = First Blitzzer to #

QB Call: "Sub" Denotes Substituted Defense

"4 Down" Denotes 4 DL, 3 LB, 4 DBs (Regular)

"3 Down" Denotes 3 DL, 4 LB, 4 DBs (Regular)

"5 Down" Denotes Substituted Defense (OC/Both Guards Covered) (Base Protection)

Lucky/Ringo Call by QB = Both Blockers Work in Direction Called

76/77 Scat

RB = Free Release

80 PROTECTION (80/81)

Base Rule: Unc OL = Middle of 3 (Sub, DB, WB), Y = Slow, R = Weak #1
Away From Call, #2 to the Call (Roger or Louie)

Call: Roger/Louie

QB Call: "Sub" Denotes Substituted Defense

"4 Down" Denotes 4 DL, 3 LB, 4 DB (Regular)

"5 Down" Denotes Substituted Defense (OC/Both OG's Covered) (Base Protection) with Back Having #7

vs. BALANCED BLITZ: (88/89) - Blitz Audible vs. 7 Potential Rushers

Base Rule: Base Protection Unc - Away from # Side or Middle Blitzer

QB Calls Sub = Y & RB Search Outside (Y = Motion to Block # Side)

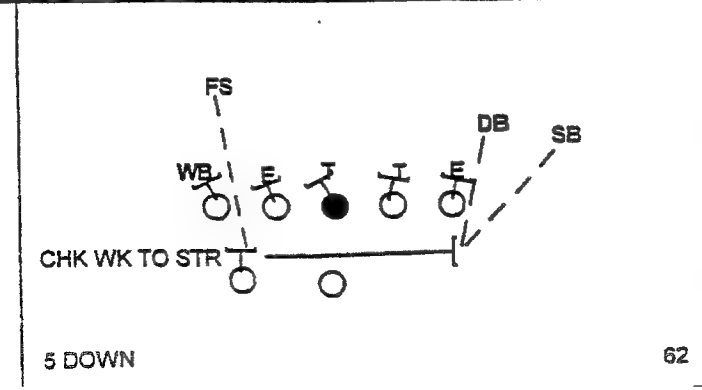
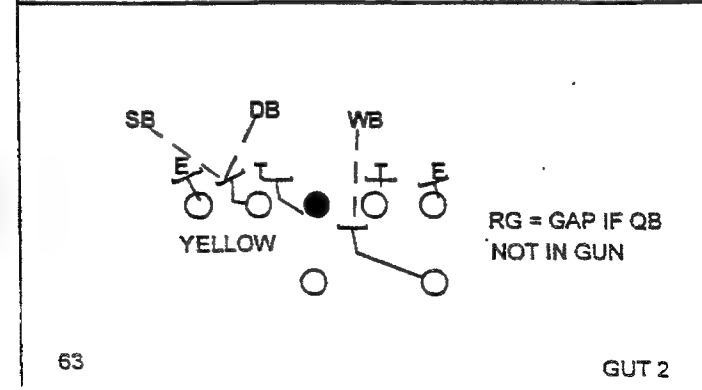
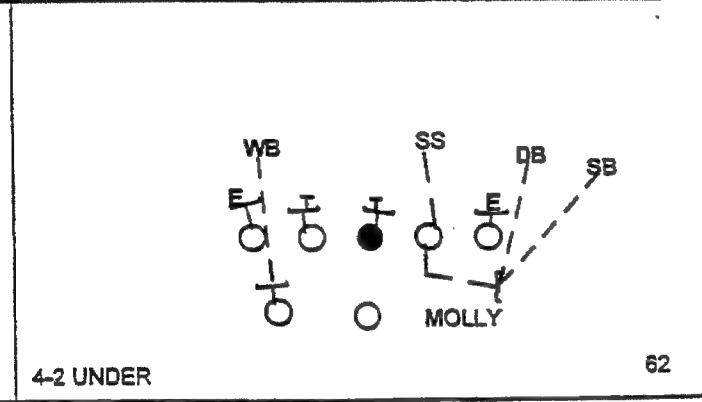
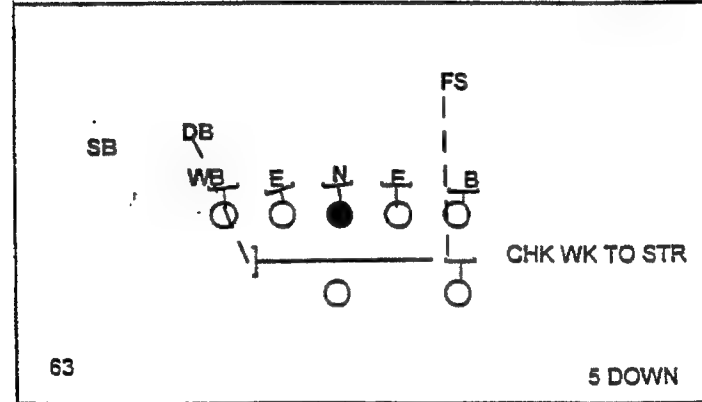
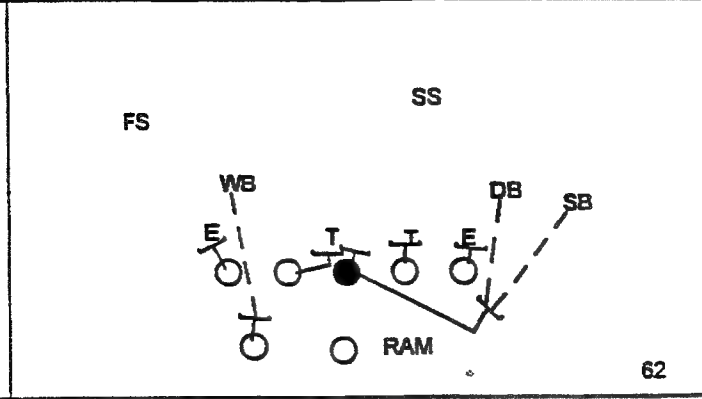
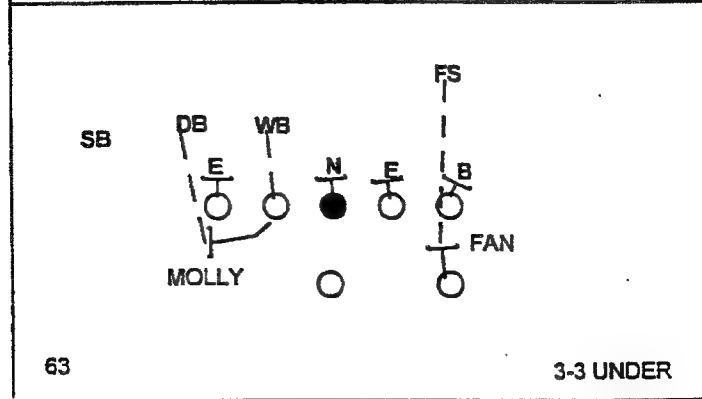
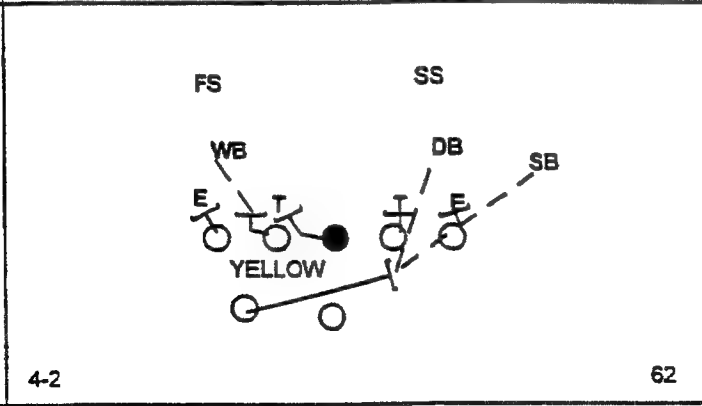
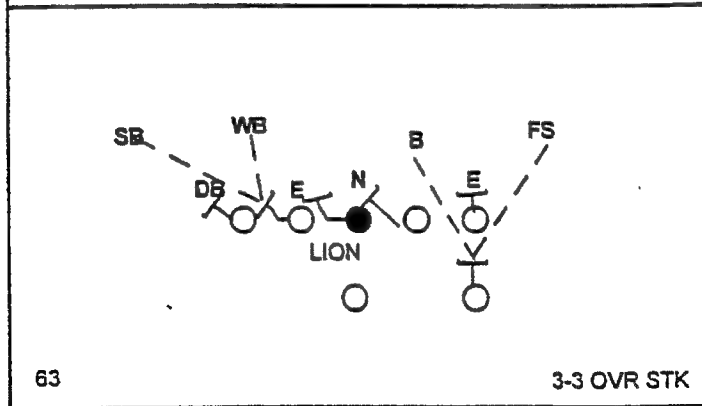
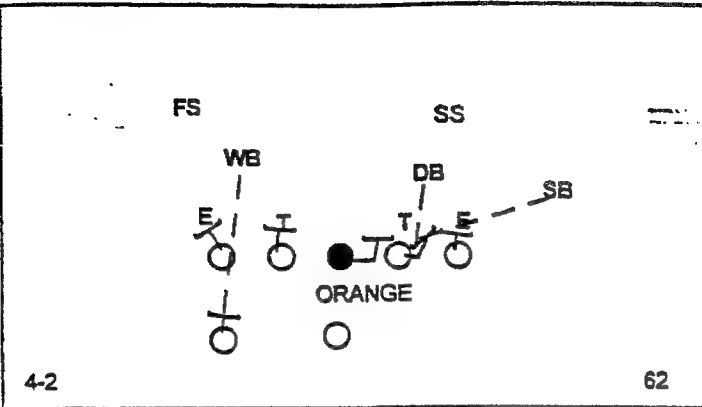
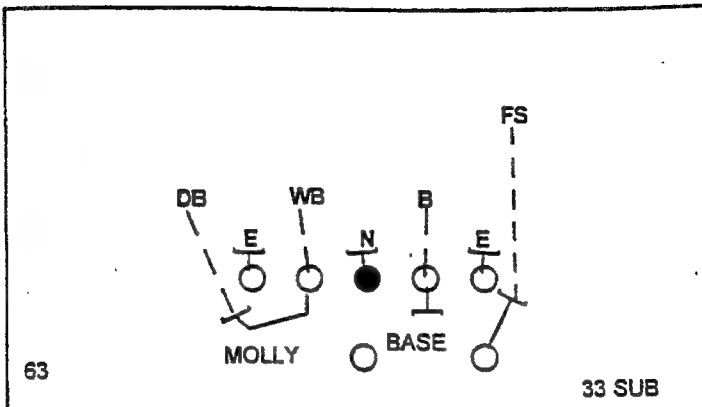
5 Down = Y & RB Search Inside (Y = Motion to Block # Side)

90 PROTECTION: (90/91)

Same rules as 80/81 except 3-step drop = Firm Technique.

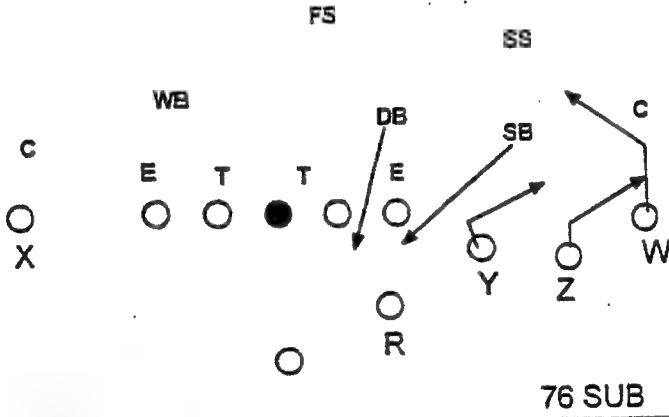
SUB PACKAGE FORMATIONS - SUB = 3 WRs, 1 TE, 1 BACK

<p style="text-align: center;">1 2</p> <p style="text-align: center;">FLOOD LT</p>	<p style="text-align: center;">2</p> <p style="text-align: center;">FLOOD RT</p>
<p style="text-align: center;">3 4</p> <p style="text-align: center;">HALF LT</p>	<p style="text-align: center;">4</p> <p style="text-align: center;">HALF RT</p>
<p style="text-align: center;">5 6</p> <p style="text-align: center;">OR HALF LT Z PEEL</p>	<p style="text-align: center;">6</p> <p style="text-align: center;">HALF RT Z MOTION</p>
<p style="text-align: center;">7 8</p> <p style="text-align: center;">OR FLOOD LT WIDE ZHF</p>	<p style="text-align: center;">8</p> <p style="text-align: center;">OR FLOOD RT Z FLY</p>
<p style="text-align: center;">9 10</p> <p style="text-align: center;">OR FLOOD LT R MOTION</p>	<p style="text-align: center;">10</p> <p style="text-align: center;">FLOOD RT UP</p>
<p style="text-align: center;">11 12</p> <p style="text-align: center;">Y MO HALF LT</p>	<p style="text-align: center;">12</p> <p style="text-align: center;">Y MO HALF RT</p>
<p style="text-align: center;"> </p>	<p style="text-align: center;"> </p>
<p style="text-align: center;"> </p>	<p style="text-align: center;"> </p>
<p style="text-align: center;"> </p>	<p style="text-align: center;"> </p>

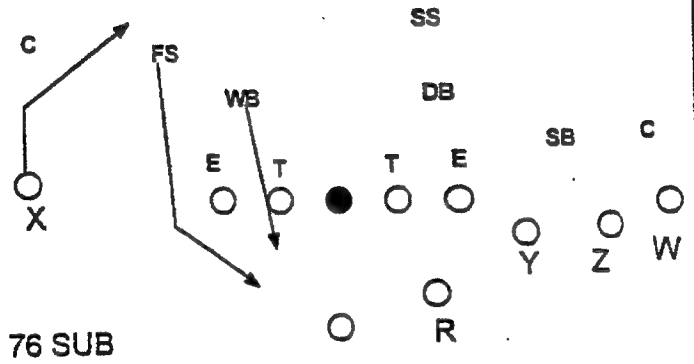


SUB 76 / 77 PROTECTION SIGHT ADJUSTMENTS

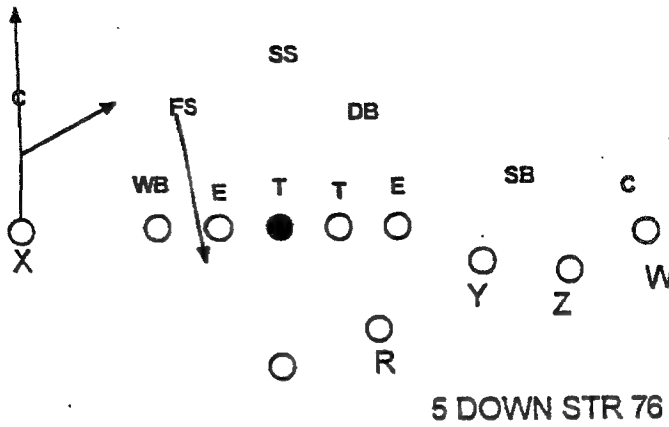
FLOOD RT VS 2 STRONG
Y-Z-W = 2 STRONG



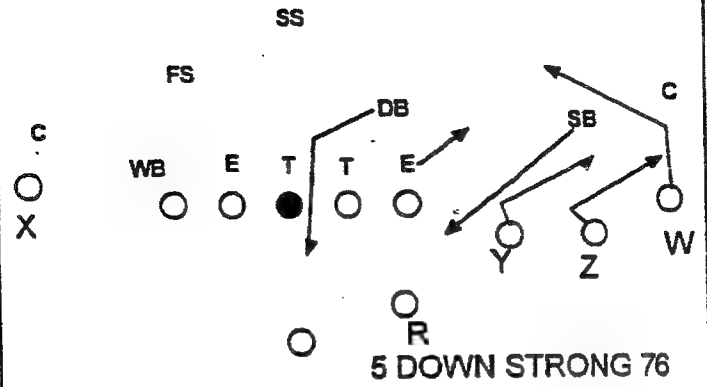
FLOOD RT VS 2 WEAK
X = 2 WEAK



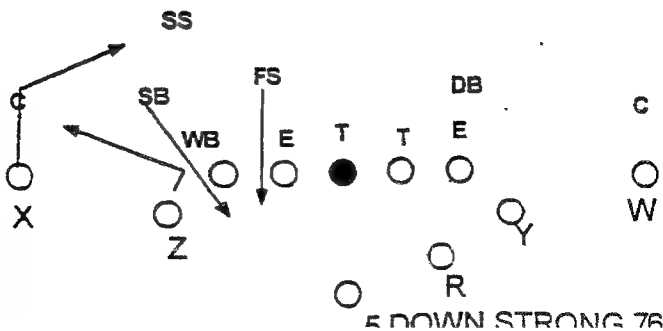
FLOOD RT VS 1 WEAK
X = 1 WEAK



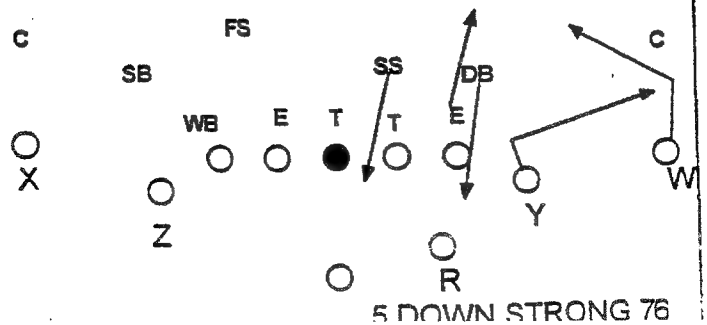
FLOOD RT VS 2 STRONG
Y-Z-W = 2 STRONG



HALF RT VS 2 WEAK
X-Z = 1 WEAK



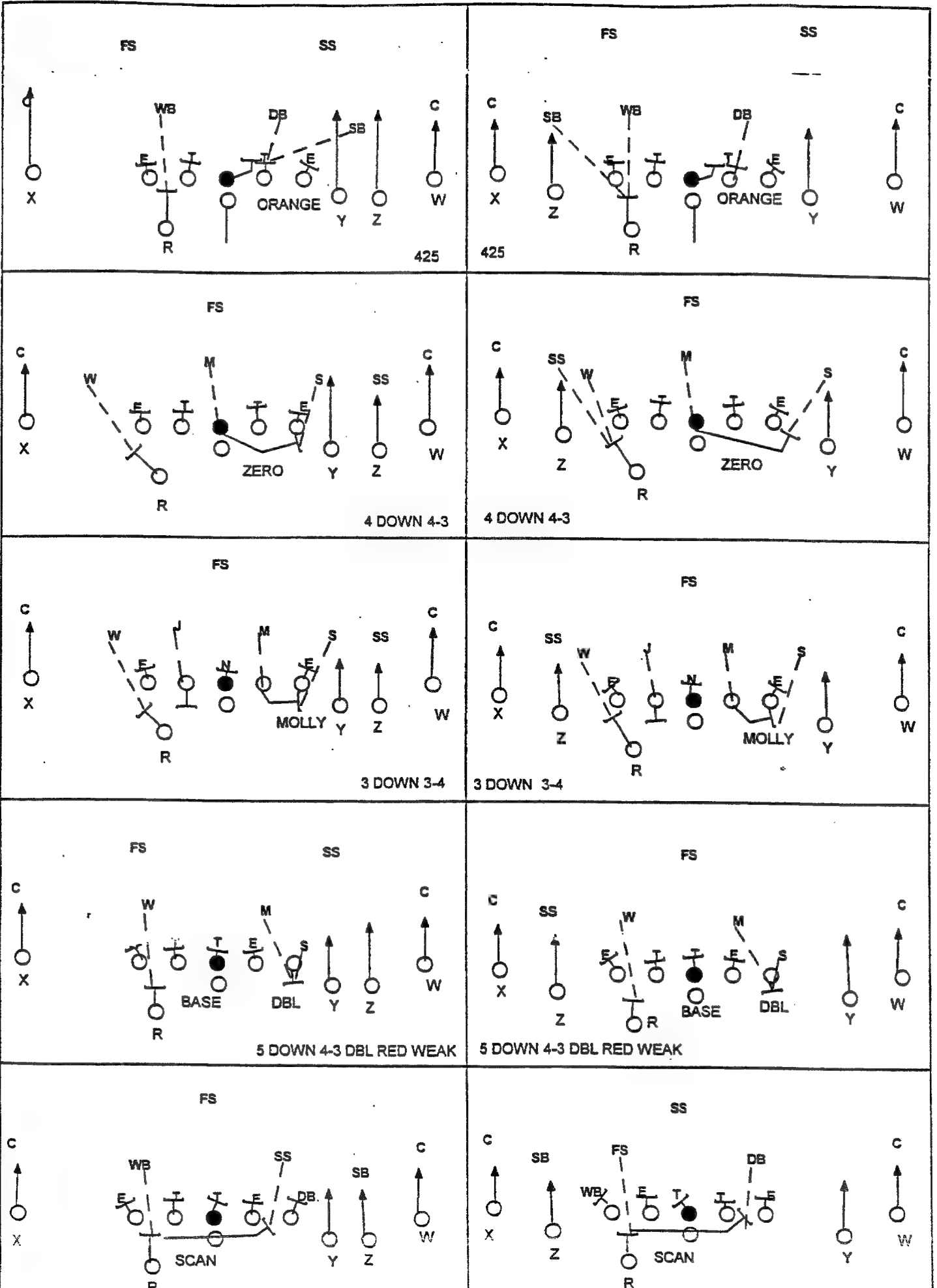
HALF RT VS 2 STRONG
Y-W = 2 STRONG

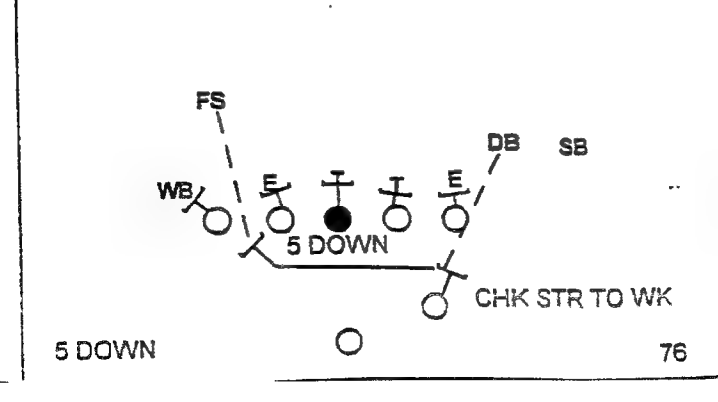
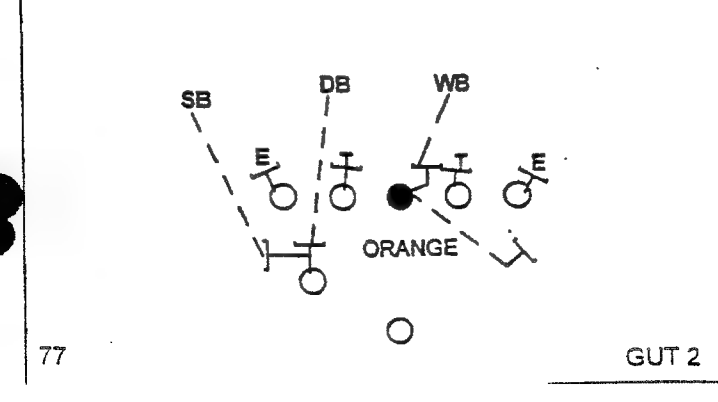
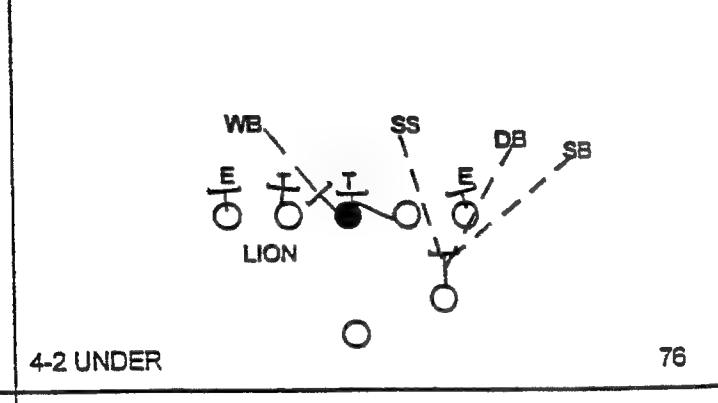
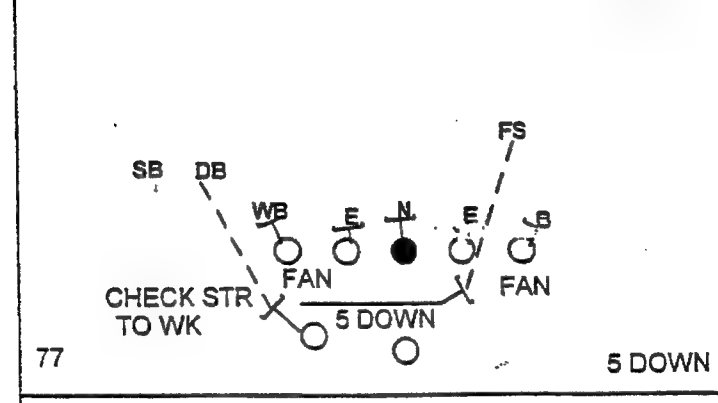
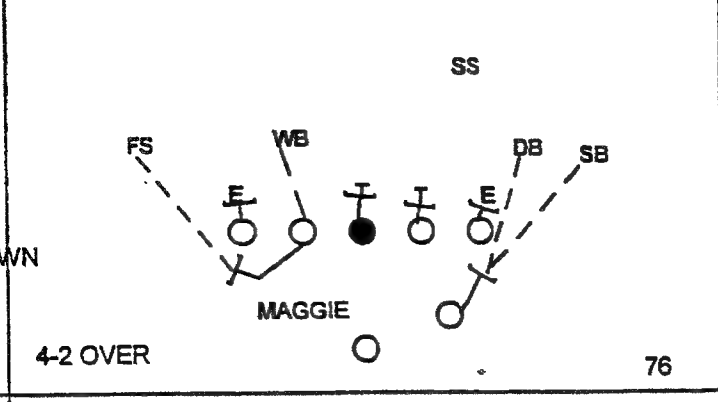
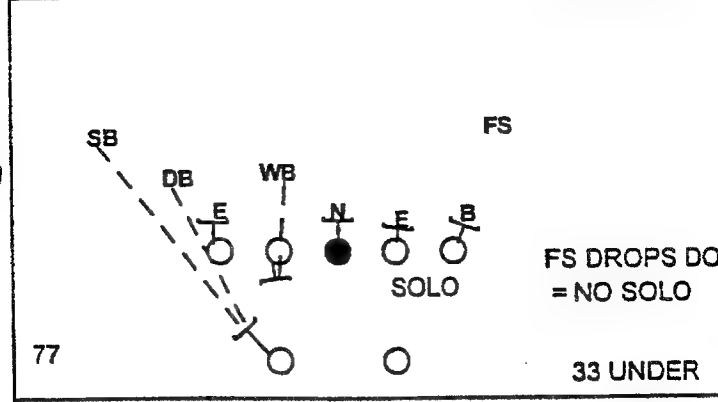
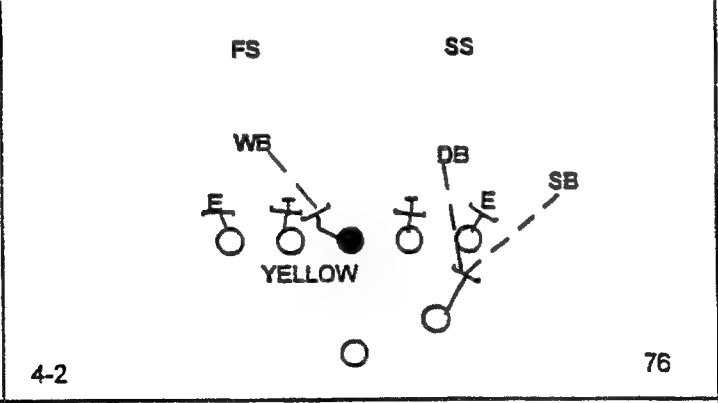
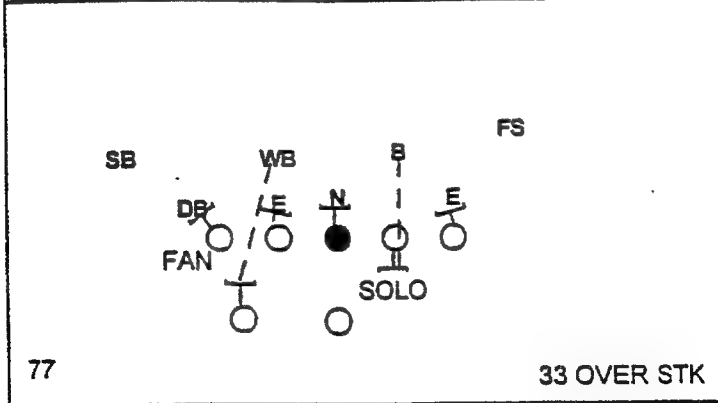
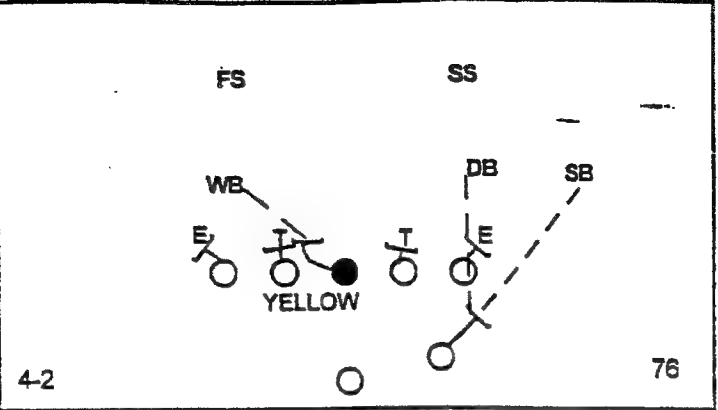
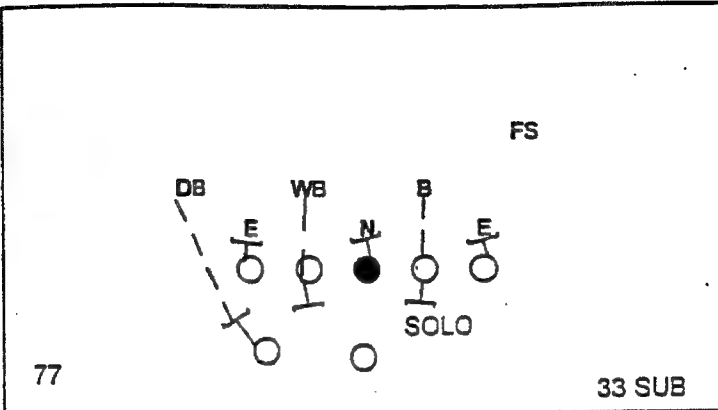


FLOOD RT

62 PROTECTION

HALF RT

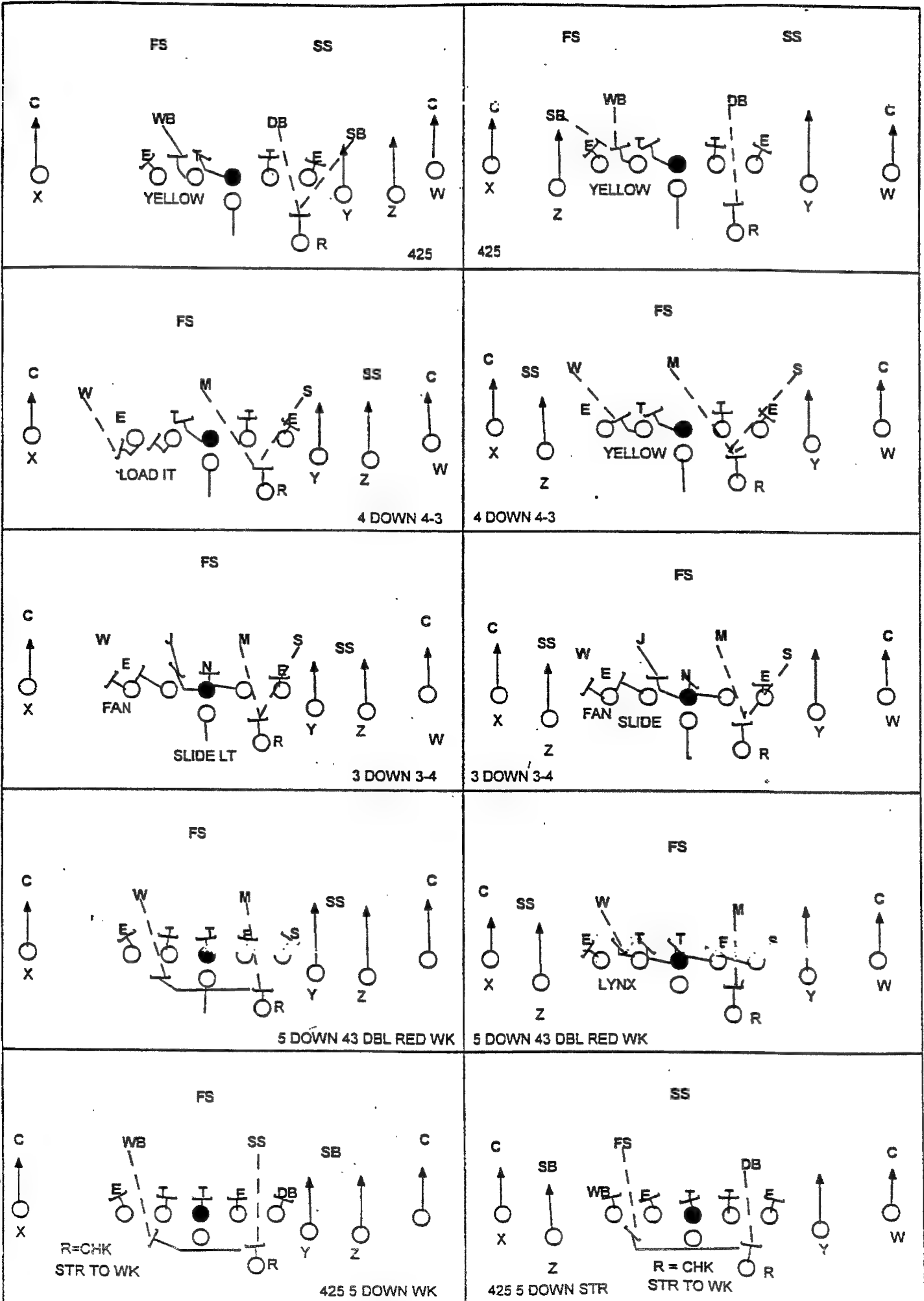




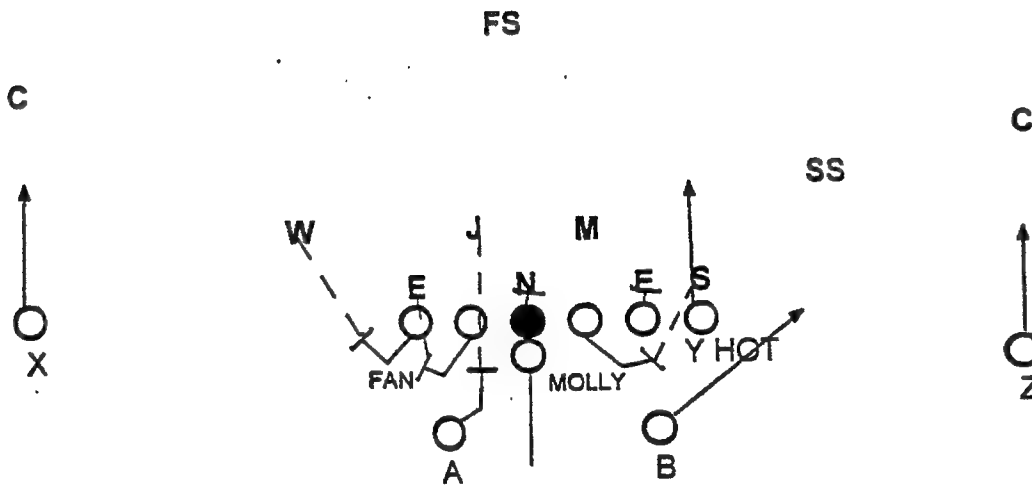
FLOOD RT

76 PROTECTION

HALF RT



PLAY NUMBER : 62 / 63



662

CONCEPT: Strong Side Free Release, Strong Side Double Read by Unc Down Man. 64/65 = Sam Protection Except Y Outside Release.

RULE:

Z Pattern (Sight Adjust)

Y Pattern (Hot)

FST Base #1 on LOS, Unc Man Over, Fan to #2. Triple to play side vs. Diamond (Straight Drop). Alert "Squeeze", "Orange/Yellow", "Ram/Lion", "Rock it/Load it".

FSG Molly if Unc and LB Over (Mike to Sam). Base #1 if covered. Alert "Squeeze", "Orange/Yellow", "Ram/Lion", "Rock it/Load it".

C Base Nose, Unc = Dbl to Front Side (Rt/Lt Call) vs. "0" MLB = Check Mike to Sam. Alert "Slide Rt/Lt", "Orange/Yellow", "Ram/Lion", "Rock it/Load it".

BSG Fan vs. 3-4, Base #1 if covered (possible Lucky/Ringo vs. Over). Alert "Heavy", "Slide Rt/Lt", "Ram/Lion", "Single" (Block #1).

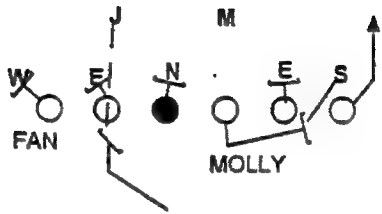
BST Base #1 on LOS, Fan #2

X Pattern

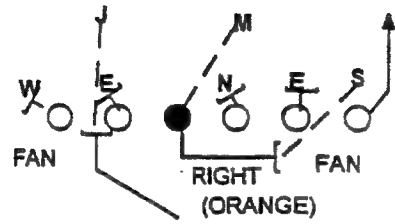
QB 5 or 7 Step Drop

BALL CARRIER Free Release

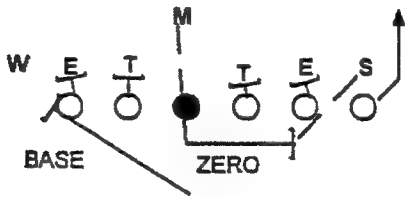
BACK Will Backer vs. 4-3, Jack Backer vs. 3-4



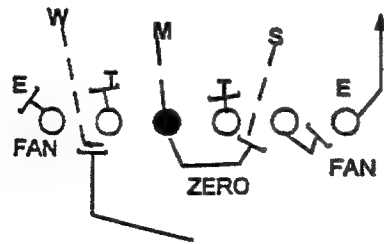
34 UNDER



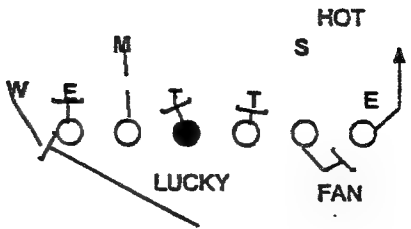
34 / 44



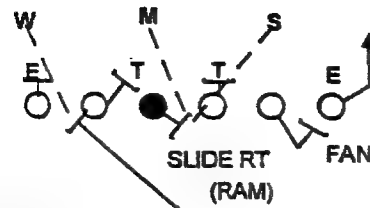
4-3



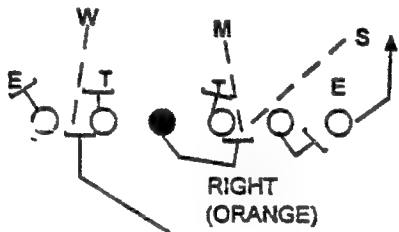
43 STK



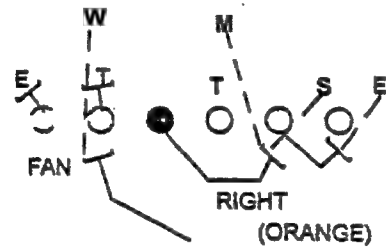
43 OVSTK



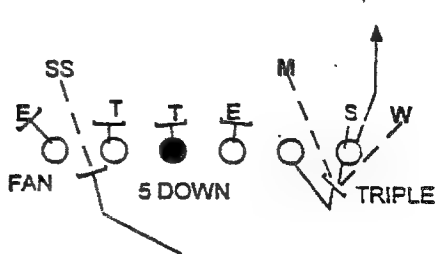
43 OVSTK WIN



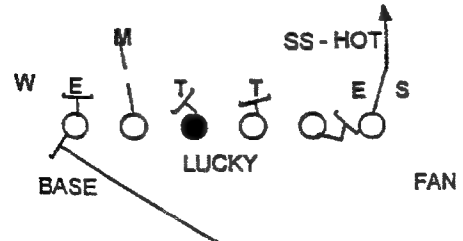
44 STG



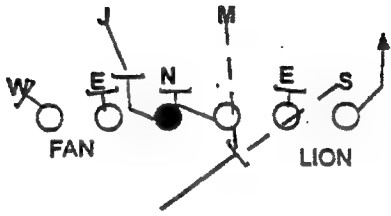
44 STGSAM SW



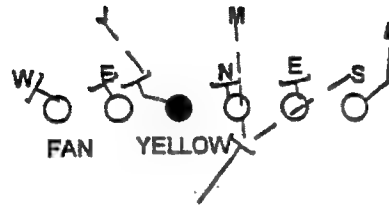
43 DIAM



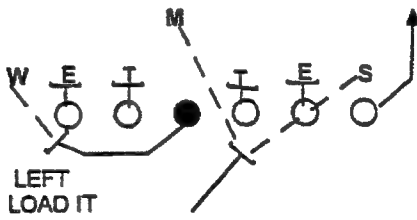
OVSTK SOUT SIN



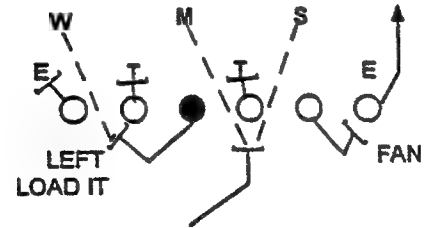
34 UNDER



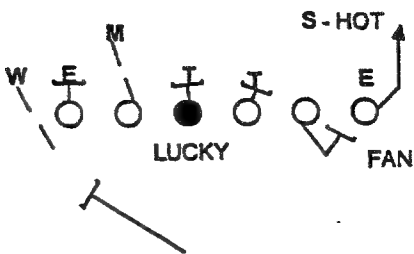
34/44



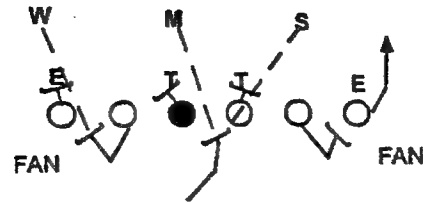
4-3



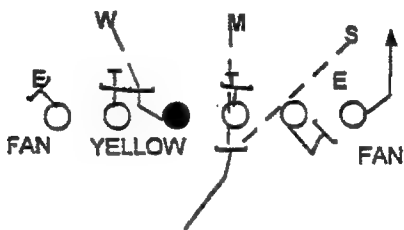
43 STK



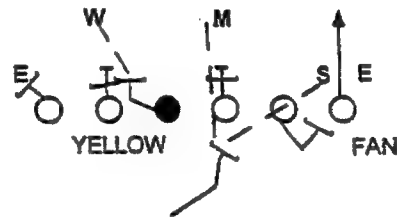
43 OVSTK



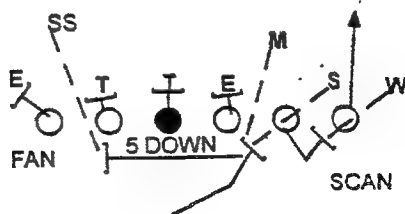
43 OVSTK WIN



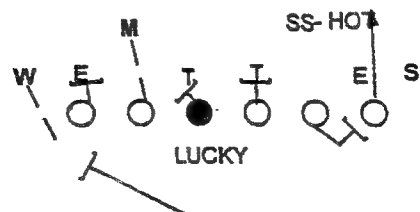
44 STG



44 STGSAM SW

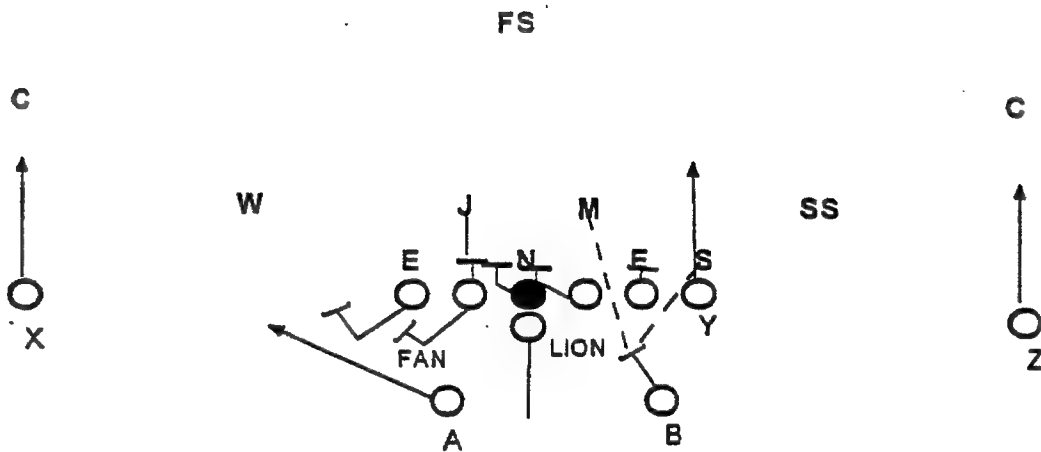


43 DIAM



OVSTK SOUT SIN

PLAY NUMBER : 74 / 75



674

CONCEPT: Free Release Weakside. Remaining Back Dual Read Strong, Y Hot vs. 2 Strong

RULE:

Z Pattern (Sight Adjust)

Y Pattern (Hot)

FST Base #1 on LOS. Fan vs. #2 on LOS. Alert "Rex/Lynx" vs. 5 Down.

FSG Slide if Unc, Base #1 on LOS. Alert "Ram/Lion", "Rex/Lynx", "Solo".

C Slide for BS A gap Jack LB (W). Unc right/left to BS. Alert "Orange/Yellow", "Rex/Lynx", "Solo", "Rock it/Load it", "Ram/Lion".

BSG Fan/Maggie if Unc, Base #1 on LOS. Alert "Ram/Lion", "Orange/Yellow", "Rex/Lynx", "Solo", "Rock it/Load it".

BST Fan #2 on LOS, Base #1 (Possible Solo Call). Alert "Rock it/Load it".

X Pattern.

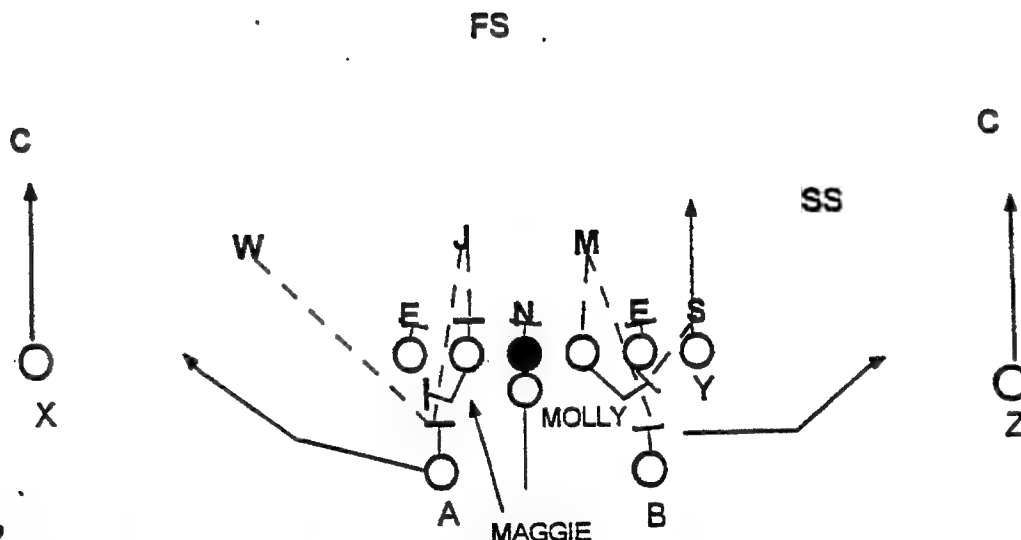
QB 5 or 7 Step Drop

A Free Release

B Dual Read Mike to Sam

NOTE: 76/77 - Same except possible "Solo Call" vs. No BS threat - Takes off Slide and Hot concept to Y. (Done from 1 Back Formations.)

PLAY NUMBER : 82 / 83 , 84 / 85



682

CONCEPT: Double Flare Control w/Both Backs in Check Release Mode
 82/83 = Outside Flare / 84/85 = Inside Flare
 Secondary Plus 1 = Sight Adjust

RULE:

Z Pattern (Sight Adjust)

Y Pattern

FST Base #1 on LOS, Fan #2 on LOS.

FSG Unc = Molly Mike to Sam, Base #1 on vs. 4 Down = Man on or Mike. Alert "Roger/Louie", "R/L", "Rip/Liz".

C Base Nose, Unc vs. MLB = Mike. Unc = Roger/Louie Call to (Mike) 4 Man Side. Vs. 4 Down = Man on or Mike. Alert "Roger/Louie", "R/L", "Rip/Liz".

BSG Maggie Jack to Will. Base #1 vs. 4 Down = Man on or Mike. Alert "Roger/Louie", "R/L", "Rip/Liz".

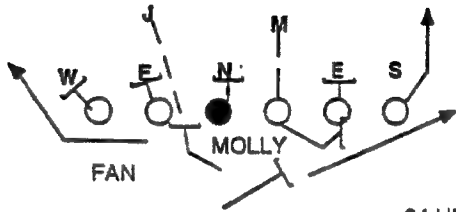
BST Base #1 on LOS, Fan #2 on LOS

X Pattern

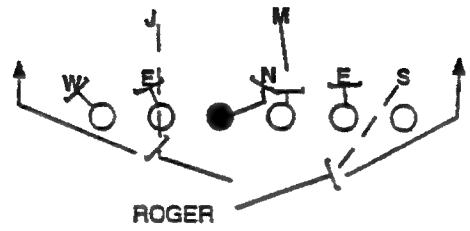
QB 5 or 7 Step Drop

B vs. 3 Down - Check/Release mike to Block Sam vs. 4 Down = Check/Release Sam

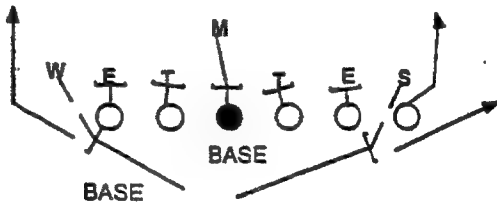
A vs. 34 BSG on Maggie - check Jack to release. BSG on "Single" check Will to release. BSG covered check Jack all the way to release. If BSG on Maggie and Jack comes - you will have Will. BSG covered (BST fan call) you have Jack all the way. Vs. 4 Down you have check release Will.



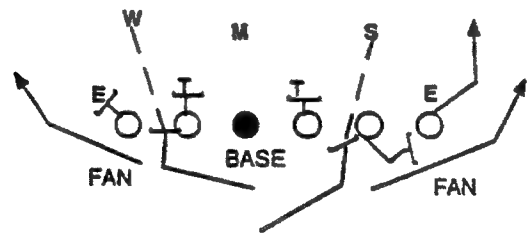
34 UNDER



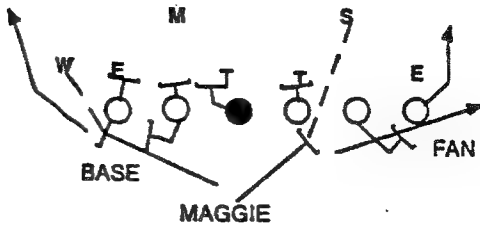
34 / 44



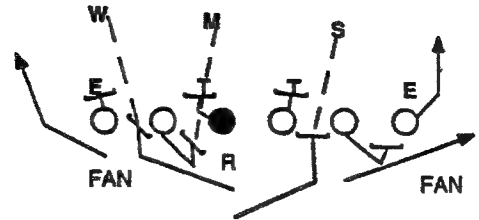
4-3



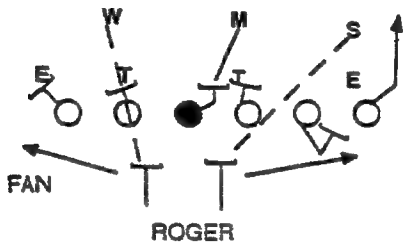
43 STK



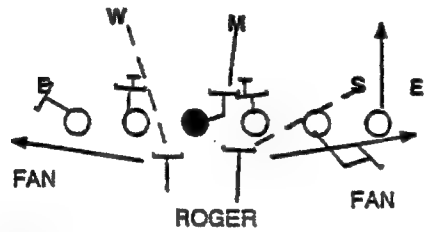
43 OVSTK



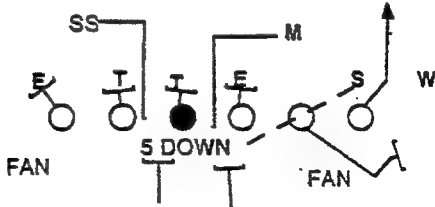
43 OVSTK W IN



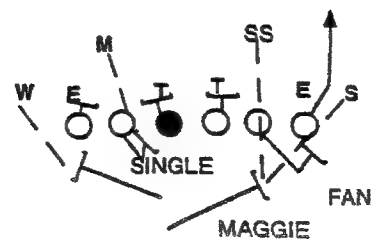
44 STG



44 STG SAM SW

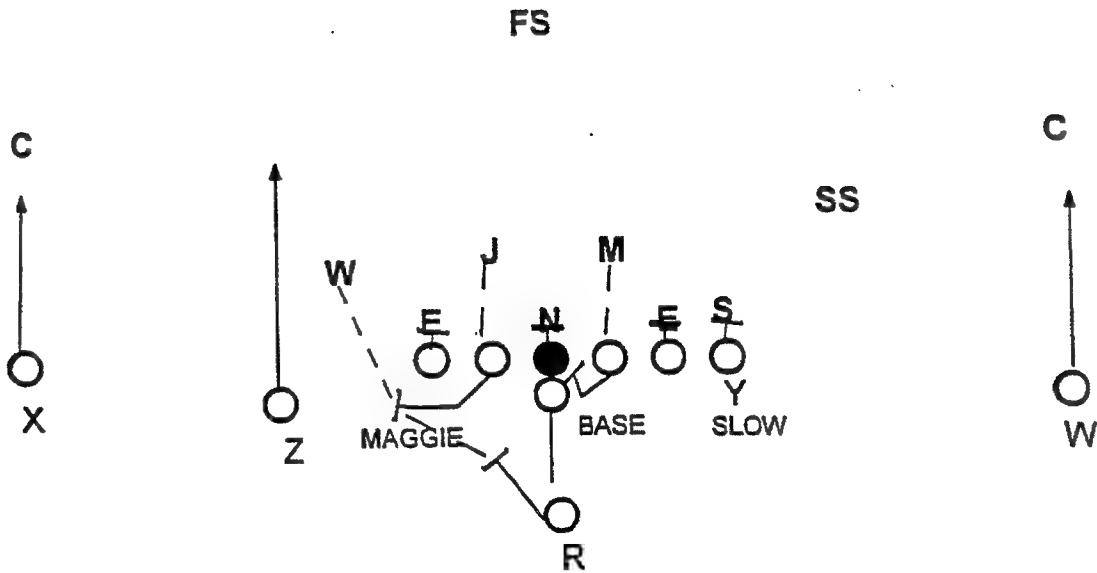


43 DIAM



OVSTK SOUT SIN

PLAY NUMBER : 80 / 81



0 SLOT WIDE 80

CONCEPT: Weak Side Flow, Y Stay (Slow), 1 Back Free Release.
Remaining Back on Will. (S/S Blitz = Sight Adjust).

RULE:

Z Pattern

Y Slow on Sam, Alert for "Go" call by FST

FST Base Man on, Man over, possible "Go" call vs. LB over

FSG Base Man on, Man over. Alert "Roger/Louie", "R/L", "Rip/Liz".

C Base Nose, Unc vs. MLB = Mike. Alert "Roger/Louie", "R/L", "Rip/Liz".

BSG vs. 34 - Fan or Base #1. Vs. 4 Down - Man on Over. Alert "Roger/Louie", "R/L", "Maggie", "Single", "Rip/Liz".

BST vs. 34 - Fan vs. 4 Down - Base or Fan #2.

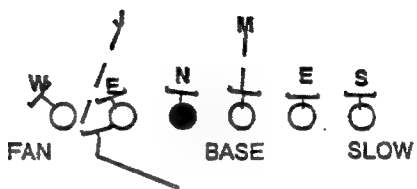
X Pattern

QB 5 or 7 Step Drop

R Check Will backer to release vs. 3-4 check Jack to Will to release.

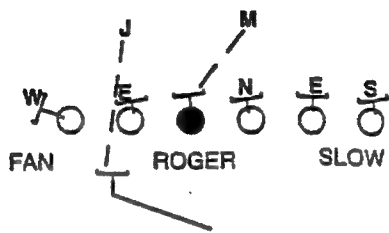
W Pattern

NOTE: 80/81 Scat - Tag denotes that R has no check responsibilities. Back will free release to backside. Protection remains same except that uncovered from Interior 3 will have double check to backside = Maggie call.



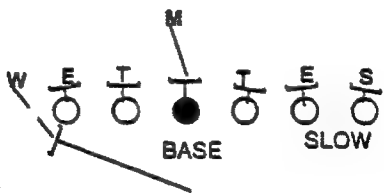
80

34 UNDER



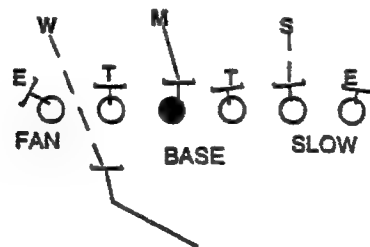
34 / 44

80



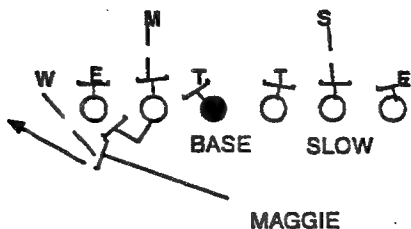
80

4-3



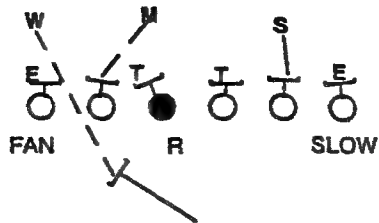
43 STK

80



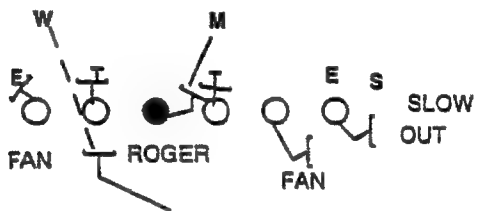
80

43 OVSTK



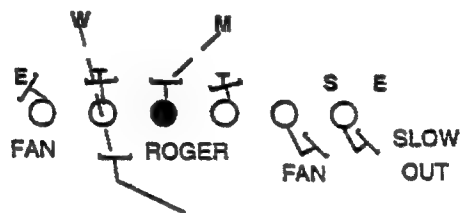
43 OVSTK WIN

80



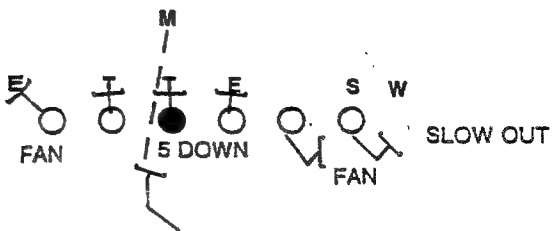
80

44 STG



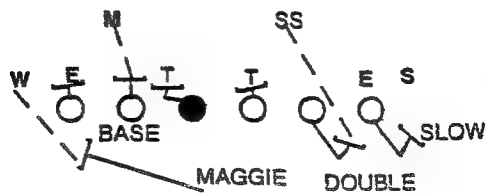
44 STGSAM SW

80



80

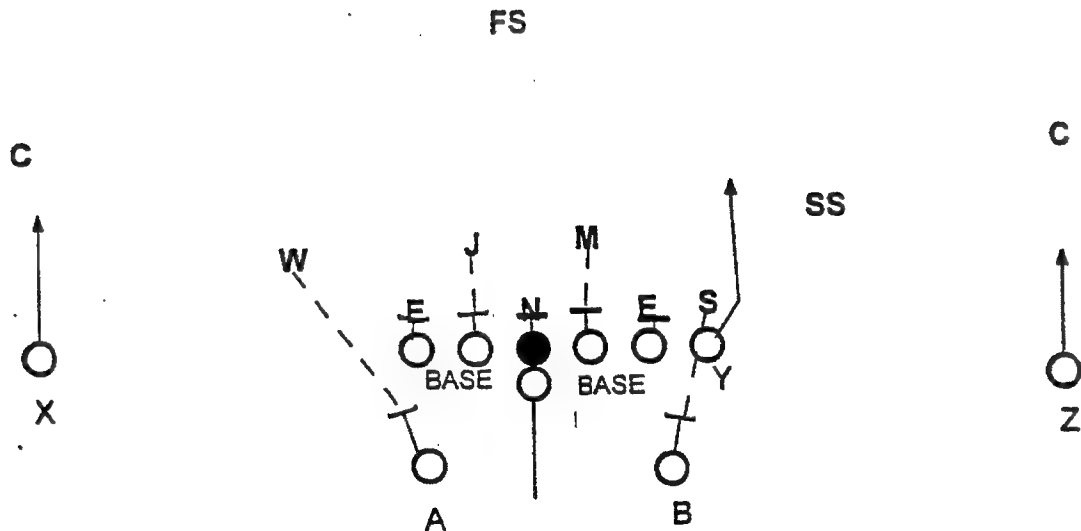
43 DIAM



OVSTK SLOW WIN

80

PLAY NUMBER : 90 / 91 (92 / 93 , 94 / 95)



692

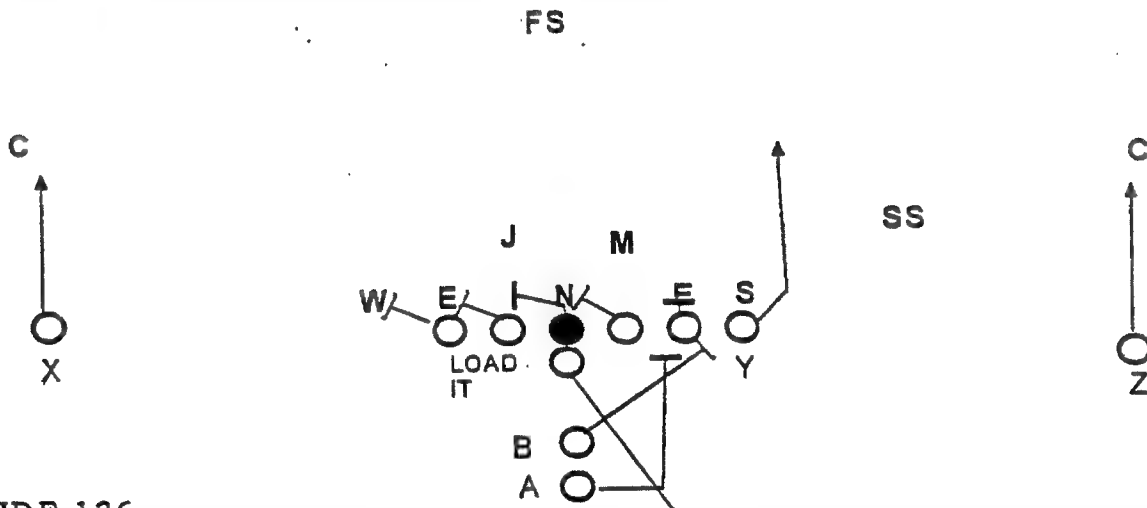
CONCEPT: Quick Pass Protection. This is a Firm Protection at LOS.
 90/91 = 1 Back Y Slow, 92/93 - 94/95 = 2 Backs Y Release Unless Tagged

RULE:

- Z Pattern
- Y Pattern unless Slow Added or formation is 1 back set. (Possible "Go" call.)
- FST Base #1 on LOS, Fan #2 if Unc and TE not on Slow. (If TE Slow = Base LB Over). (Possible "Go" Call.) Alert "Pinch".
- FSG Base man on or Man over. Alert "R/L", "Rip/Liz".
- C Base man on. Unc = Work to Mike with Roger/Louie. Alert "R/L", "Rip/Liz".
- BSG Base Man on or Man over. Vs. 4 Down = Man on or Mike. Alert "R/L", "Rip/Liz".
- BST Base #1 on LOS, Fan #2
- X Pattern
- QB 3 Step Drop
- B If 2 backs you have Sam. 1 back = block opposite Y. Check Will.
- A If 2 backs you have Will. 1 back = block opposite Y. Check Will.
- SOLID Y = Slow, A = Will, B = FS or SS

<p>90 34 UNDER</p>	<p>34 / 44 92</p>
<p>90 4-3</p>	<p>43 STK 92</p>
<p>90 43 OVSTK</p>	<p>43 OVSTK WIN 92</p>
<p>90 44 STG</p>	<p>44 STGSAM SW 92</p>
<p>90 43 DIAM</p>	<p>OVSTK SOUT SIN 92</p>

PLAY NUMBER : RIDE 136 / 137



0 RIDE 136

CONCEPT: Turn Back Play Action Pass Pro Featuring 2 Backs to FS on LBs w/Line Turning Aggressively Away from Hole. (Ride 138/139). Dual = Same Prot. Except Faking Back has Dbl Check on Both LBs w/Other Back in Free Rel. Slow = Same Except FSY Blocks End.

RULE:

Z Pattern

Y Pattern

FST Block #2, Fan #2 LOS if uncovered. Alert "Rex/Lynx" if uncovered and DE inside.

FSG Block A Gap if uncovered. Block man on if covered. Alert "Rex/Lynx".

C Block BS A Gap Block Man on vs. Over defense. Alert "Ram/Lion", "Orange/Yellow", "Rex/Lynx", "Rock it/Load it".

BSG Block BS B Gap. Alert "Fan", "Rock it/Load it".

BST Block BS C Gap. Alert "Fan", "Rock it/Load it".

X Pattern

QB Front Out, Excellent Fake, Set Up Behind FSG.

B Responsible for Mike or Sam off Play Action Fake.

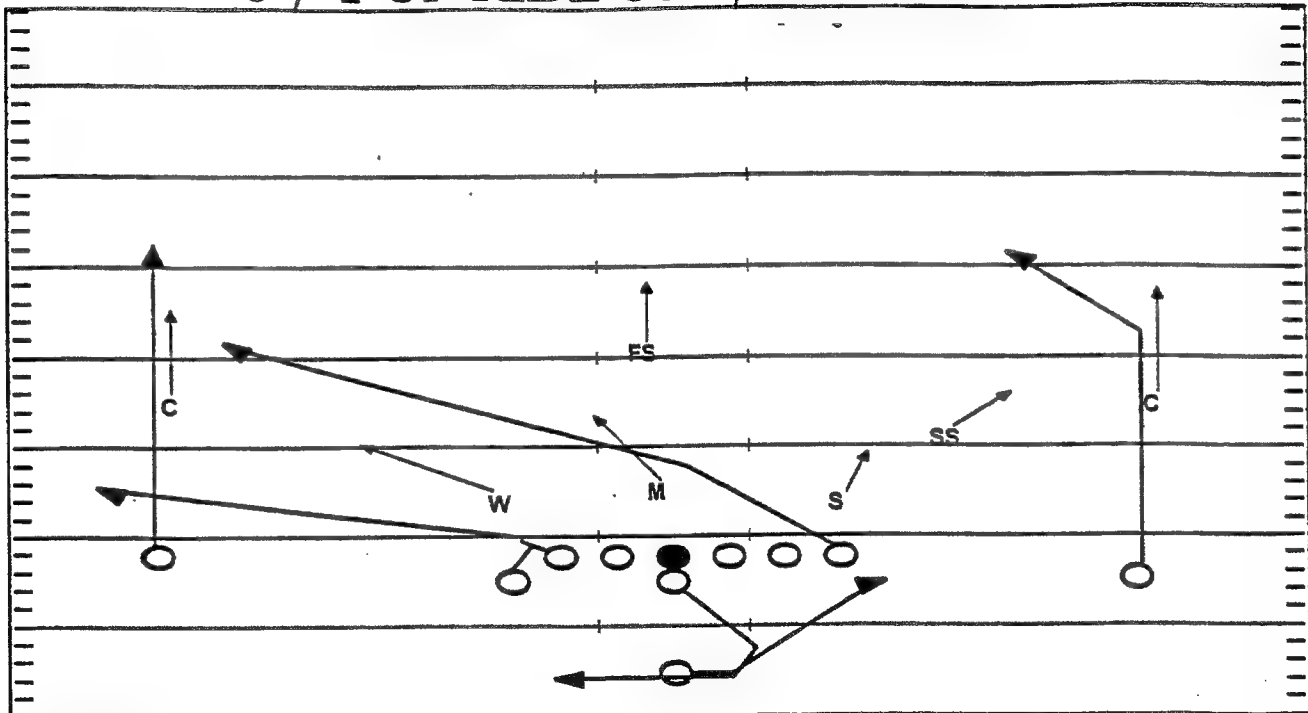
A Responsible for Mike or Sam off Play Action Fake.

Dual/Slow FB has Free Release - Dual = 1 Back P.A. to TE featuring same protection for line. Dual read by remaining back, Y Hot, Slow = features single block by remaining back. Y has Sam or EMOL.

Ride 138/139 - Same scheme except backs exchange blocking responsibilities off P.A. to FS. B has Mike, A has Sam. STAY - Refers to BS TE blocking and secondary blitz on the backside.

<p>R136 34 UNDER</p>	<p>R136 34 / 44</p>
<p>R136 4-3</p>	<p>R136 4-3 STK</p>
<p>R136 43 OVSTK</p>	<p>R136 43 OVSTK WIN</p>
<p>R136 44 STG</p>	<p>R136 44 STGSAM SW</p>
<p>R136 43 DIAM</p>	<p>R136 OVSTK SOUT SIN</p>

0 / 1 UP RIDE 338 / 339 NAKED



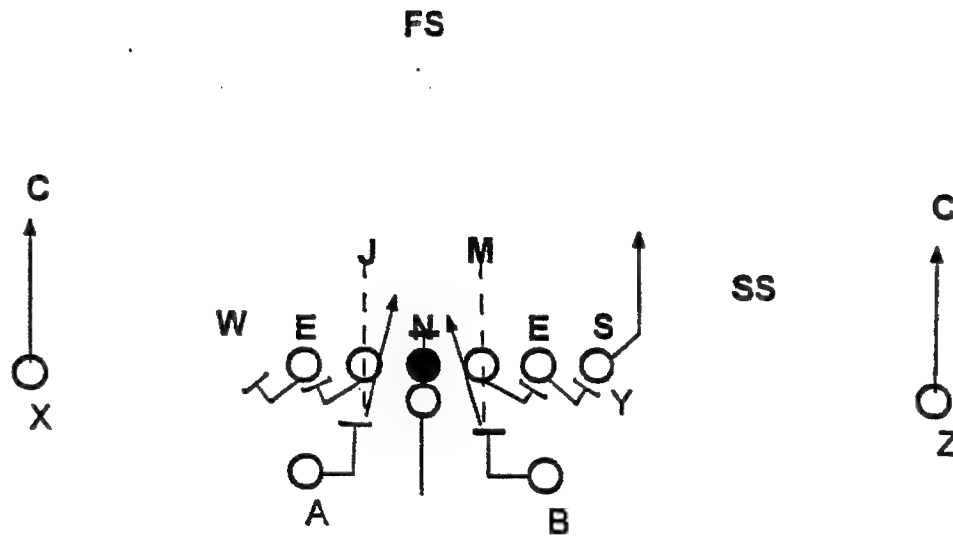
0 UP R 34 NAKED LT

CONCEPT: Naked Bootleg by QB after Excellent Run Fake. (Can be Read as a Direction Play Away from Coverage.)

RULE:

- Z Pattern
- Y # Side - Drag Opposite. Off side - Slam and Release to Flat
- FST # Side - Pull reach around TE or back in UP alignment. Work EMOL heavy inside.
- FSG # Side - Full Reach in # direction.
- C Full Reach in # direction.
- BSG Naked side - Reach # direction.
- BST Naked side - 1 or 2 Man rule
- X Pattern
- QB Excellent Fake to back, boot away for Run/Pass option
- R Excellent 34/35 fake, rolling over fake hand-off and keeping head up for any leakage.
- T Naked side - Slam and release to flat.

PLAY NUMBER : 143 / 142 DBL FAN

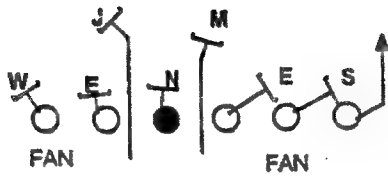


6 143 DBL FAN DIG

CONCEPT: Play Action Pass Featuring Fan Blocking to Both Sides. RB's Have Jack and Mike vs. 3-4, Mike and Will vs. 4-3. (Dbl Fan vs. 3-4, Fan vs. 4-3)

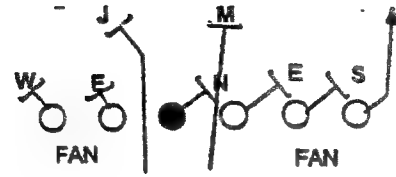
RULE:

- Z Pattern.
- Y Pattern.
- FST Fan #2 on LOS. Alert "Hard".
- FSG Fan #1 on LOS. Alert "Orange/Yellow", "Ram/Lion", "Hard".
- C Block #0. Alert "Orange/Yellow", "Ram/Lion", "Hard".
- BSG Fan #2 on LOS. Alert "Orange/Yellow", "Ram/Lion", "Hard".
- BST Fan #2 on LOS. Alert "Hard".
- QB Drop Action, Fake Draw and set up behind Center area.
- B Check Fake on Mike, then attack through BS A Gap Area.
- A Check Fake on Jack (Will vs. 4-3), then attack through FS A Gap.



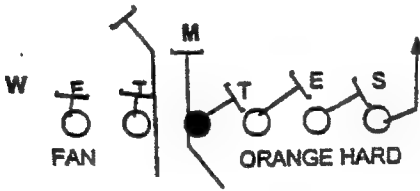
143 DBL FAN

34 UNDER



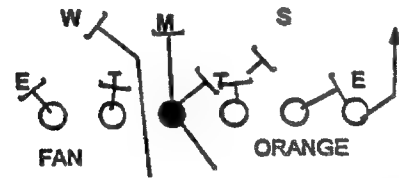
34 / 44

143 DBL FAN



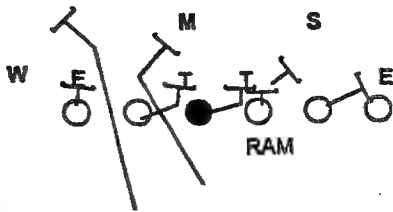
143 DBL FAN

4-3



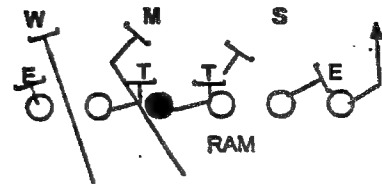
43 STK

143 DBL FAN



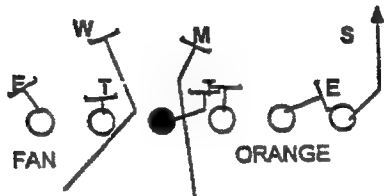
143 DBL FAN

43 OVSTK



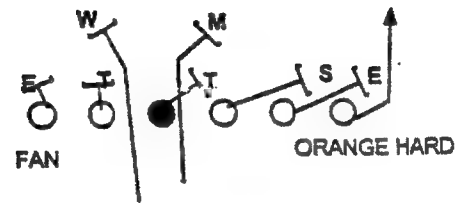
43 OVSTKWIN

143 DBL FAN



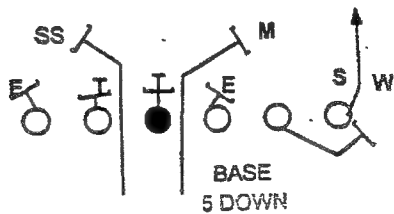
143 DBL FAN

44 STG

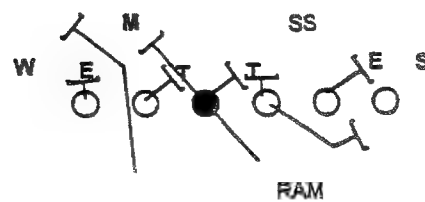


44 STGSAM SW

143 DBL FAN



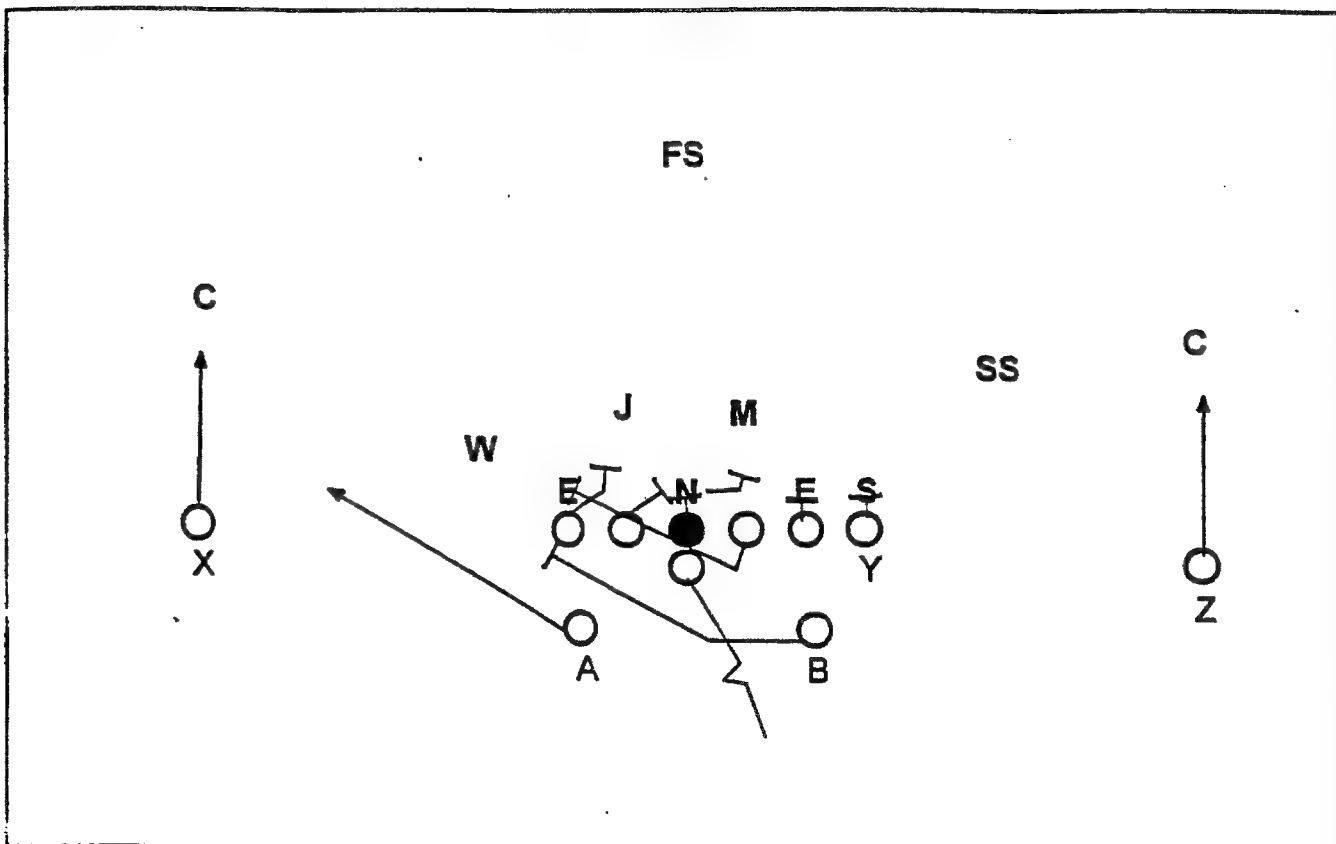
43 DIAM



OVSTK SOLIT SIN

143 DBL FAN

PLAY NUMBER : P 131 / 130 TRAP PASS



RULE:

Z Pattern.

Y Block #3. Alert "Hinge".

FST Block FS B Gap. Alert "Deuce", "In".

FSG Block FS A Gap. Alert "Deuce", "Quick", "Ace".

C Block #0. Alert "Quick", "Back", "Ace".

BSG Pull and Block 1st Man to show past FST - Inside-Out course w/KO concept.

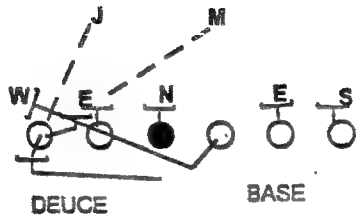
BST Block #2. Alert "Hinge".

X Pattern.

QB Fake Plunge trap and take 3 quick steps to set and throw.

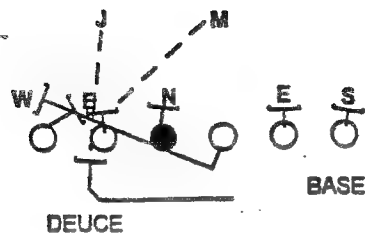
BALL CARRIER Fake Plunge trap in number direction, continue on trap course for block on widest rusher to frontside. FSLB vs. reduced look.

BACK Run diagonal course, look for ball.



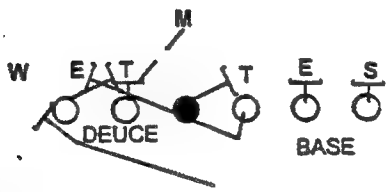
P 131 TRP PASS

34 UNDER



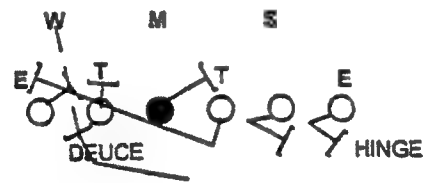
34 / 44

P 131 TRP PASS



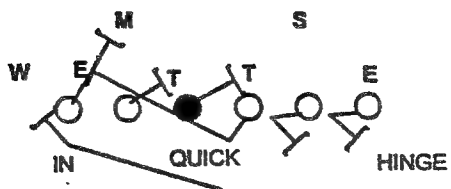
P 131 TRP PASS

4-3



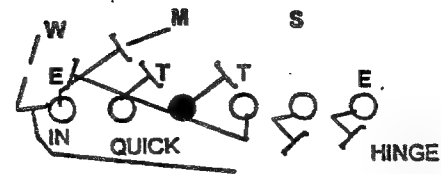
43 STK

P 131 TRP PASS



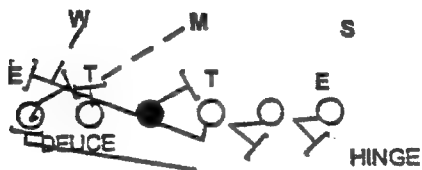
P 131 TRP PASS

43 OVSTK



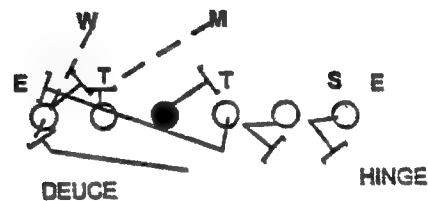
43 OVSTKWIN

P 131 TRP PASS



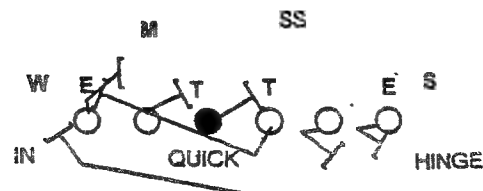
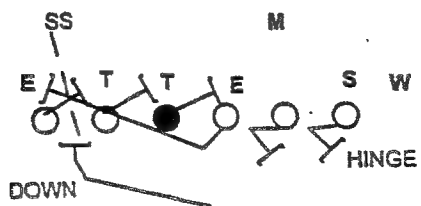
P 131 TRP PASS

44 STG

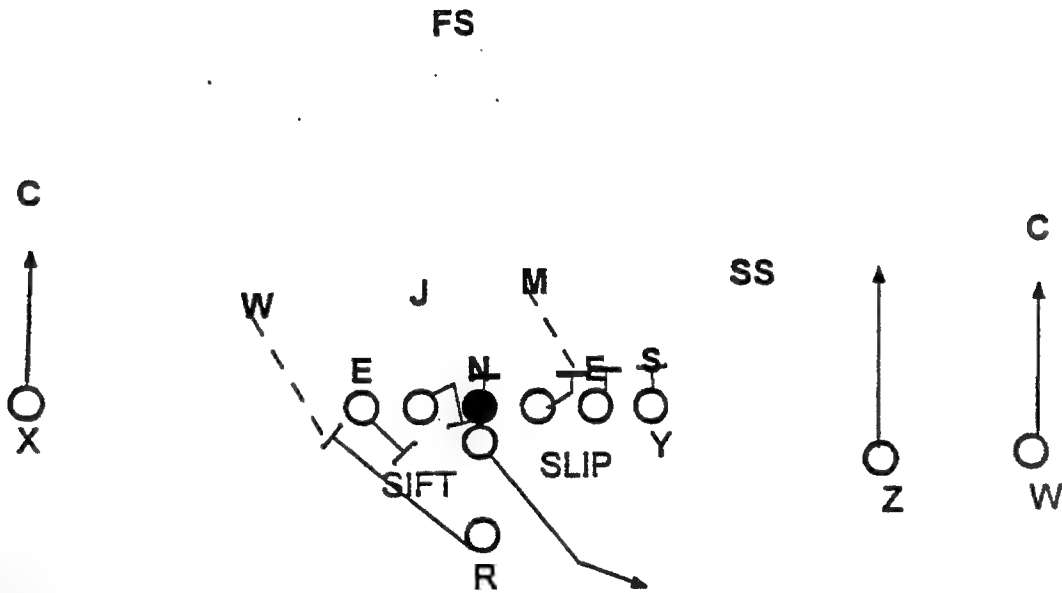


44 STGSAM SW

P 131 TRP PASS



PLAY NUMBER : 214 / 215

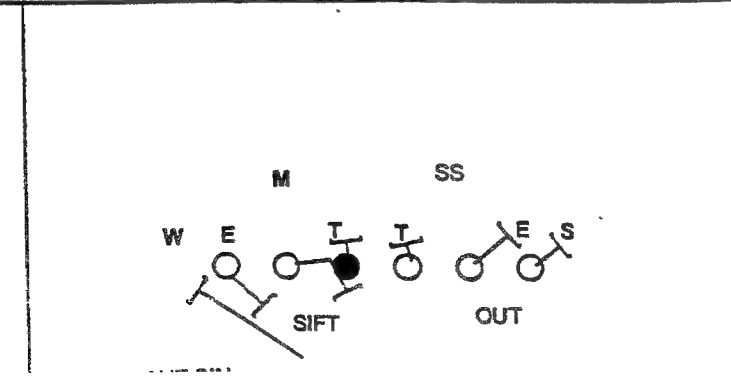
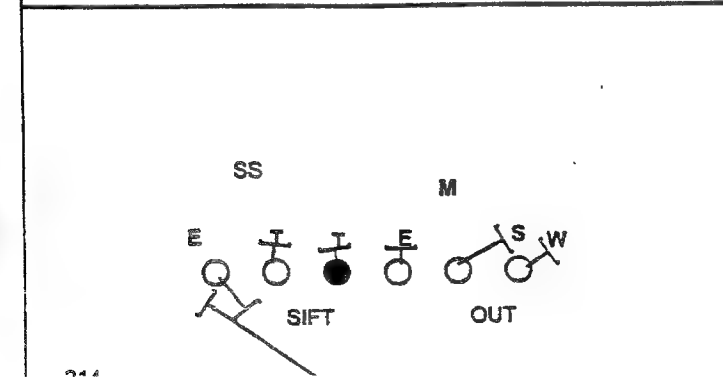
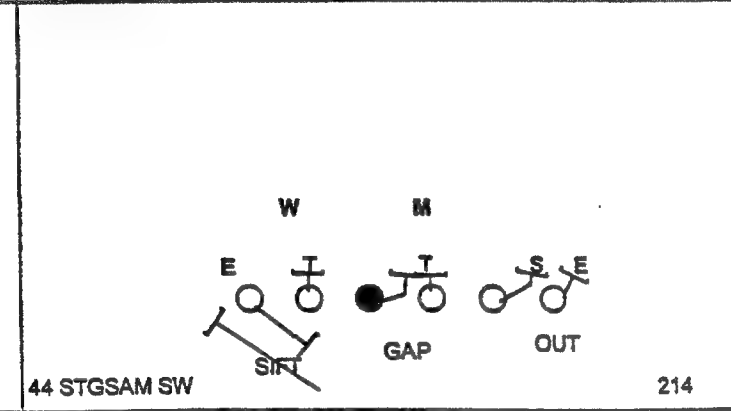
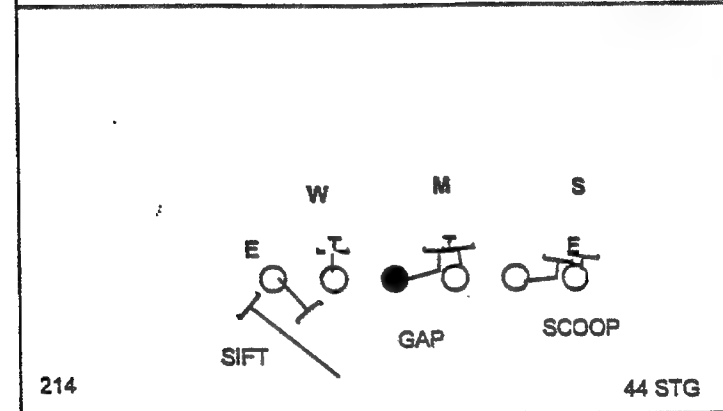
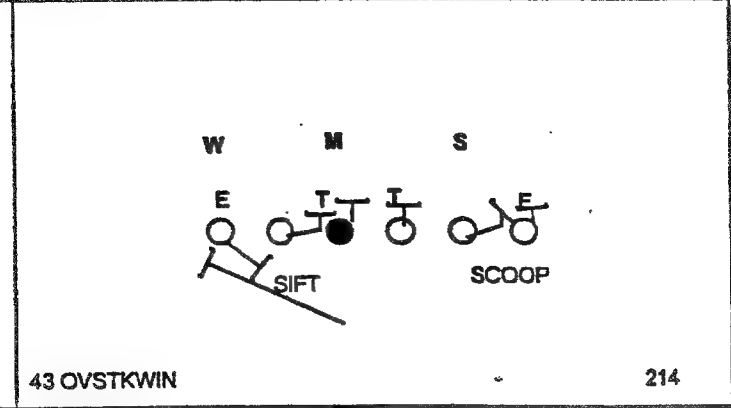
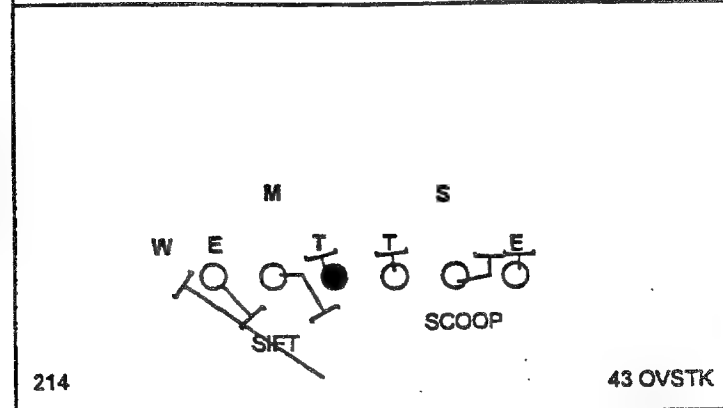
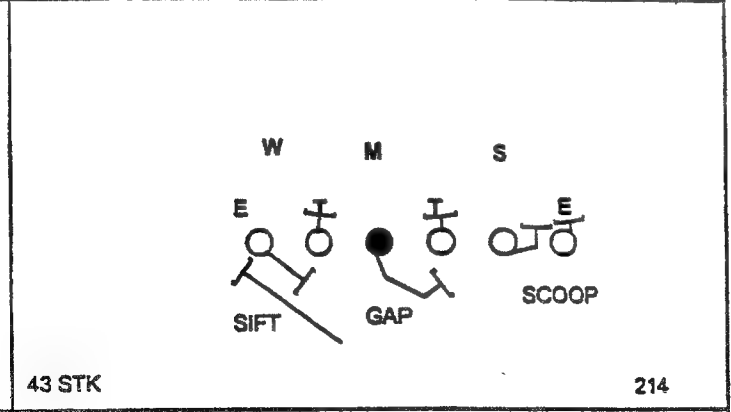
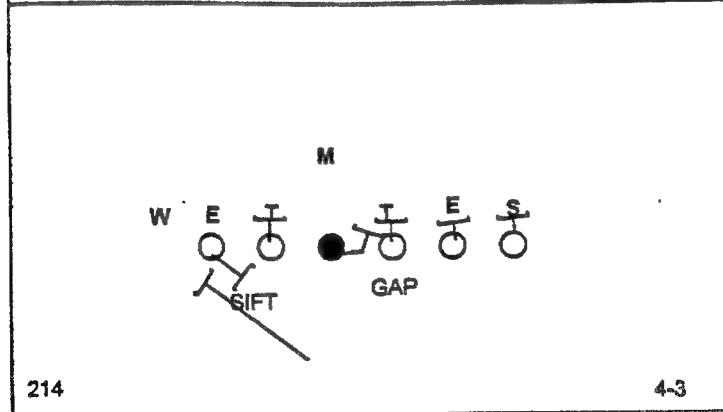
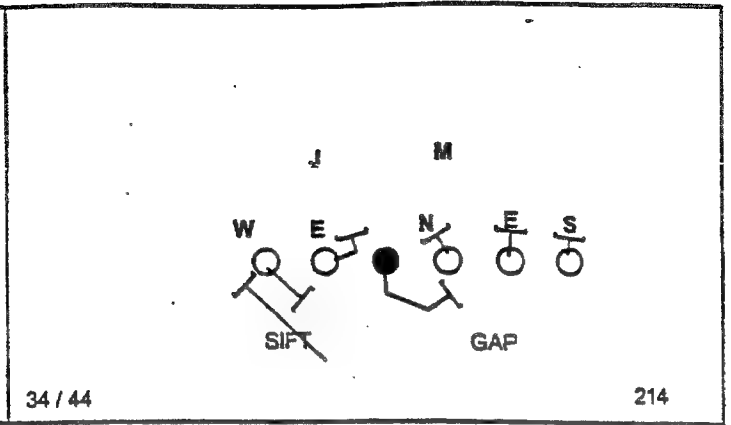
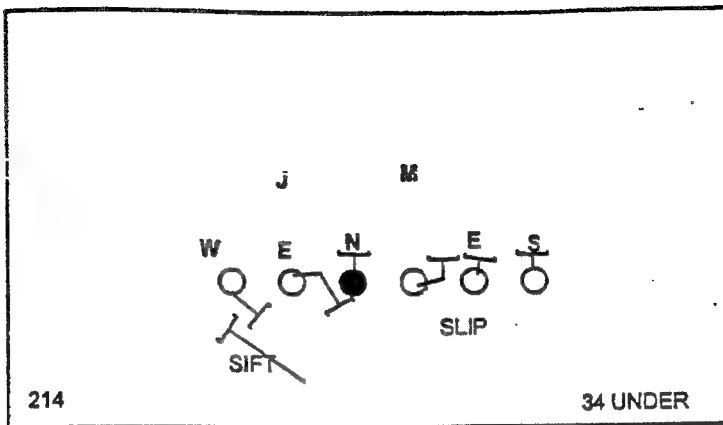


0 WIDER 214

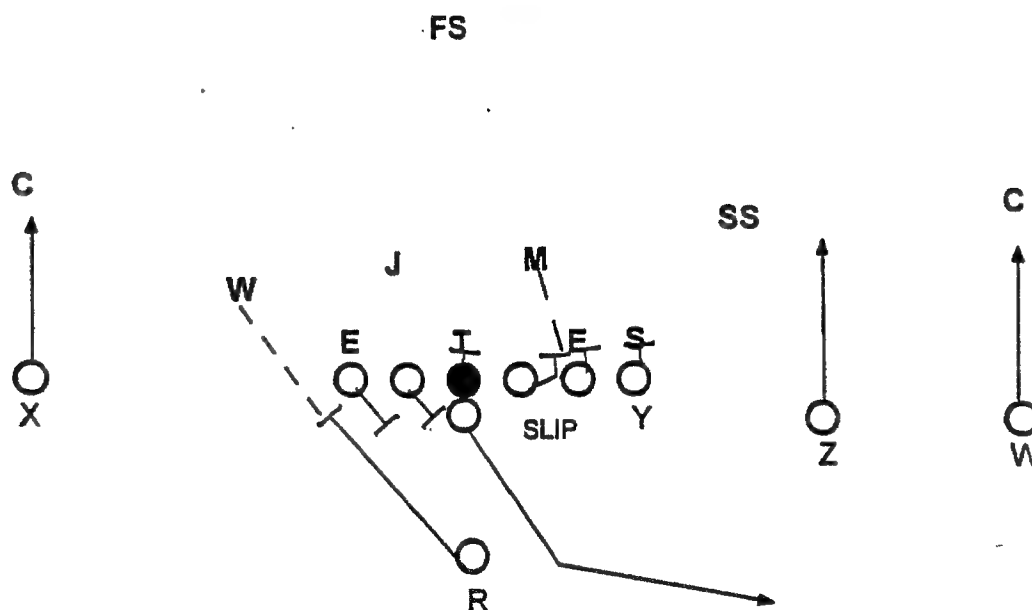
CONCEPT: Half Roll to TE Involving Hinge Protection on Backside. Launch Point is Behind Frontside Tackle.

RULE:

- Z Pattern.
- Y Block #3. Alert "Scoop".
- FST Block #2. Alert "Scoop", "Slip".
- FSG Block #1. Alert "Slip", "Gap".
- C Block #0. Alert "Gap", "A", "Gap A".
- BSG Sift.
- BST Sift.
- X Pattern.
- QB Half roll action to inside leg of FST.
- W Pattern.
- BACK Backside zone protection from outside hip of BST to widest receiver.



PLAY NUMBER : 218 / 219



0 WIDER 218

CONCEPT: Full Sprint to TE Side (Y = Slow)

RULE:

Z Pattern.

Y Block #3. Alert "Scoop".

FST Block #2. Alert "Scoop", "Slip".

FSG Block #1. Alert "Slip", "Gap".

C Block #0. Alert "Gap", "A", "Gap A".

BSG Sift.

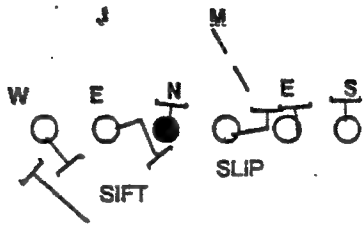
BST Sift.

X Pattern.

QB Full break perimeter action.

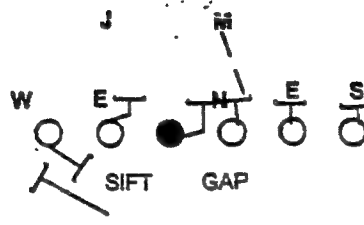
W/A Pattern.

BACK BS zone protection from outside hip of BST to widest rusher.



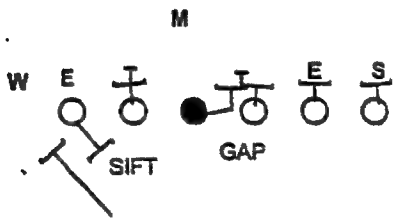
218

34 UNDER



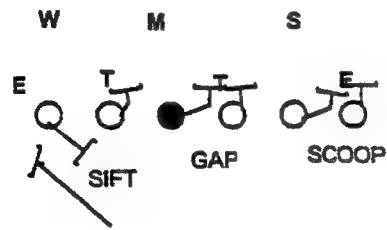
34 / 44

218



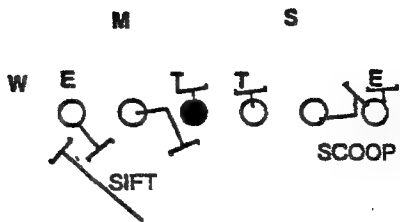
218

4-3



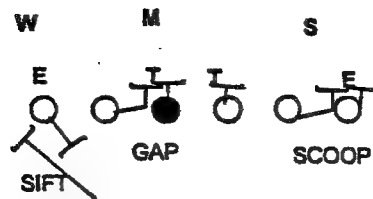
43 STK

218



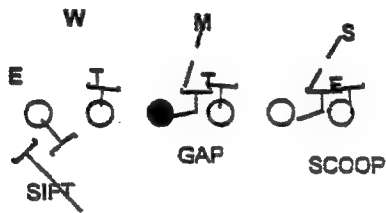
218

43 OVSTK



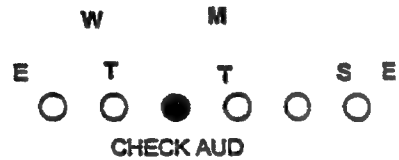
43 OVSTKWIN

218



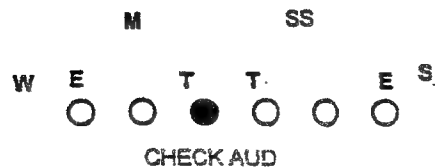
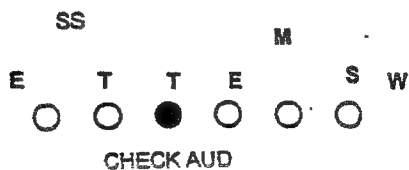
218

44 STG

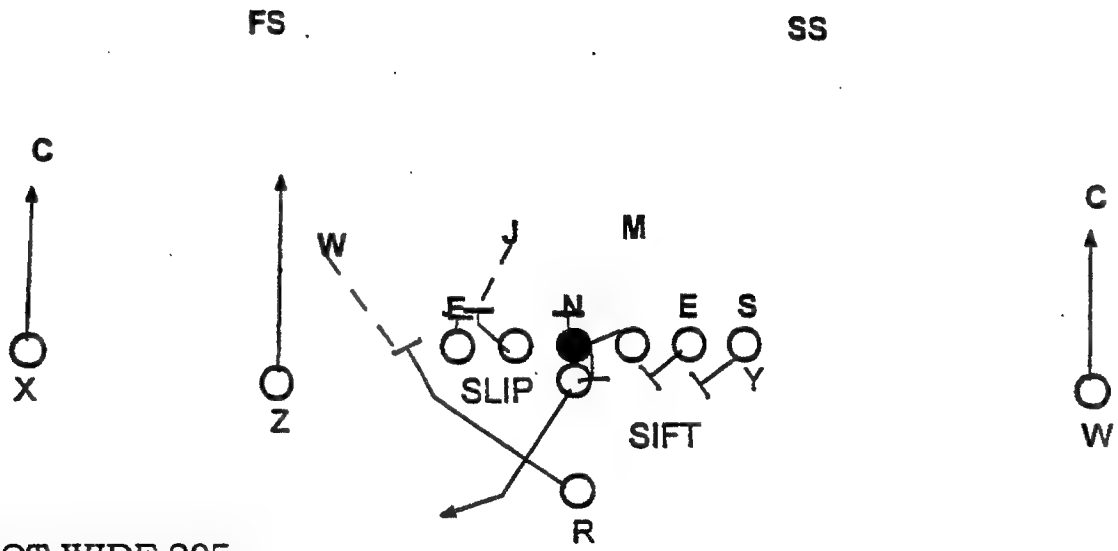


44 STGSAM SW

218



PLAY NUMBER : 205 / 204

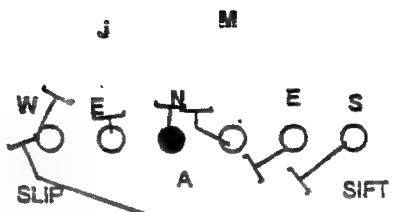


0 SLOT WIDE 205

CONCEPT: half Roll to Open End, R Back on EMOL, Sift Protection Backside.

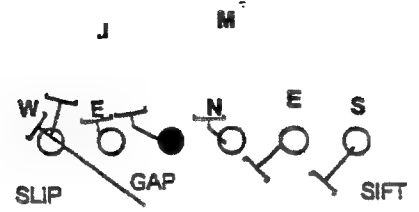
RULE:

- Z Pattern.
- Y Block #3. Alert "Sift".
- FST Block #2. Alert "Slip".
- FSG Block #1. Alert "Slip", "Gap", "Gap A".
- C Block #0. Alert "Gap", "A", "Gap A".
- BSG Sift.
- BST Sift.
- X Pattern.
- QB Half roll action to inside leg of FST.
- W Pattern.
- BACK Running cut block on EMOL. Combo outside in with FST on even call.



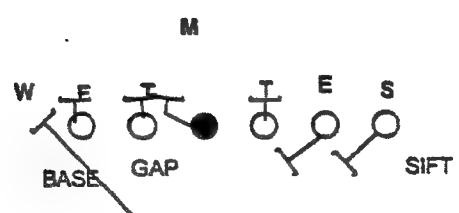
205

34 UNDER



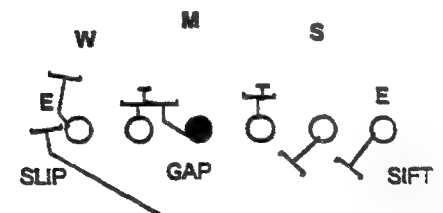
34 / 44

205



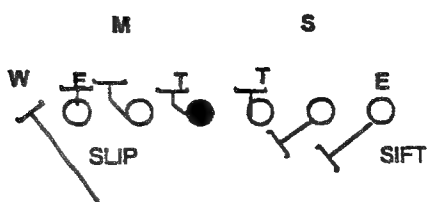
205

4-3



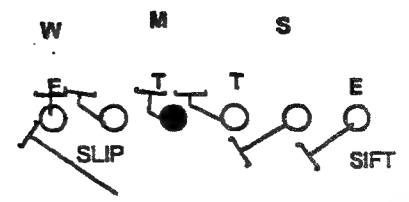
43 STK

205



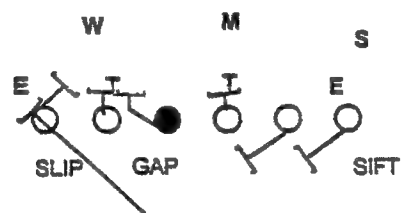
205

43 OVSTK



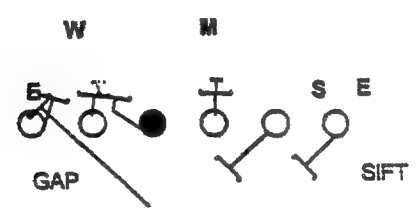
43 OVSTKWIN

205



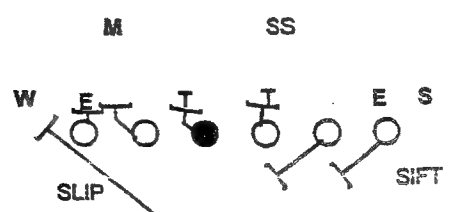
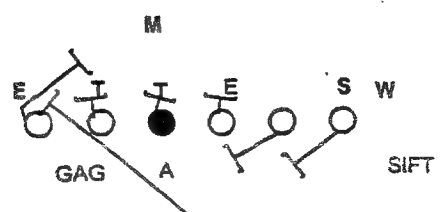
205

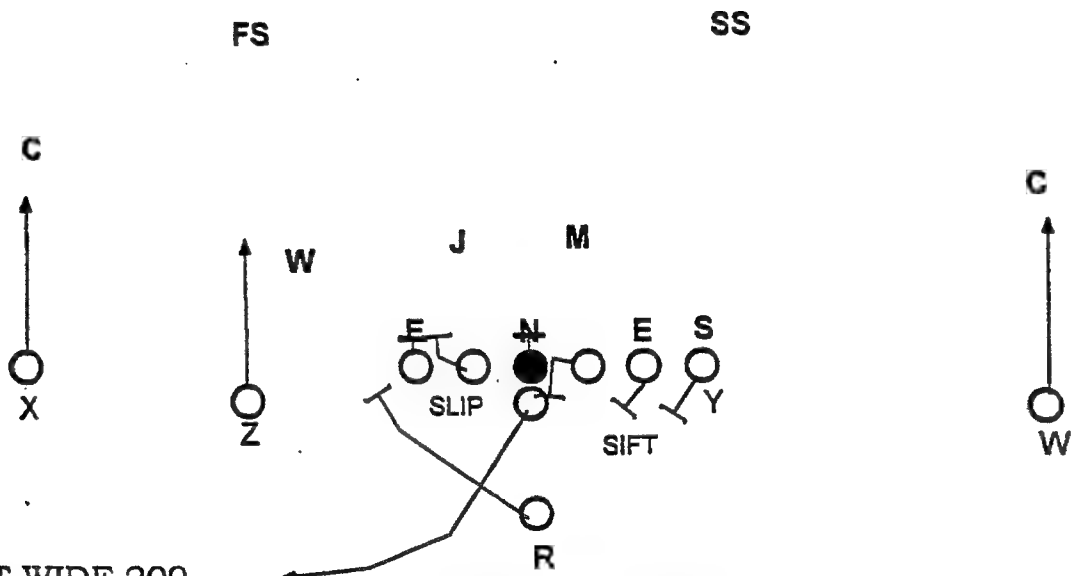
44 STG



44 STGSAM SW

205



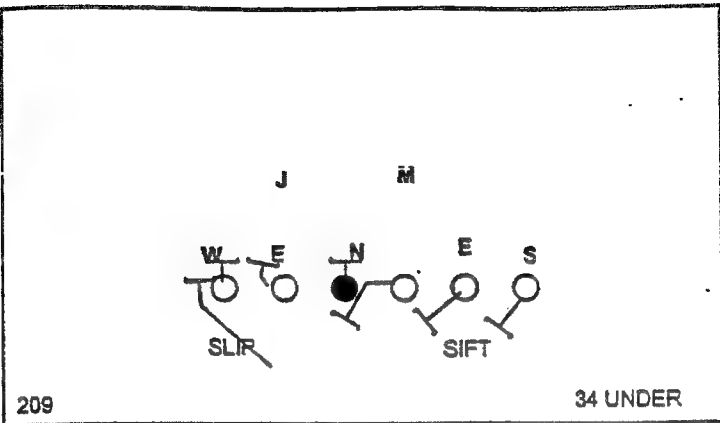


0 SLOT WIDE 209

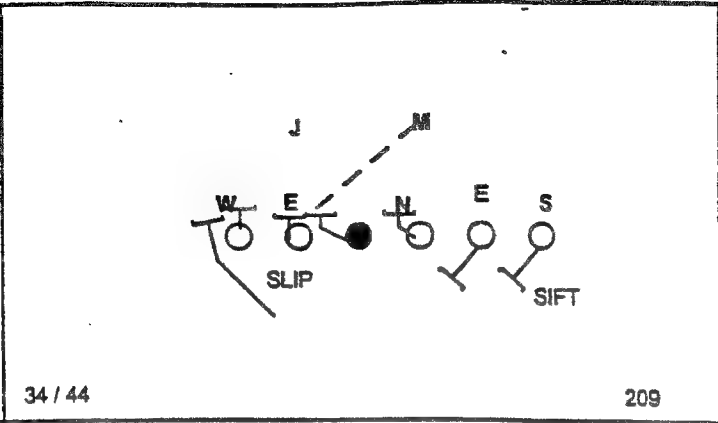
CONCEPT: Full Sprint to Open End, R Back on EMOL, Hinge Protection Backside.

RULE:

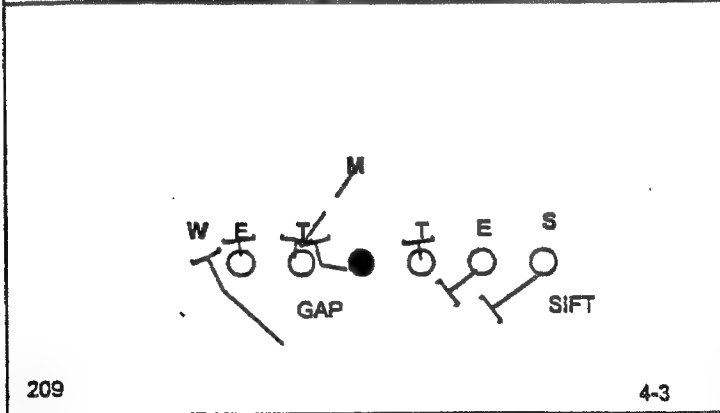
- Z Pattern.
- Y Block #3. Alert "Sift".
- FST Block #2. Alert "Slip".
- FSG Block #1. Alert "Slip", "Gap", "Gap A".
- C Block #0. Alert "Gap", "A", "Gap A".
- BSG Sift.
- BST Sift.
- X Pattern.
- QB Full break perimeter action.
- W Pattern.
- BACK Running cut block on EMOL, Have frontside # POA to hook. Combo w/FST on Even call.



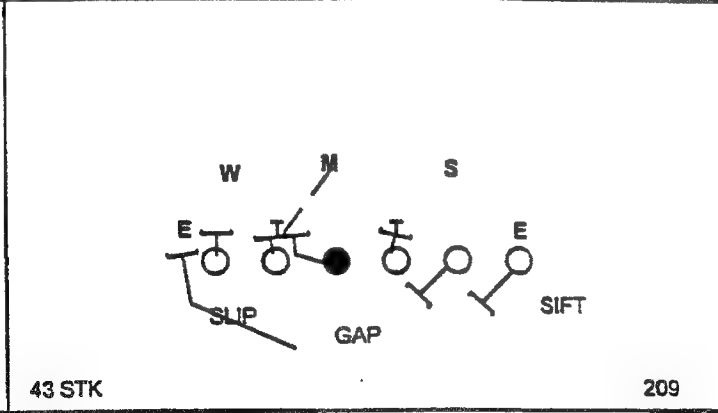
209 34 UNDER



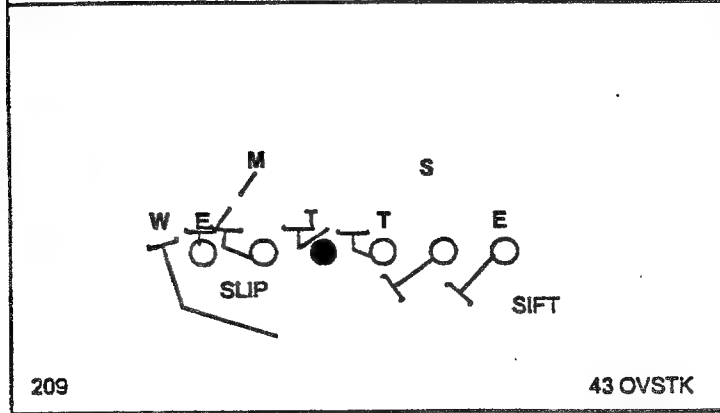
34 / 44 209



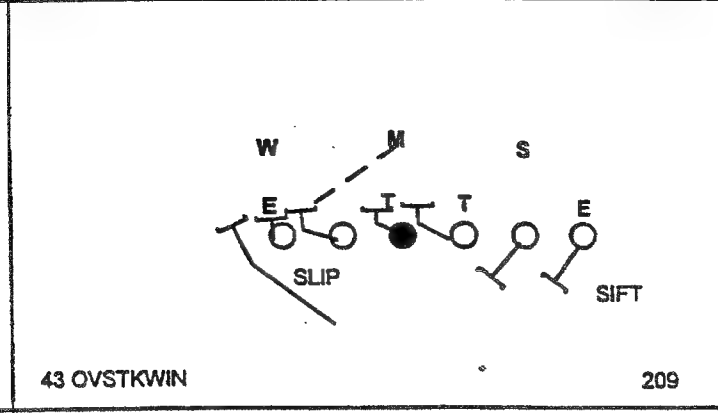
209 4-3



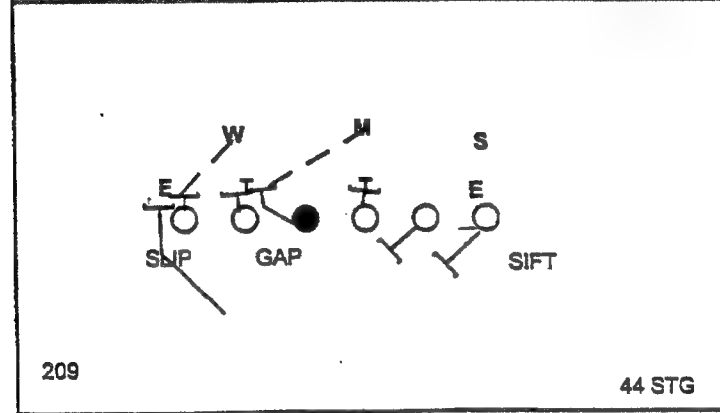
43 STK 209



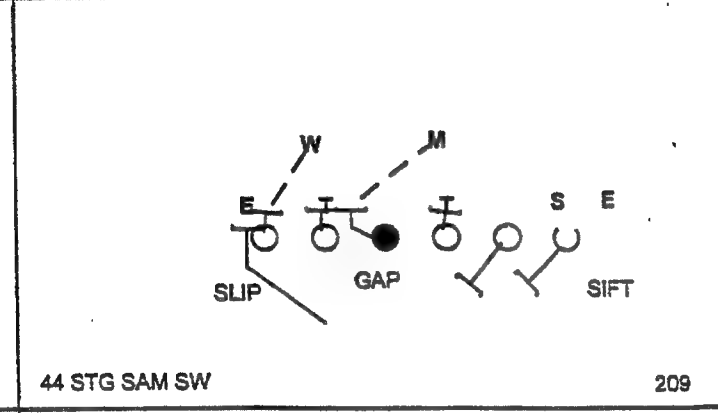
209 43 OVSTK



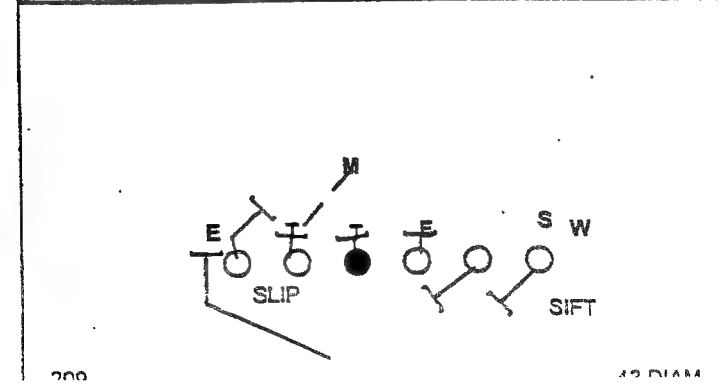
43 OVSTKWIN 209



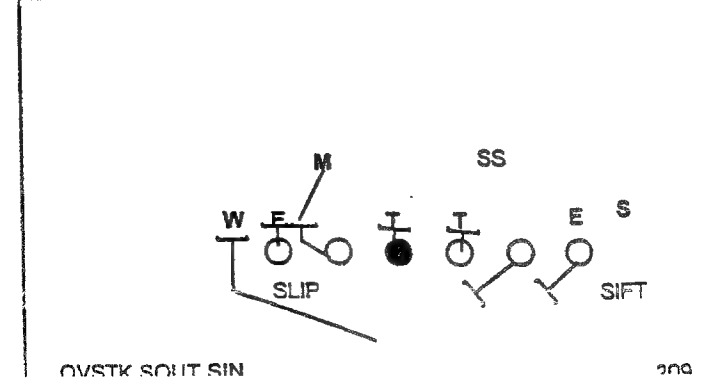
209 44 STG



44 STG SAM SW 209

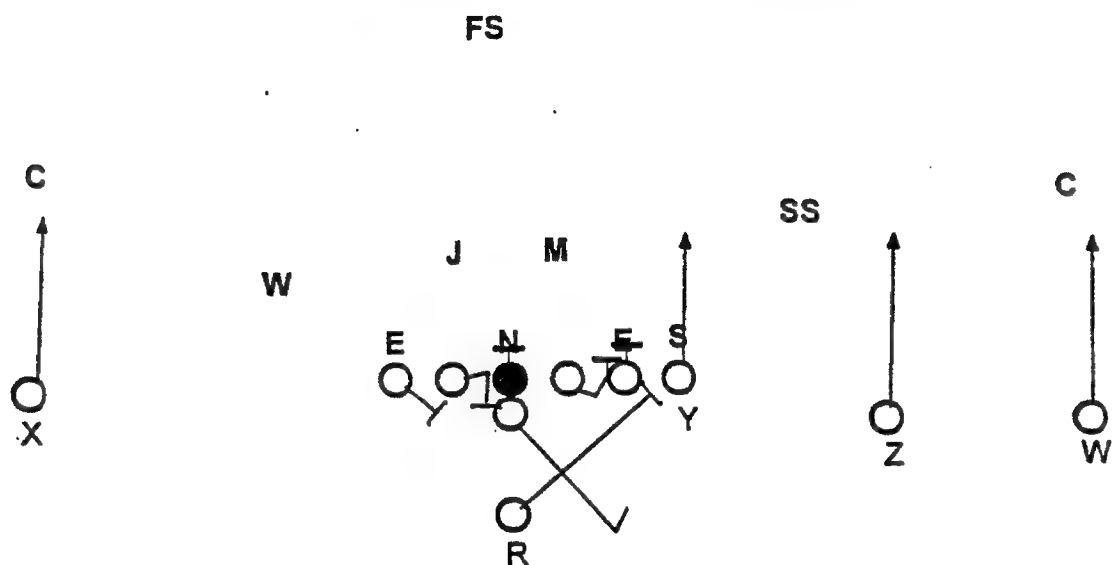


200 42 DIAM



OVSTK SOLT SIN 200

PLAY NUMBER : 224 / 225



O WIDER 224

CONCEPT: Half Roll to TE, R Back on EMOL, Hinge Protection Backside.

RULE:

Z Pattern.

Y Pattern.

FST Block #2. Alert "Slip".

FSG Block #1. Alert "Gap", "Slip".

C Block #0. Alert "Gap", "Gap A", "A".

BSG Sift.

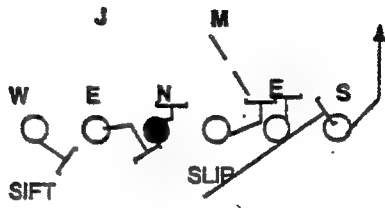
BST Sift.

X Pattern.

QB Half roll action to inside leg of FST.

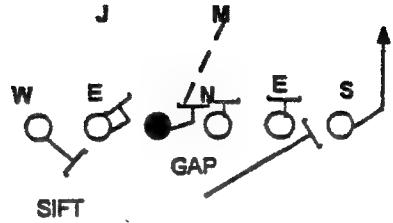
W Pattern.

BACK Running cut block on EMOL.



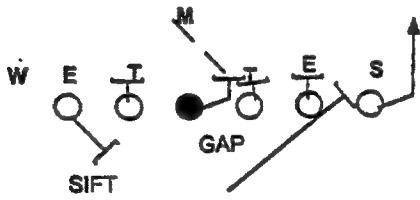
224

34 UNDER



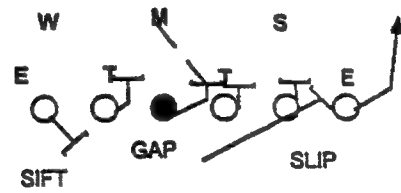
34 / 44

224



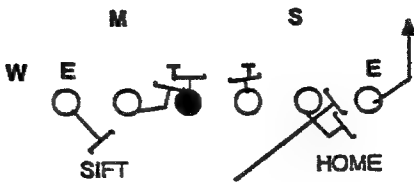
224

4-3



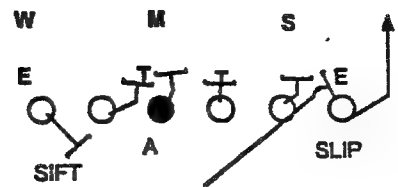
43 STK

224



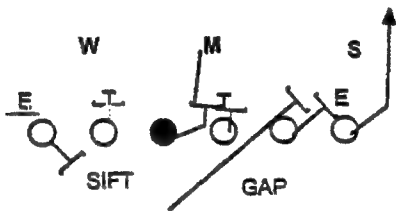
224

43 OVSTK



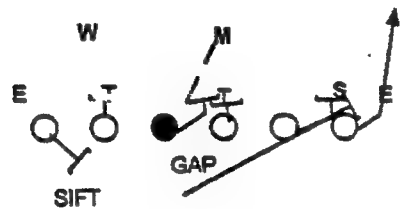
43 OVSTKWIN

224



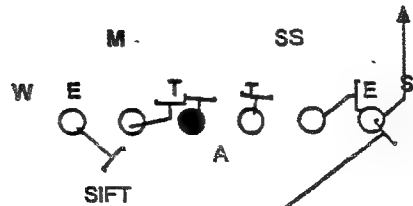
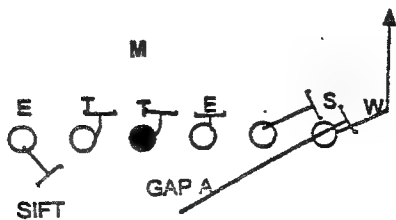
224

44 STG

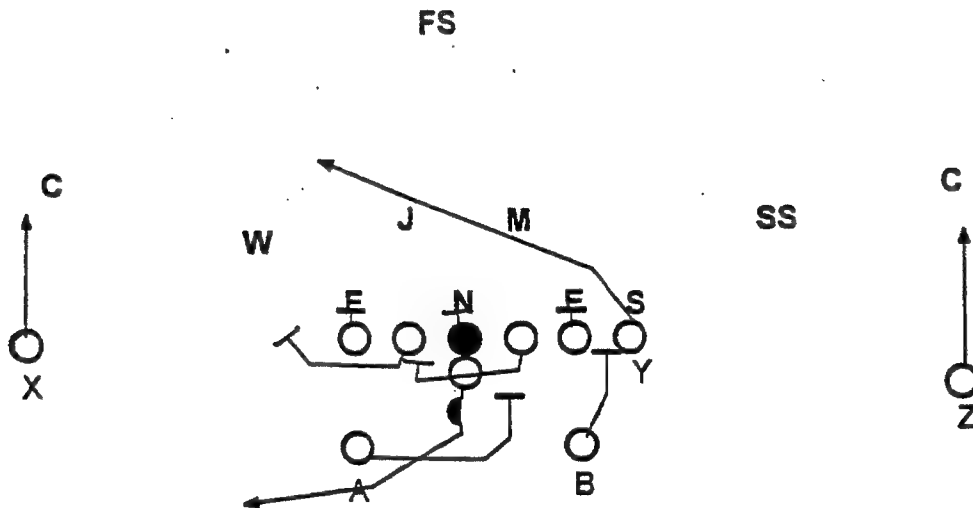


44 STGSAM SW

224



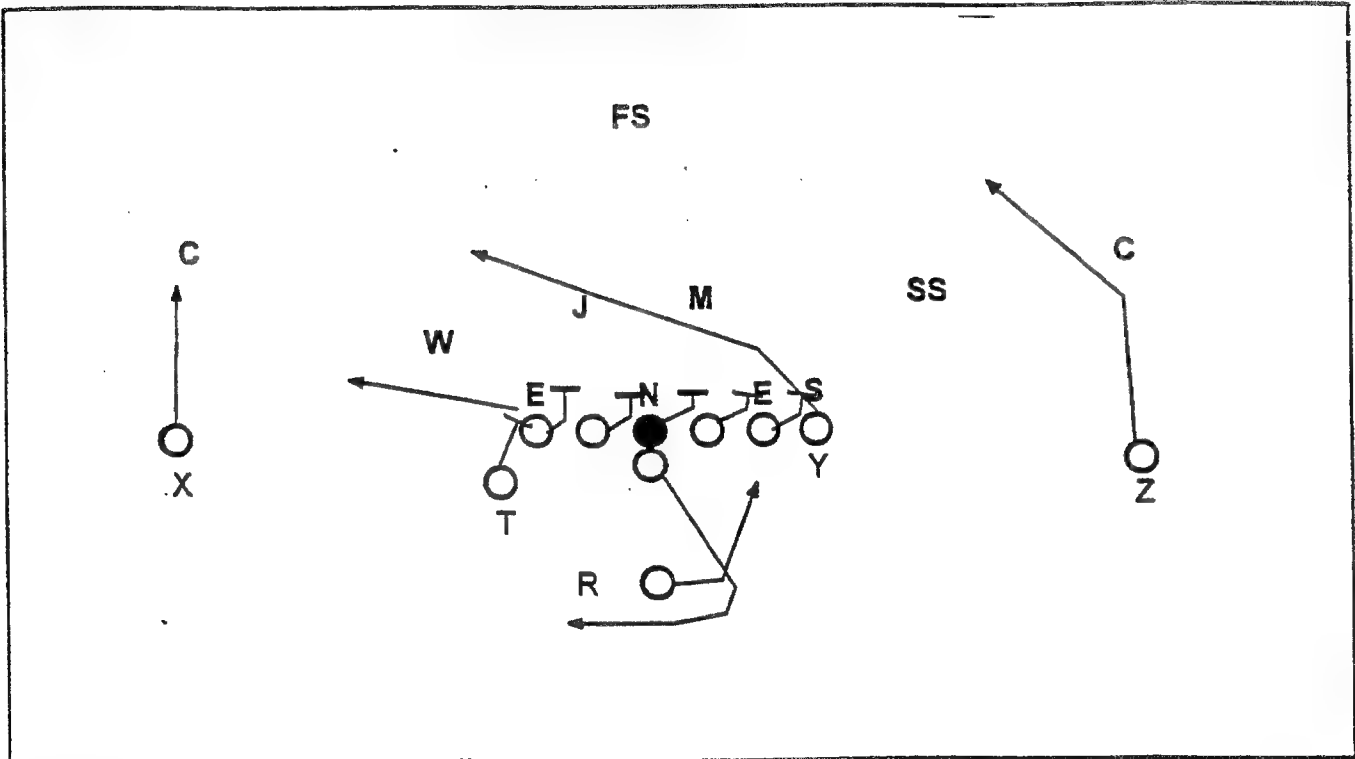
PLAY NUMBER : SLANT 336 / 337 BOOT LT / RT



RULE:

- Z Pattern.
- Y Drag Pattern.
- FST # Side Base Man On. Fan #2 on LOS is Unc (Pull for Playside LB if Both C/FSG covered).
- FSG # Side - Pull flat for either EMOL or 1st LB to playside. (Both C and you are covered Base Block Man On = No Pull.)
- C Base Man On, Back to cover for pulling guard. Pull for EMOL to boot side vs. MLB.
- BSG Playside - Pull to your side for EMOL is Unc. Base Man On if Cov.
- BST Playside - Base man On even w/FSG if Unc and EMOL is outside of you.
- X Pattern.
- QB Excellent play fake to back, boot opposite, establish break perimeter, pull up vs. KO on EMOL.
- B Running Bull block on Sam LB.
- A Excellent fake w/QB, responsible for Mike.

PLAY NUMBER : RIDE 334 / 335 NAKED LT / RT

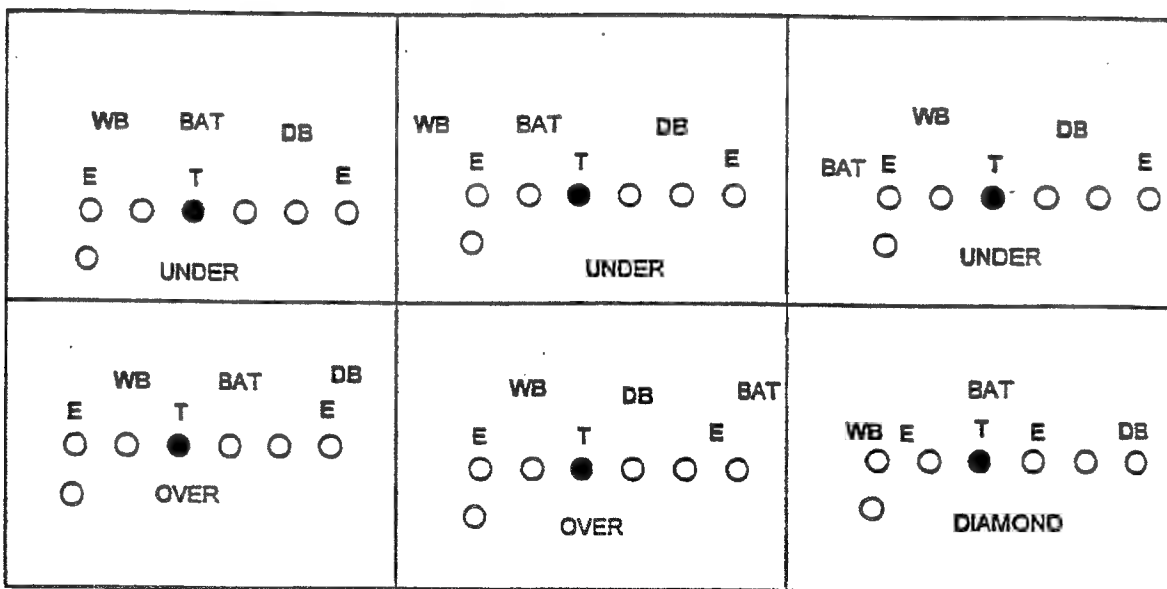


RULE:

- Z Pattern.
- Y # Side - Drag opposite. Off side - Slam and Release to Flat.
- FST Block playside gap.
- FSG Block playside gap.
- C Block playside gap.
- BSG Block playside gap.
- BST Block playside gap.
- X Pattern.
- QB Excellent fake to back, boot away for Run/Pass option.
- R Excellent 34/35 fake, rolling over fake hand off and keeping head up for any leakage.
- T Naked side - Slam and release to flat.

BAT PROTECTION

1. DEFENSIVE ALIGNMENTS

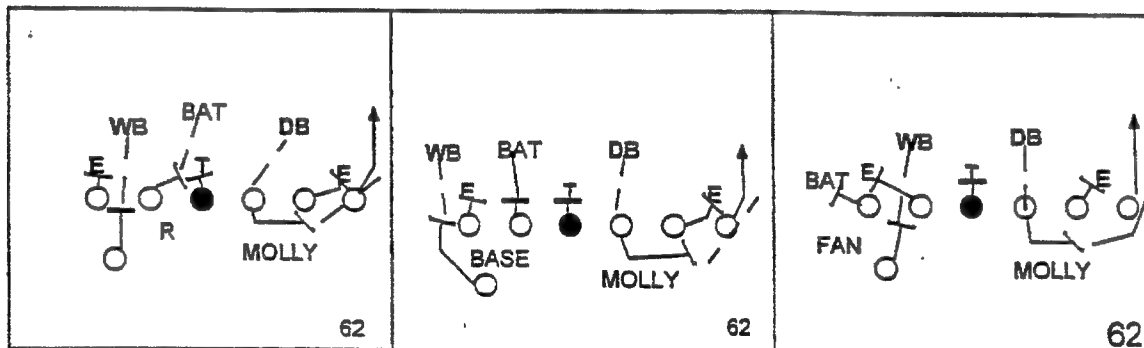


2. BASE RULE: Make the "BAT" call. Treat BAT as DL.
- A. Block the protection based on "Under" or "Over" call.
1. Sub Protection rules apply.
 2. Unc OL = OG opposite the side of the BAT.
 3. BAT directly behind Nose = Under defense.
 4. R Back blocks Normal Sub rules.
 5. BAT Diamond = Rex/Lynx opposite the back.

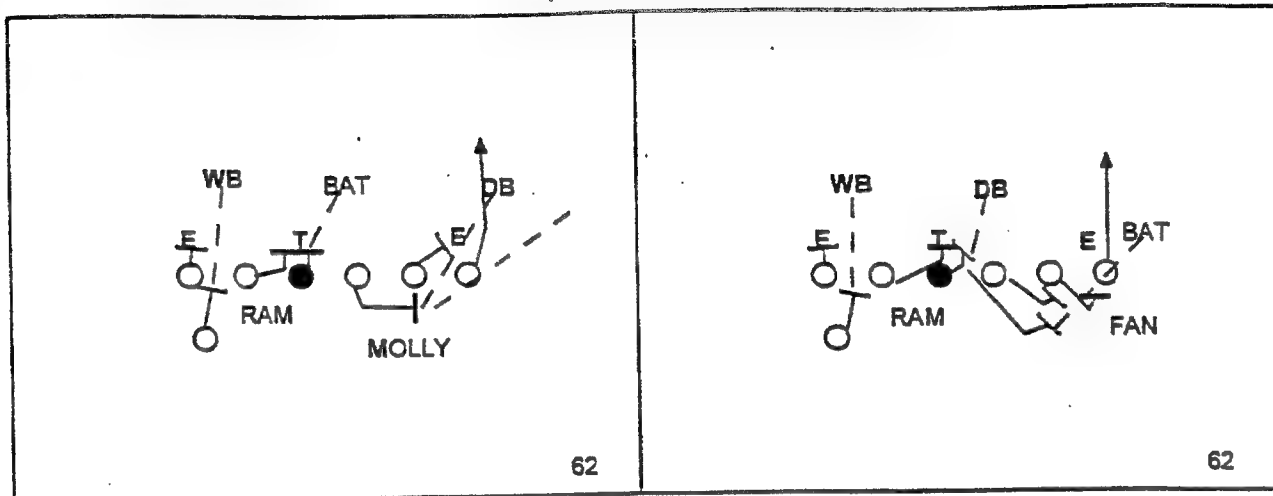
3. PROTECTIONS:

A. 62/63

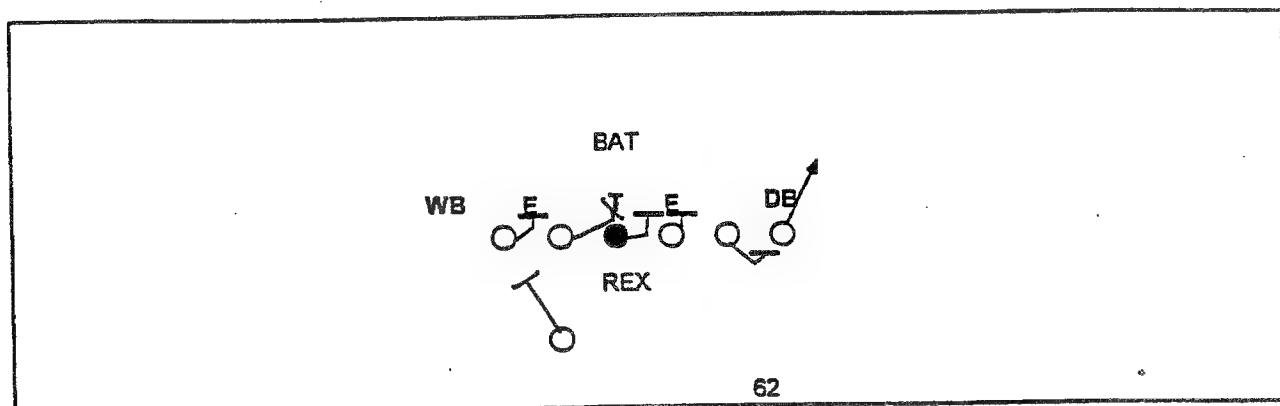
1. vs. BAT Under - FSG = Molly/BSG = R, Base, Fan



2. vs. BAT OVER - FSG = Molly, Fan / BSG = Ram/Lion

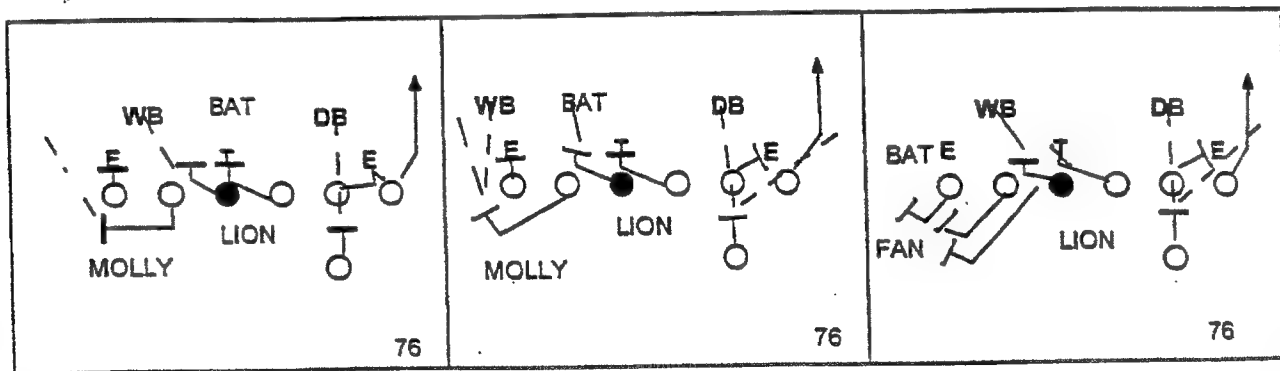


3. vs. BAT DIAMOND - Slide Opposite the Back

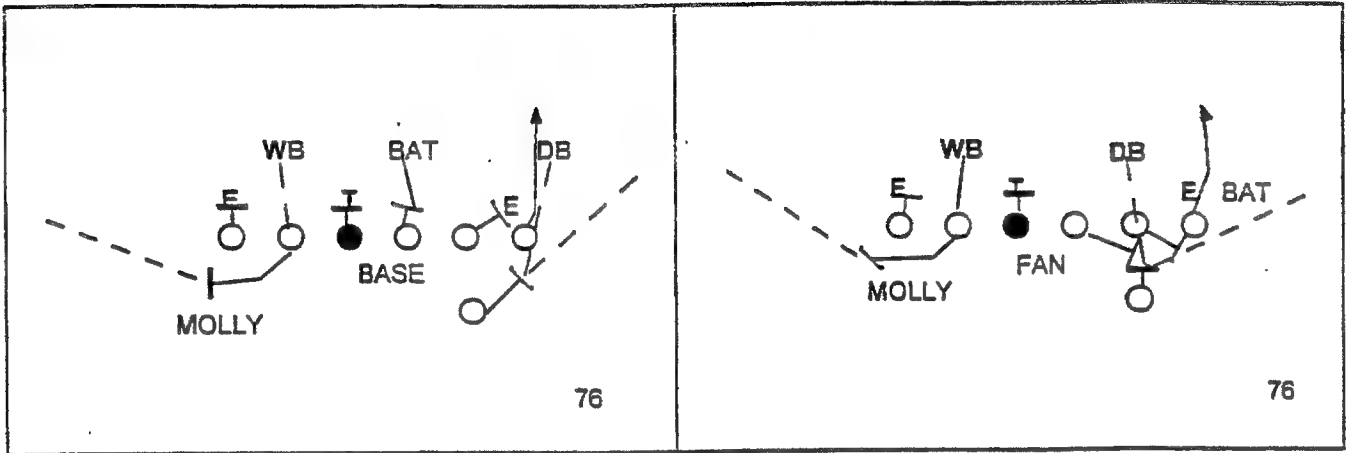


B. 76/77 PROTECTION

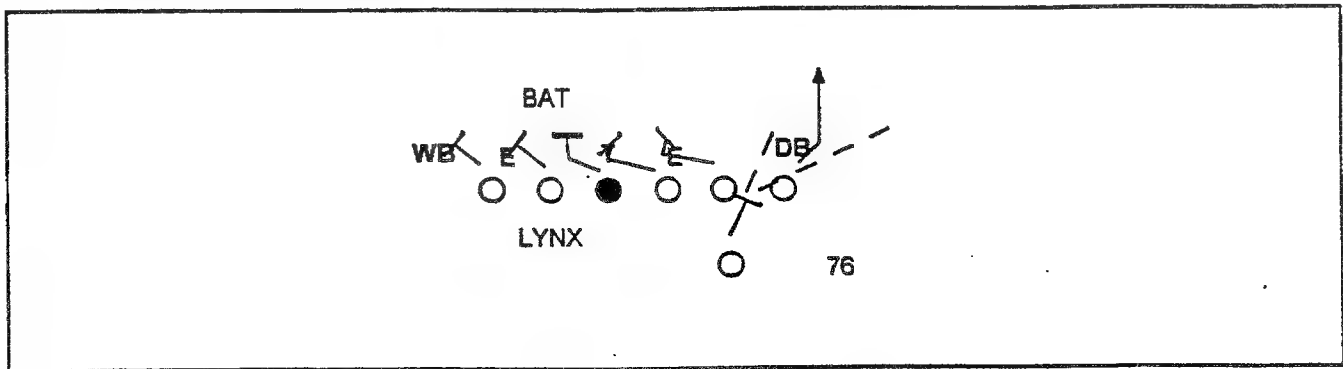
1. vs. BAT Under - FSG = Ram/Lion / BSG = Molly, Fan



2. vs. BAT OVER - FSG = Base, Fan / BSG = Molly

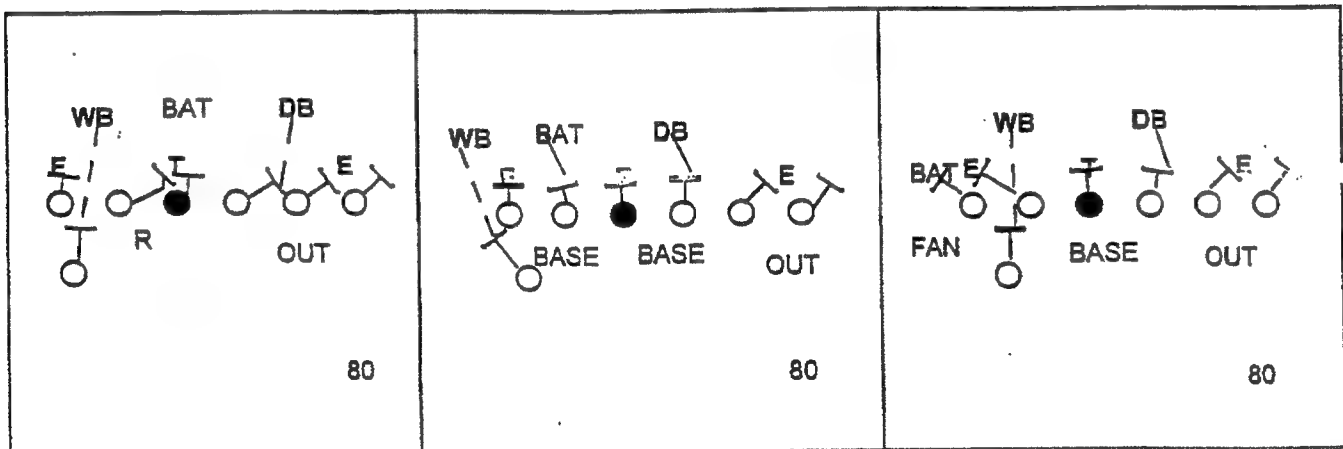


3. vs. BAT DIAMOND - Rex/Lynx Opposite the Back

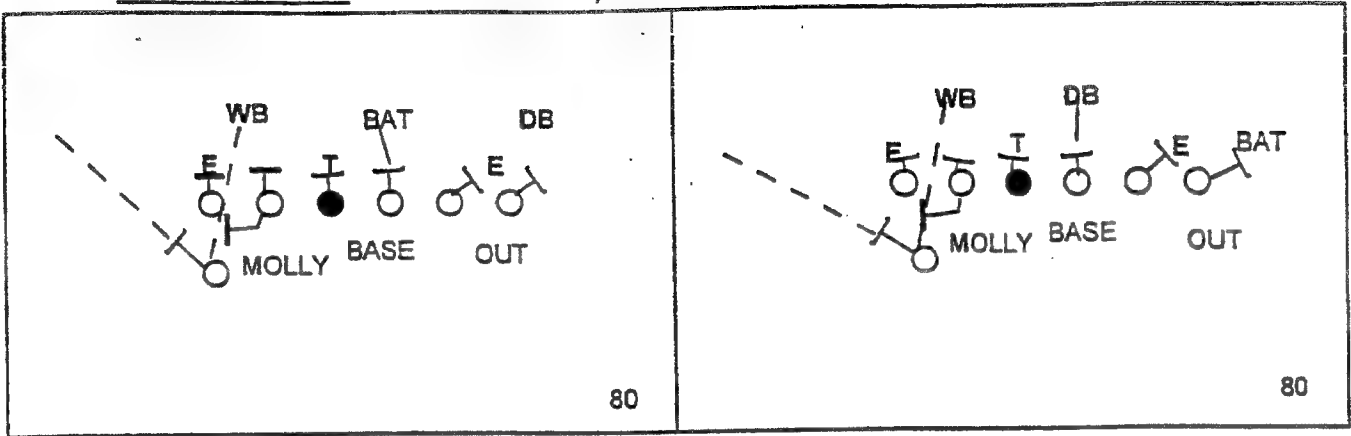


C. 80/81 (90/91)

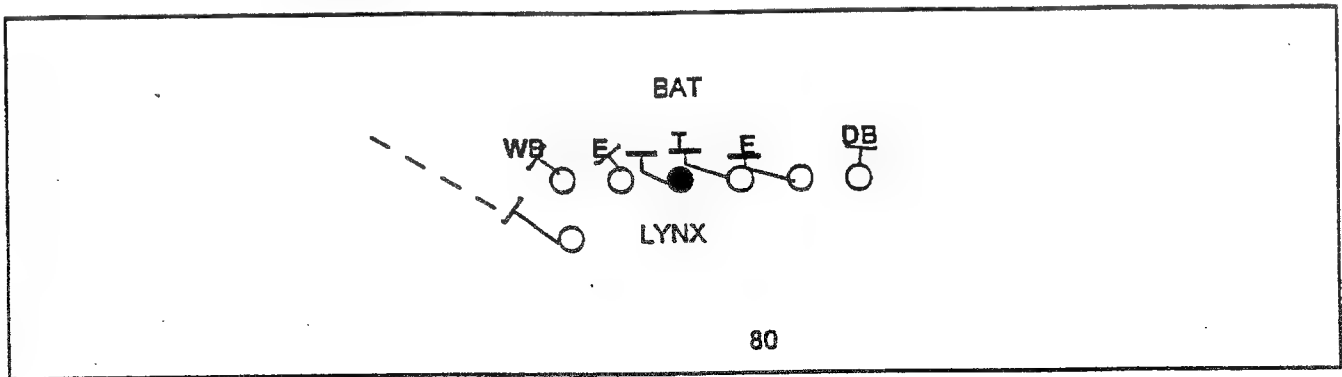
1. vs. BAT Under - FSG = Base / BSG = R, Base Fan



2. vs. BAT OVER - FSG = Base / BSG = Base/Molly

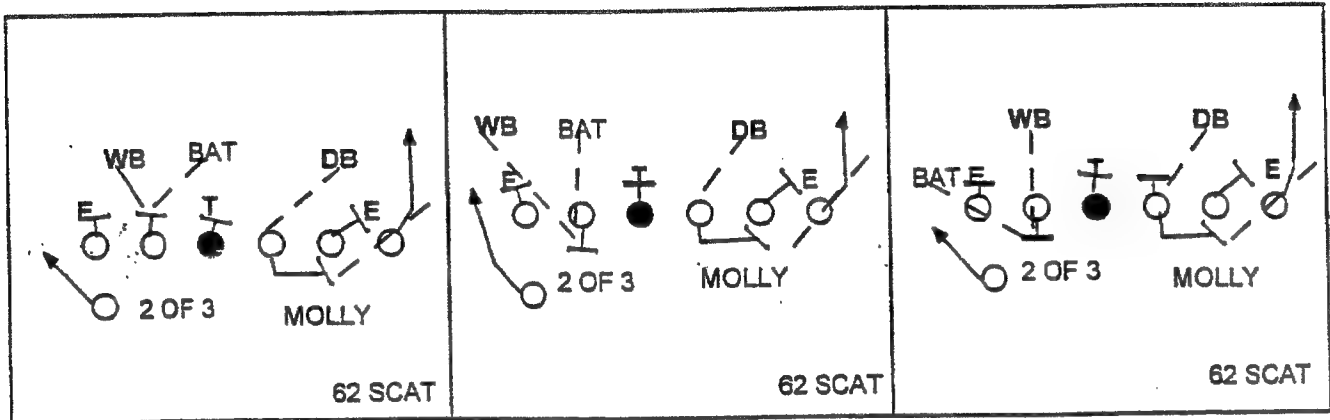


3. vs. BAT DIAMOND - FSG/T = Lynx

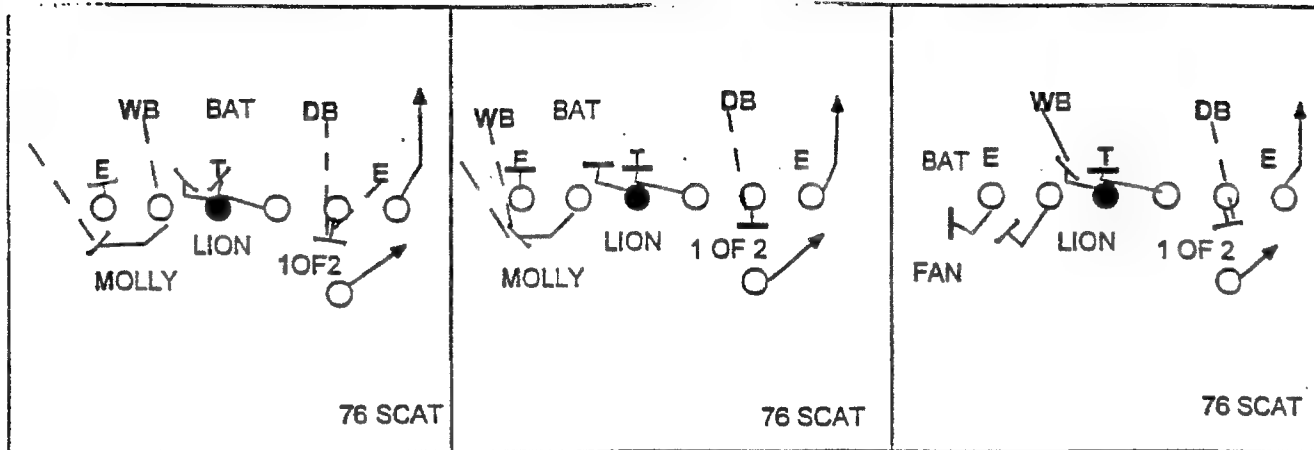


D. SCAT PROTECTION

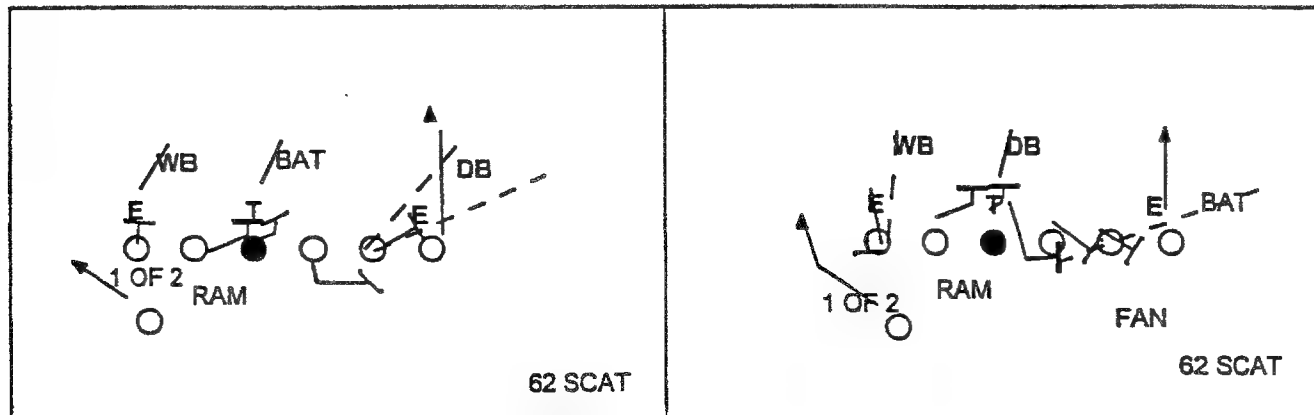
1. vs. BAT UNDER - 62/63 Scat - FSG = Molly / BSG/T = 2 of 3



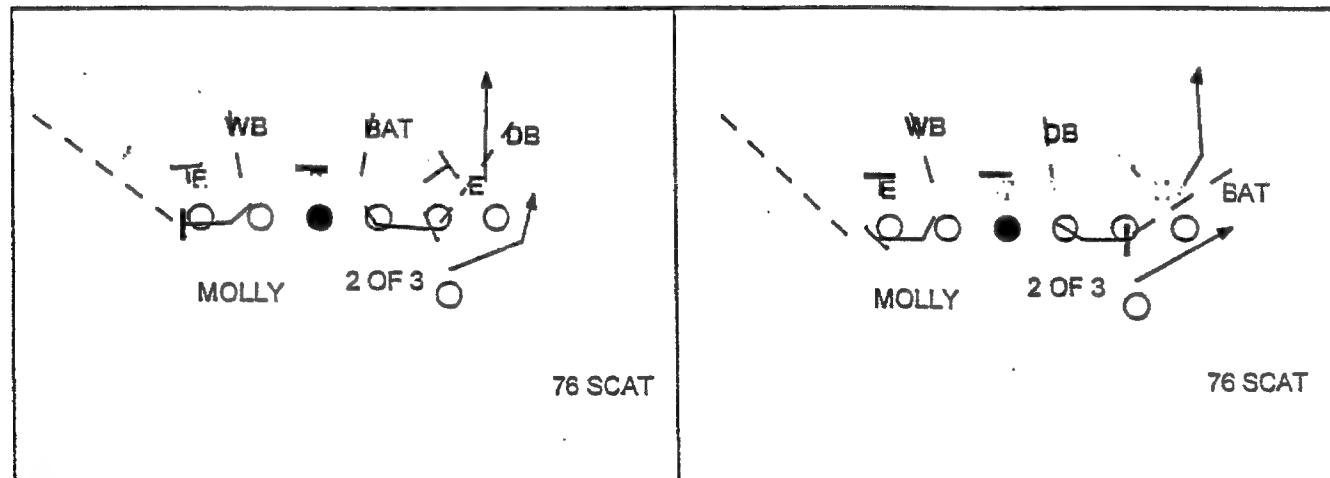
2. vs. BAT UNDER - 76/77 Scat - FSG = Ram/Lion / BSG = Molly, Fan



3. vs. BAT OVER - 62 Scat - FSG = Molly, Fan / BSG = Ram/Lion / BST = 1 of 2

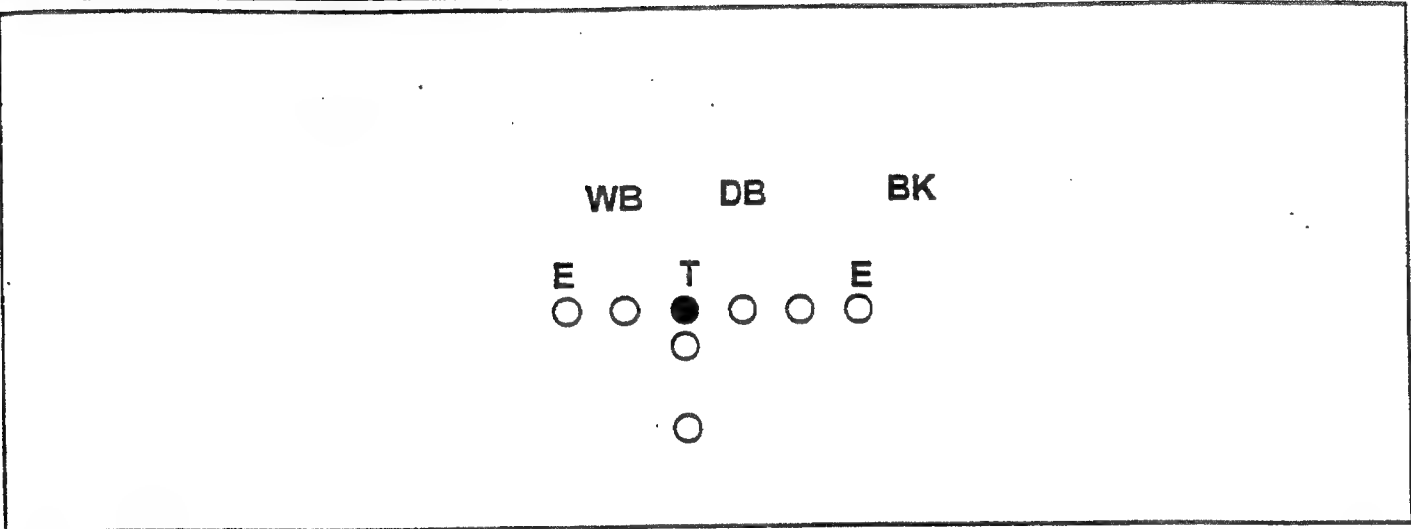


4. vs. BAT OVER - 76 Scat - FSG/T = 2 of 3 / BSG = Molly



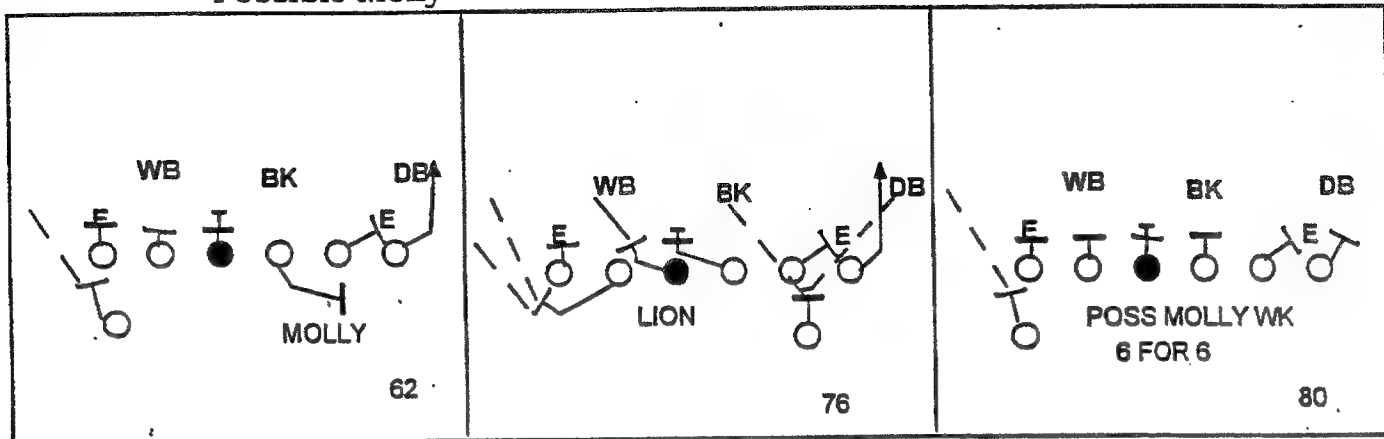
326/327 PROTECTION

1. DEFENSIVE ALIGNMENT

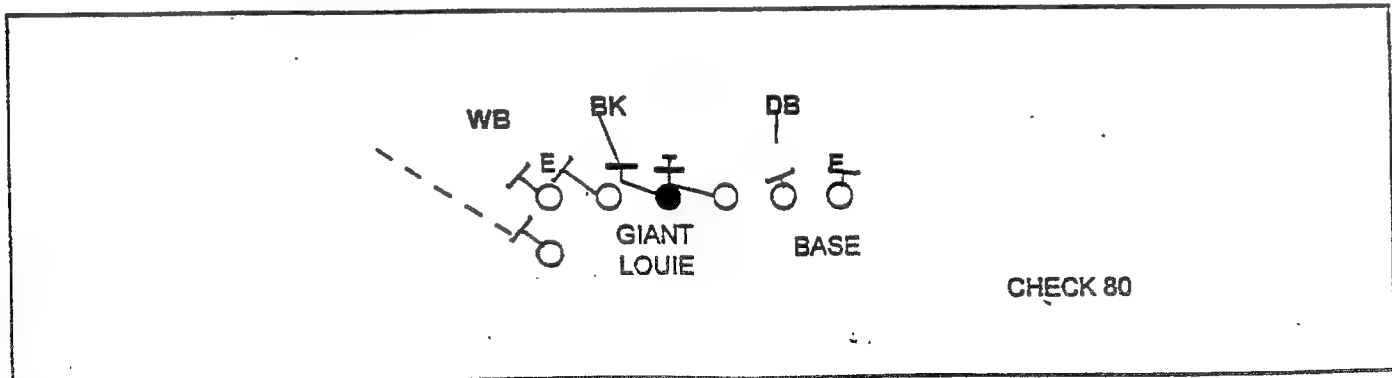


2. BASE RULE - 326/327 = 3 DOWN

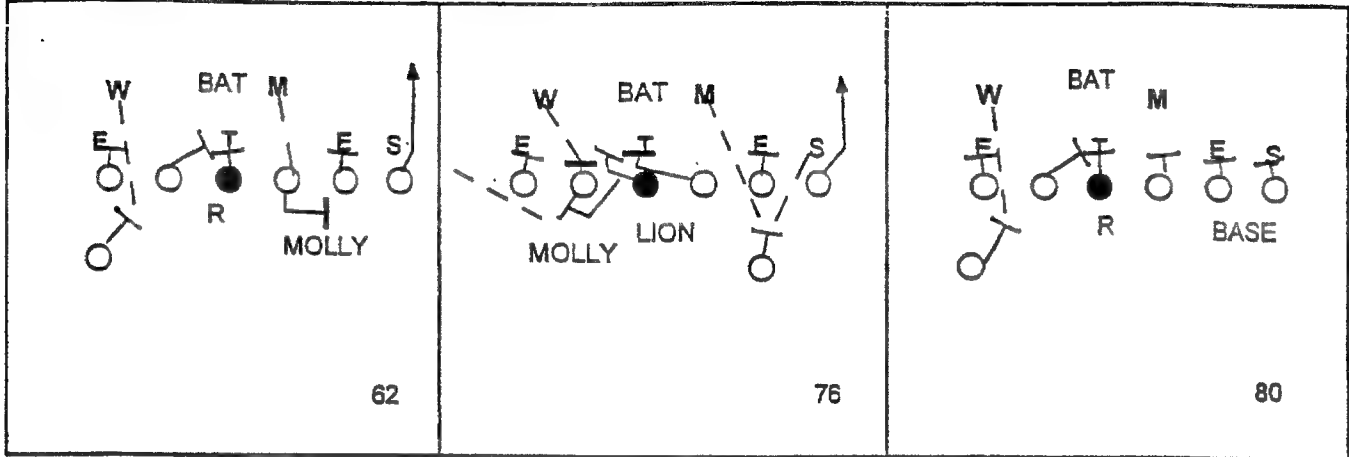
- A. Block Protection Based on 34 Rule
- B. Guard Opposite Back is on Molly
- C. R Back = Normal 34 Rules
- D. 80/81 (90/91) = 6 for 6 Protection with back Opposite Call Side Possible Molly



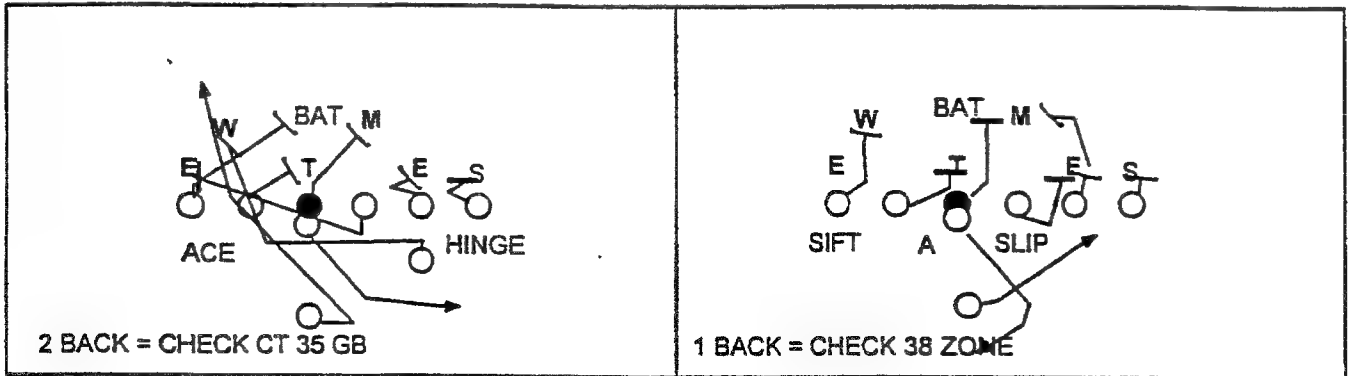
3. 326/327 OVERLOAD



4. 43 BAT - BLOCK LIKE UNDER



5. RUN AUDIBLE



PASS CALLS



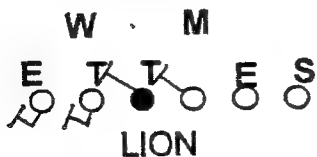
Even - Call that tells the line that the Center is covered by a Linebacker and this denotes an even front.



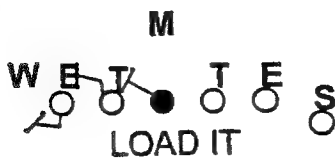
Zero - Call that tells the center to pop out and double read from the Mike to the Outside Linebacker or DB. This also tells both Guards that the Center will be vacating the hole.



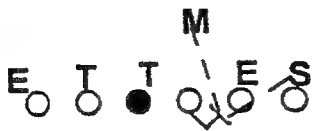
Orange & Yellow - Call that tells the Guard that the Center is coming to his side. We will Zone 1 DL & 2 LB'er /DB. Orange = right, Yellow = left.



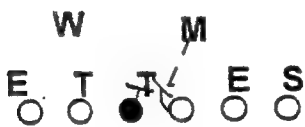
Ram & Lion - Call that the Center makes sliding the line to certain Lb'ers/DB's. A Zone Scheme.



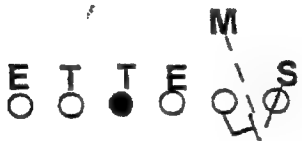
Rock It/Lock It - Calls made by Center that tells the line which way to slide and is uncovered. A Zone Scheme.



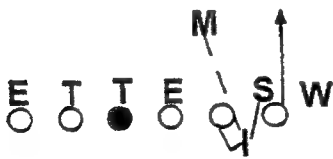
Molly/Maggie - Call that tells the Guard to side of the call to double read the Inside Backer to the Outside Backer and the Strong Safety.



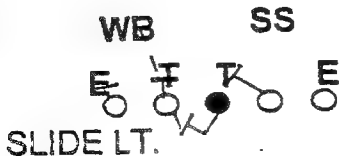
Base - Call that tells any Lineman that a combo blocking scheme or a double read is off and you block the man over you. The example is the Right Guard not dual reading because you have a Cocked Nose.



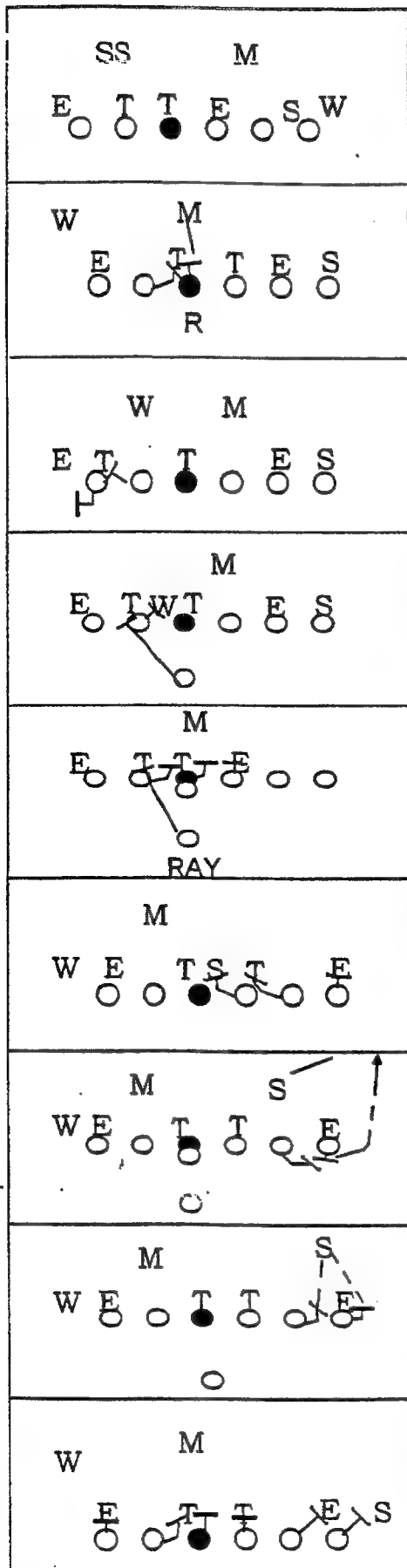
Double - Call that tells the Tackle that he has a double read.



Triple - Call that tells the Tackle that he is responsible for 3 Defenders.



Slide Rt./Lt. - Call that the Center makes sliding the line to certain LB'ers/DB's. A Man Scheme.



5 Down - Call that the Center makes telling the line that both Guards and the Center are covered by down Lineman. This is usually in connection with Diamond, but not always.

R (L) - Call that tells the Guard to come to the center. The Center and guard will combo the Nose and LB'er.

Fan - Call that tells the Tackle and Guard to block 1 & 2 LOS.

Heavy - Call that tells the Back that the guard will take the Back's man and vice versa. We use this because it would be a tough block for the Back to block the Linebacker in the Center/Guard gap.

Ray & Lee - Call used vs. 5 Down Looks where the Center and Guard slide to the play side gaps and the Back adjusts and takes the Guard's man.

Squeeze - Call that tells the Guard to protect his inside gap because the Tackle's man is threatening the inside area.

Go - Call that tells the TE to release in the route after the Tackle's man has dropped in coverage.

Area - Call that tells the TE and the OT that there is a situation that they have to zone two Defenders in Pass Protection.

Out - Call that tells the TE and the Tackle to block the first Defender to his outside.

Solo - Call to alert that a LB'er has removed himself from the front and the slide is off.

Rex/Lynx - Call if FST is uncovered or covered by LB'er which allows line to slide to backside. A Zone Principle. Used vs. 5 Down/Diamond Looks.

Right/Left - Call to alert Guard that you are vacating your area to check LB/DB's to the call side of protection.

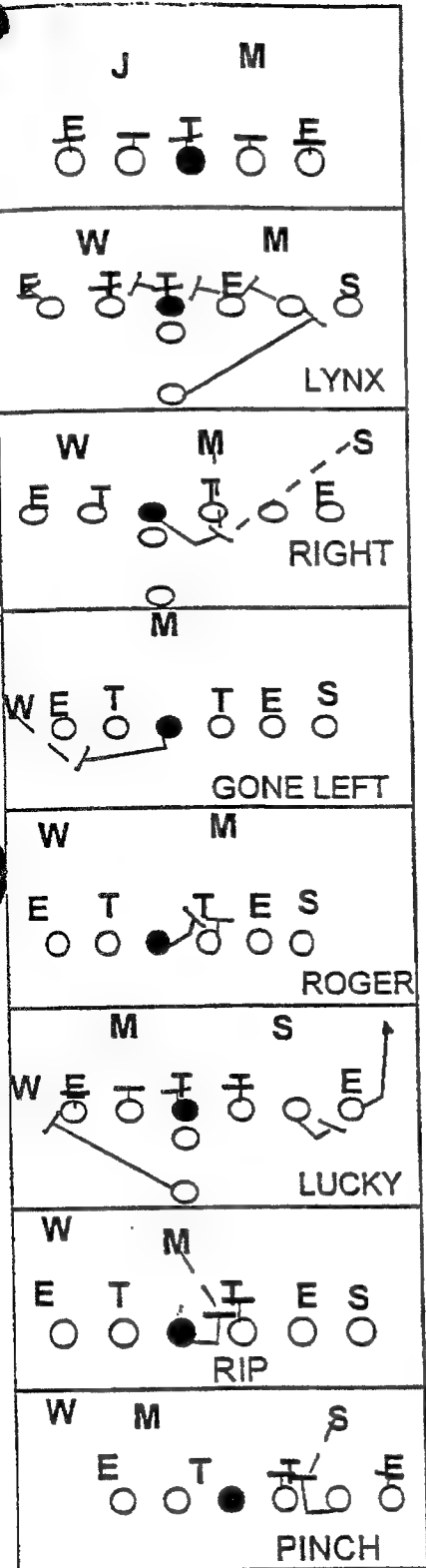
Gone - Call to alert Guard that you are vacating your area to check LB'er/DB's to the backside of protection.

Roger/Louie - Call to alert that Center or Guard and Center are sliding to the Mike as designated.

Ringo/Lucky - Call that alerts Offensive Lineman or Back that dual responsibility is off. The Back will block EMOL to side of call.

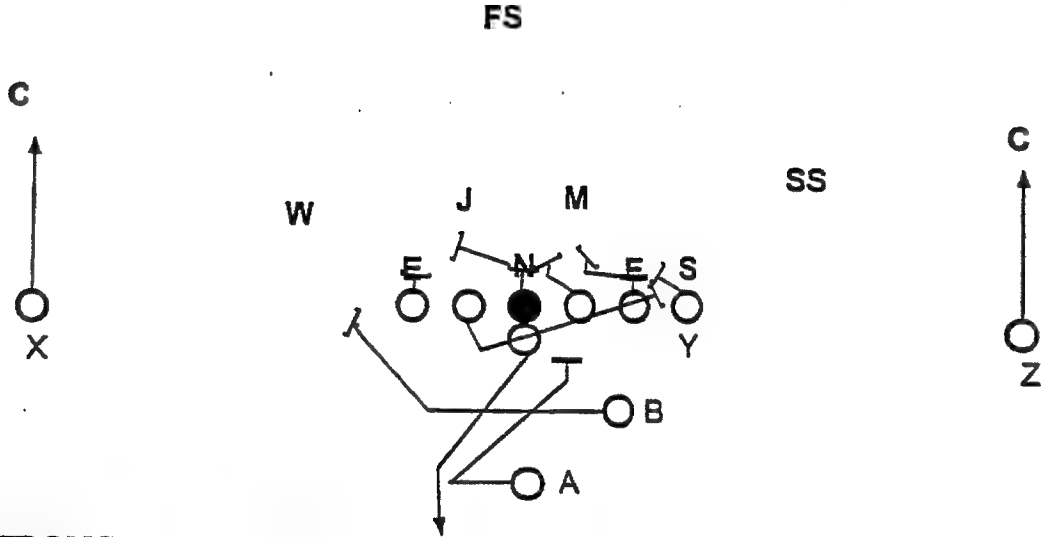
Rip/Liz - Call made by the Center to the Guard telling him that he is working toward him to handle a DT and LB'er.

Pinch - Call made by the Tackle to a Guard telling him that he is working toward him to handle a DT and LB'er.



PLAY NUMBER : CT 136 / 137 PASS

BASIC BLOCKING: CENTER PASS



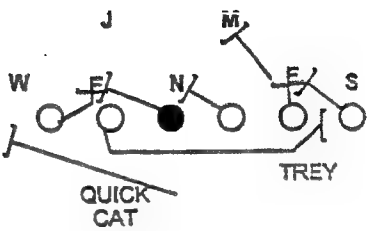
0 STRONG CT 136 PASS

CONCEPT: 7 Man Play Action Pass Protection Off Counter Action to Strong Side.

RULE:

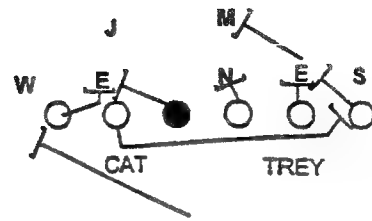
- Z Pattern
- Y Block C-Gap. Alert "Trey", "Deuce".
- FST Block B-Gap. Alert "Trey", "Deuce", "Down".
- FSG Block A-Gap. Alert "Ace", "Deuce", "Quick", "Down".
- C Block Backside Gap. Alert "Ace", "Quick".
- BSG Pull flat, block D-Gap. 1st Defender off TE's hip.
- BST Block inside gap. Alert "Cat".
- X Pattern
- QB Counter action to Back, straight drop after fake.
- BALL CARRIER Counter fake to frontside, look for leakers
- T Fly motion to backside to block EMOL on same level as BST.

CT 136 / 137 PASS



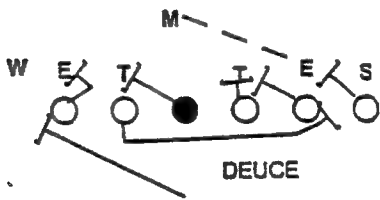
CT 136

34 UNDER



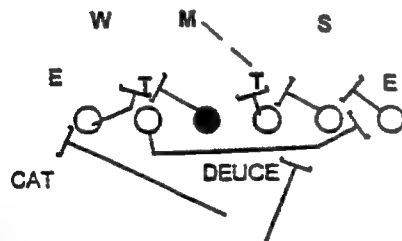
34 / 44

CT 136



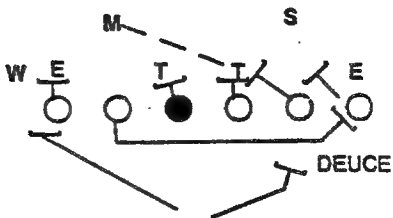
CT 136

4-3



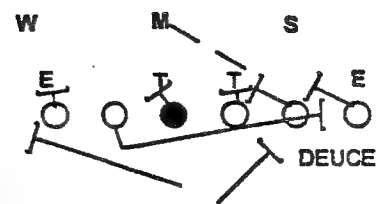
43 STK

CT 136



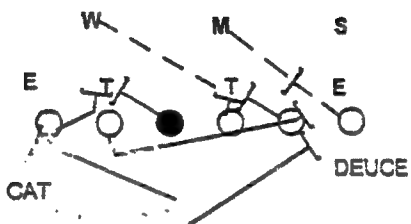
CT 136

43 OVSTK



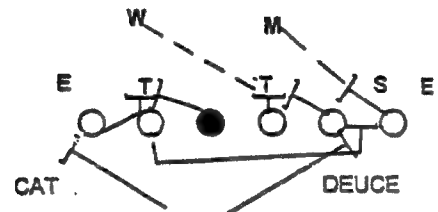
43 OVSTK WIN

CT 136



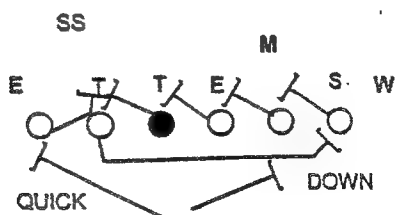
CT136

44 STG



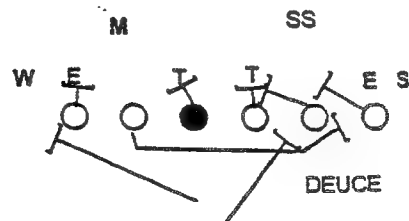
44 STGSAM SW

CT 136



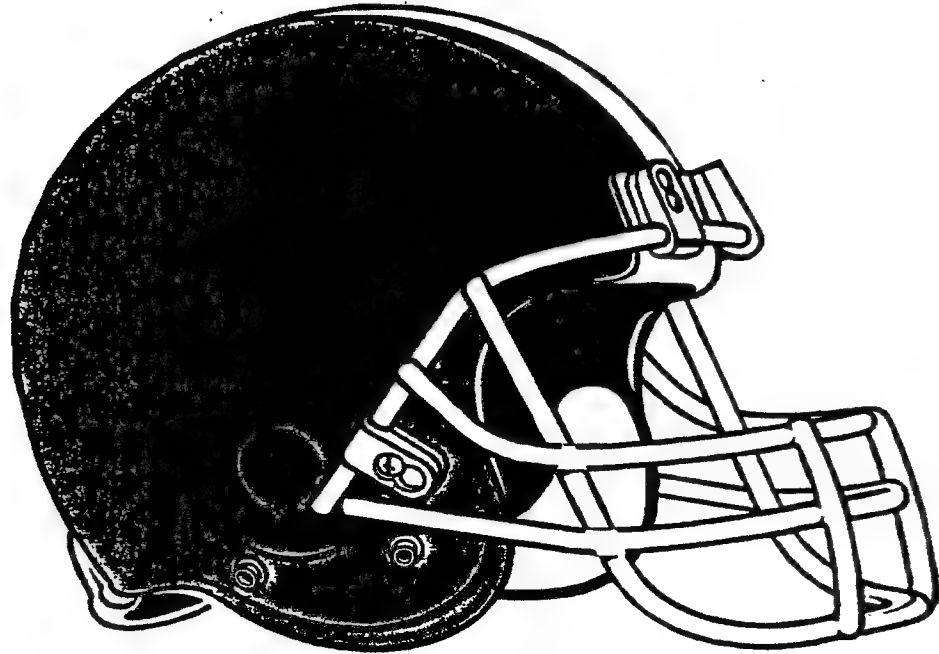
CT 136

43 DIAM



OVSTK SOUT SIN

CT136



CLEVELAND BROWNS

NUMBERS PASS

THE NUMBERS PACKAGE

THESE PLAYS WILL BE RUN FROM MULTIPLE FORMATIONS.
PROTECTIONS 82/83 AND 80/81

RULES

Call protection and then call route.

PLAY CALL MECHANICS

1. Call the outside receivers route which can be a CB, SEMI, SEMI GO, FLAG or CURL. The two outside receivers will run the called route.
2. The free release inside receiver will run a middle read.
3. The protection receivers will protect first then run a stop, diagonal or a M (opposite the zone where the outside receiver runs).

VARIATIONS: Backs Cross

When the backs individually or together are called into a different route, they will protect first and then execute the called adjustment. Example: 82 Comeback Backs Cross

PLAYS 82/83 PROTECTION

6/7 82/83 Curl (Semi)
6/7 82/83 Comeback
6/7 82/83 Semi
6/7 82/83 Semi Go
Bunch 6/7 82/83 Flag
6/7 82/83 Q

PLAYS 80/81 PROTECTION

0/1 Wider or 0/1 Slot Wide 80/81 Curl (Semi)
0/1 Wider or 0/1 Slot Wide 80/81 Comeback
0/1 Wider or 0/1 Slot Wide 80/81 Semi Go
0/1 Wider or 0/1 Slot Wide 80/81 Semi
Bunch 0/1 Wider or 0/1 Slot Wide 80/81 Flag

HOT/SIGHT ADJUSTMENTS

FS + 1 Weak = Sight Adjustment
82/83 SS + 1 Strong = Sight Adjustment
80/81 SS = Sight Adjustment
82/83 Diamond = 2 OFF the TE = Sight
80/81 Diamond = 2 OFF the TE = Sight

NOTE: QB reads are all match up, Receivers will adjust according to cover.

CURLS = Qs vs. 2 Cover/2 Man

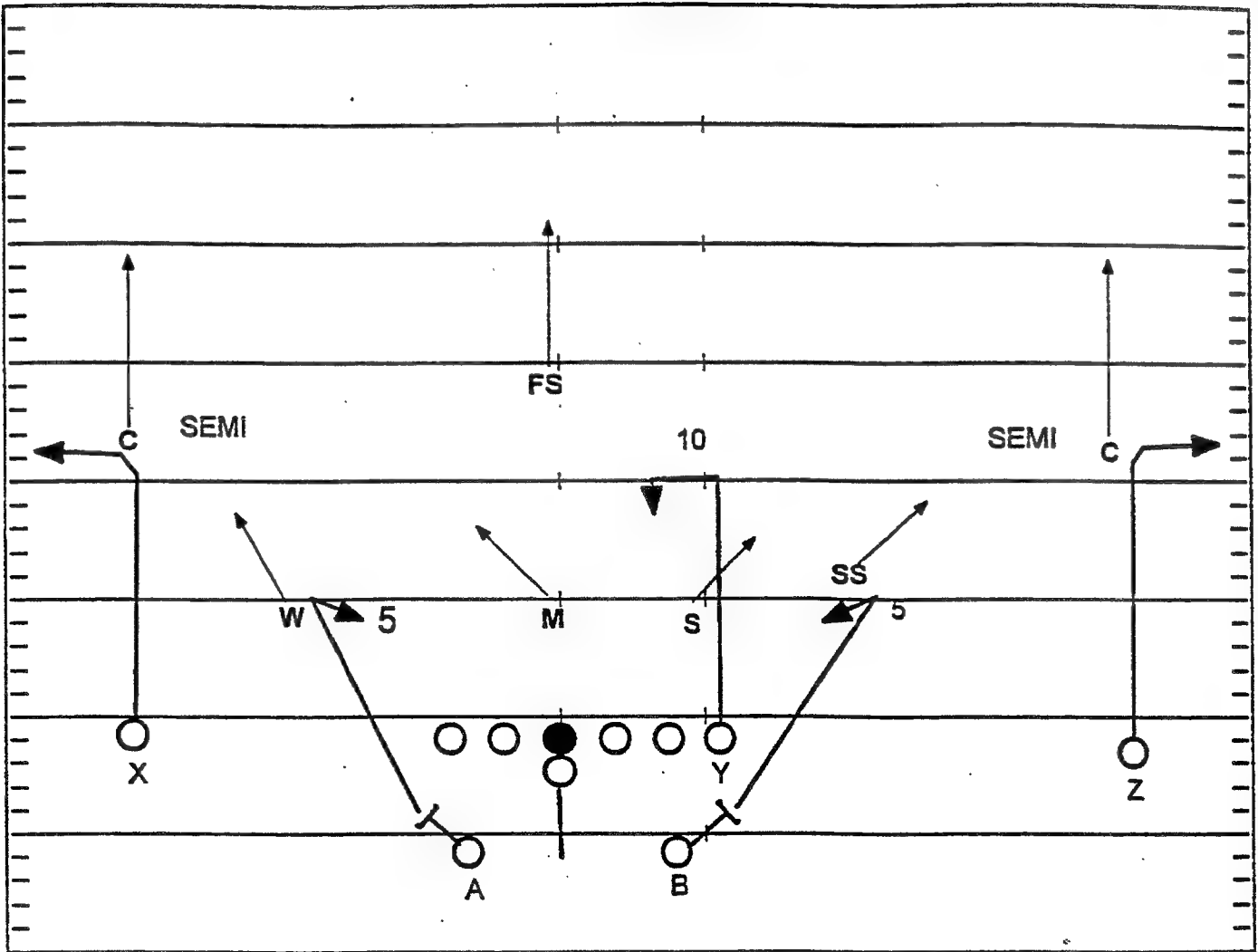
SEMI'S = Fades vs. 2 Cover, Press and 2 Man

SEMI GO = Fades vs. 2 Cover and Fade vs. Press and 2 Man

COME BACK = Fade vs. Cover 2 and 2 Man

FLAG = Q vs. 2 Cover and 2 Man

MIDDLE READ = No one in the middle, take the middle. Someone in the middle, hook up in-between the LB's, vs. Man, break it off and stay on the move.



QB: 5 Step Drop - Match up Read - WR to Stop to Y
vs. Cover 2 - Read 3 on 2

X: Minimal Split - Execute a Semi

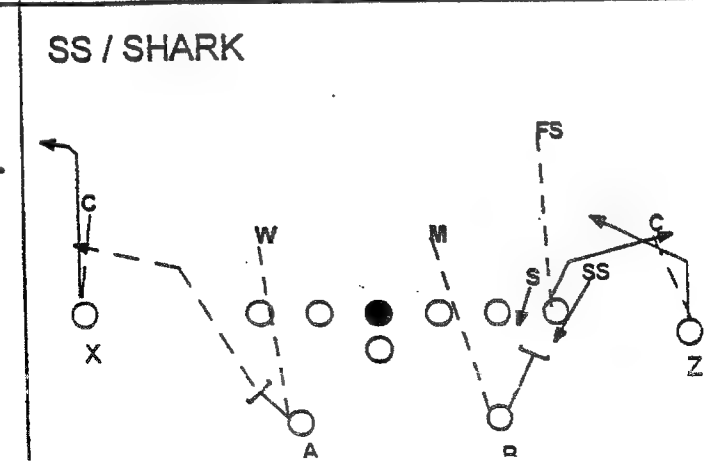
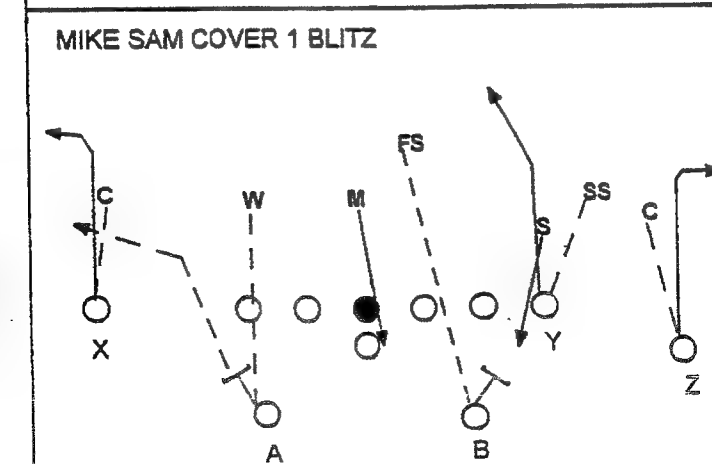
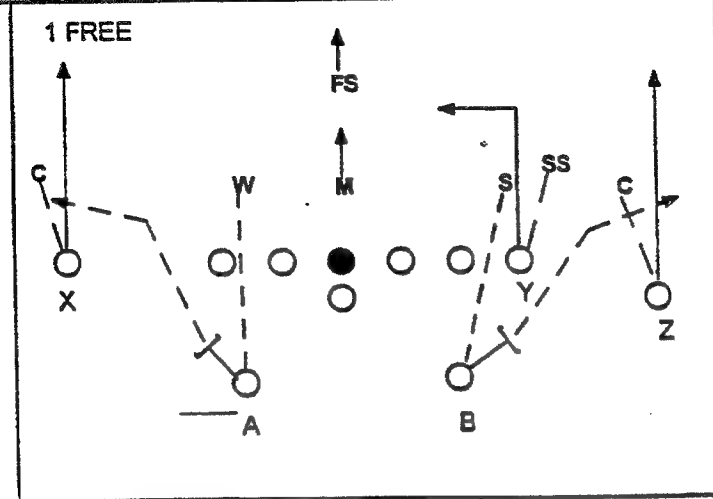
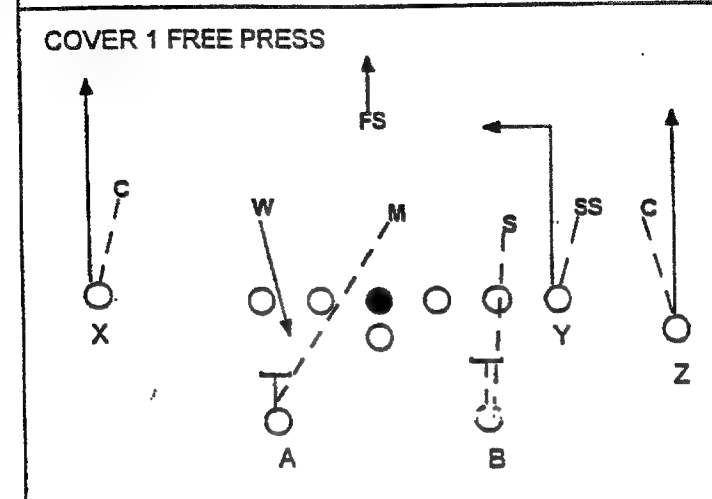
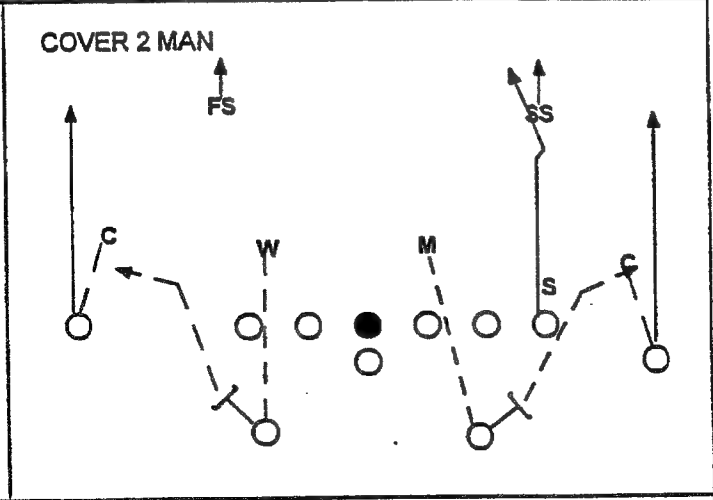
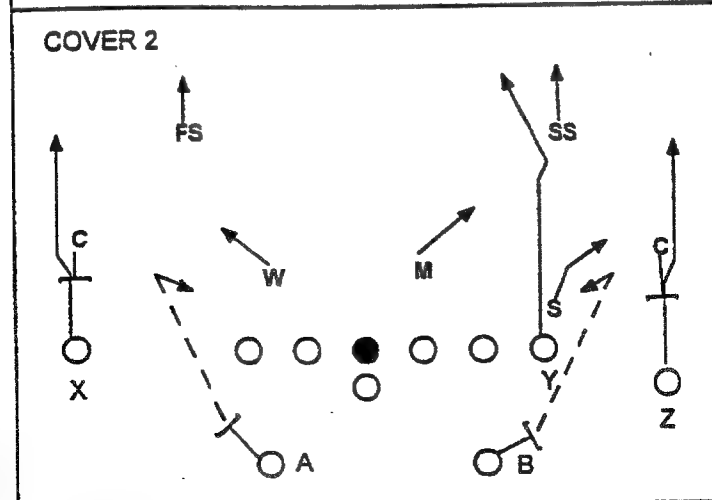
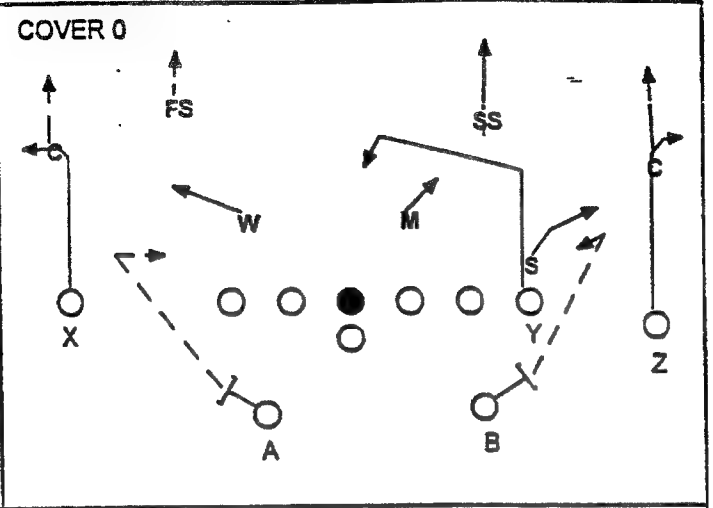
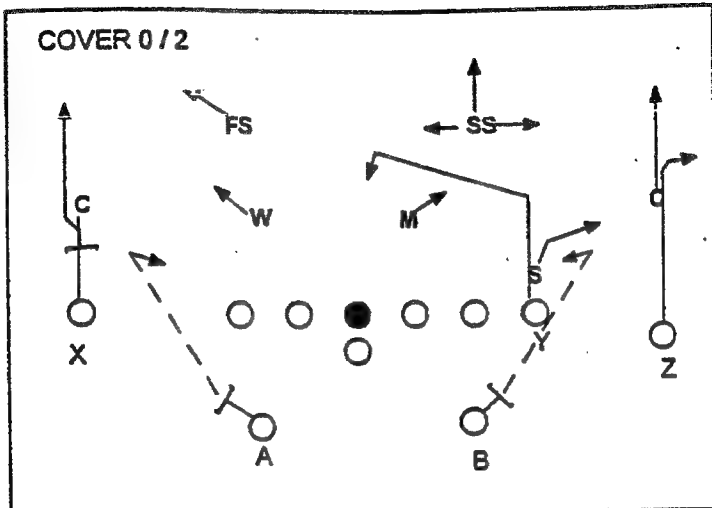
Z: Minimal Split - Execute a Semi

Y: Execute a Middle Read

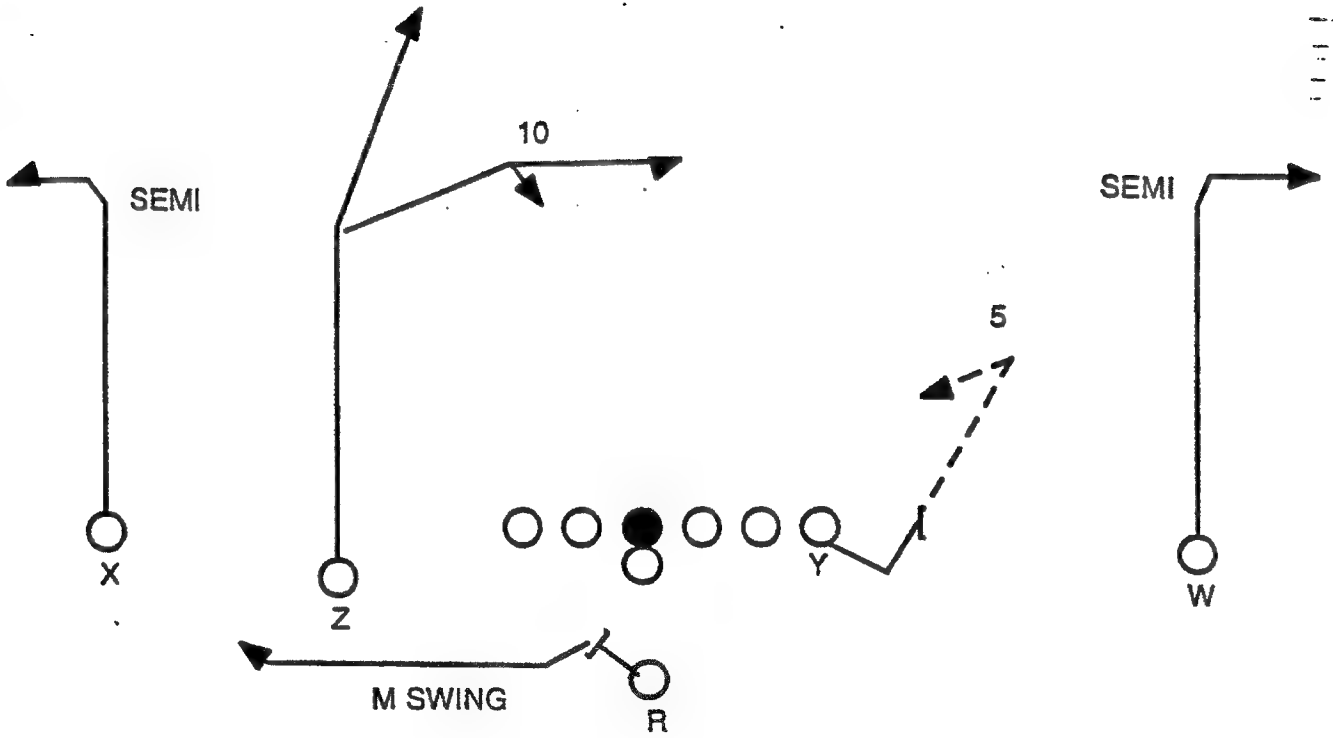
A: Block Protection Rule - N/T Execute a Stop

B: Block Protection Rule - N/T Execute a Stop

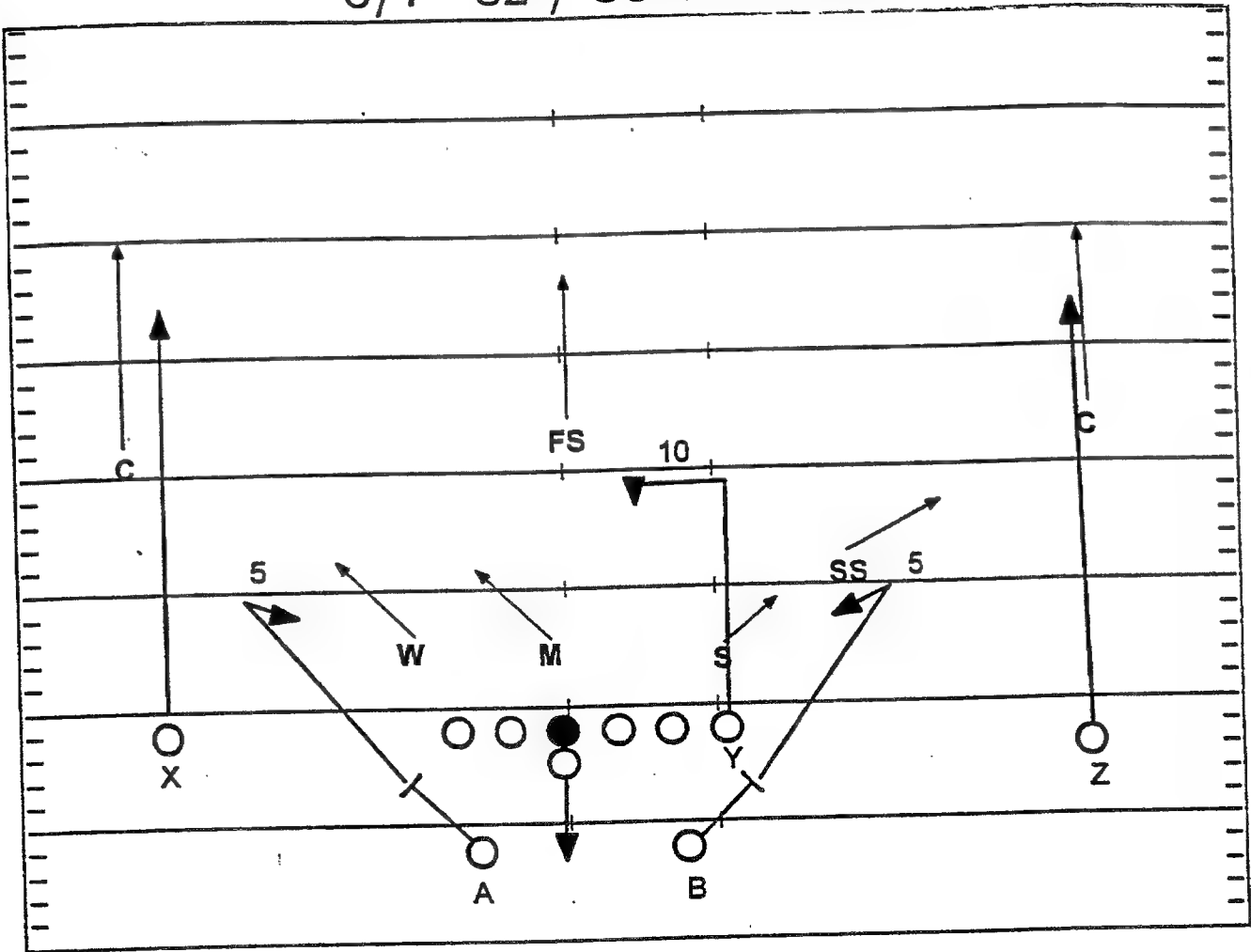
FORMATION(S): 0/1 Weak, 0/1 Strong B Fly



0 / 1 WIDE SLOT 80 / 81 SEMI



6/7 82 / 83 SEMI GO



QB: 5 Step Drop - Match Up Read - WR to Stop to Y vs. Cover 2 - Read 3 on 2

X: Maximum Split - Execute a Go Route

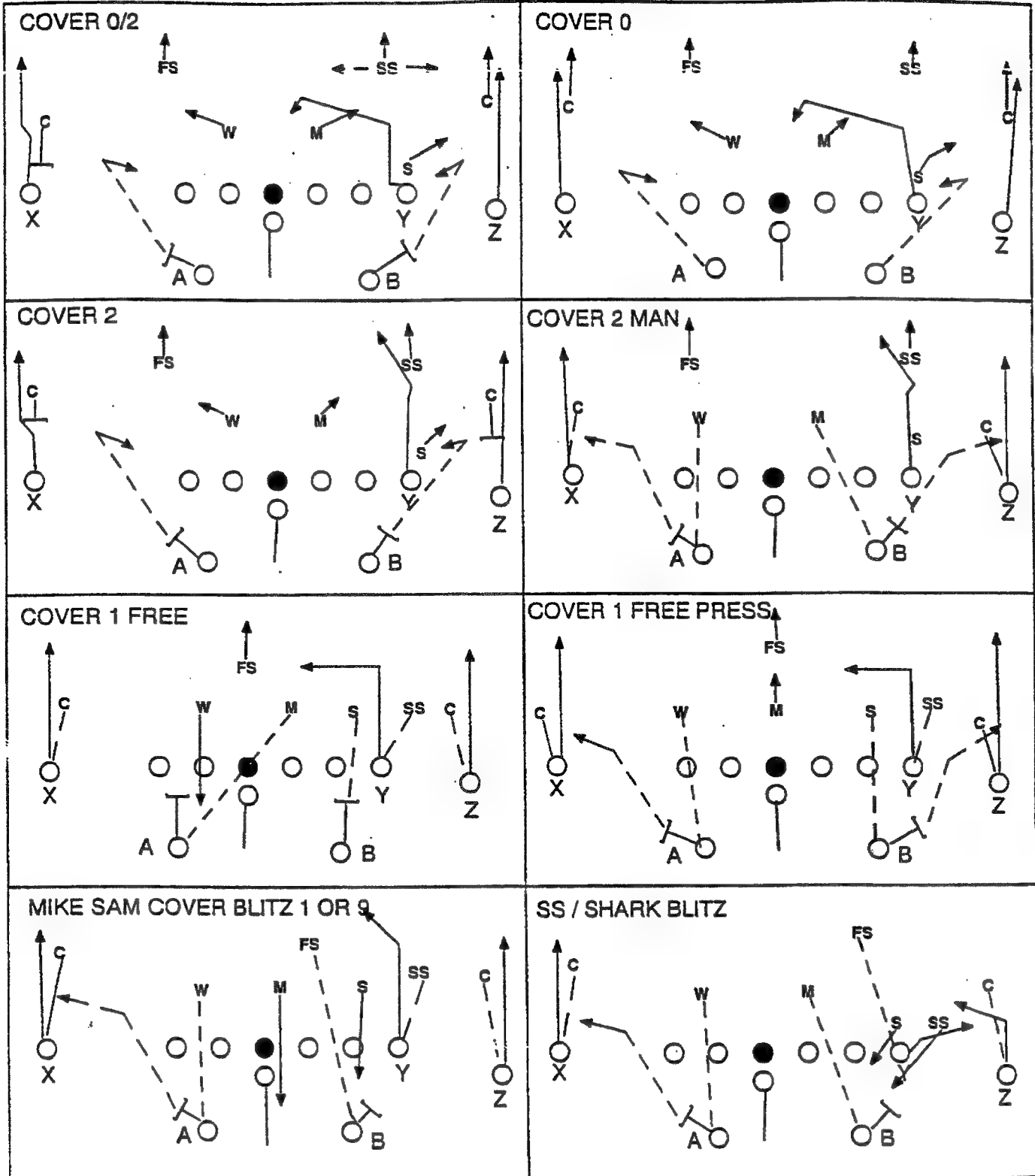
Z: Maximum Split - Execute a Go Route

Y: Execute a Middle Read

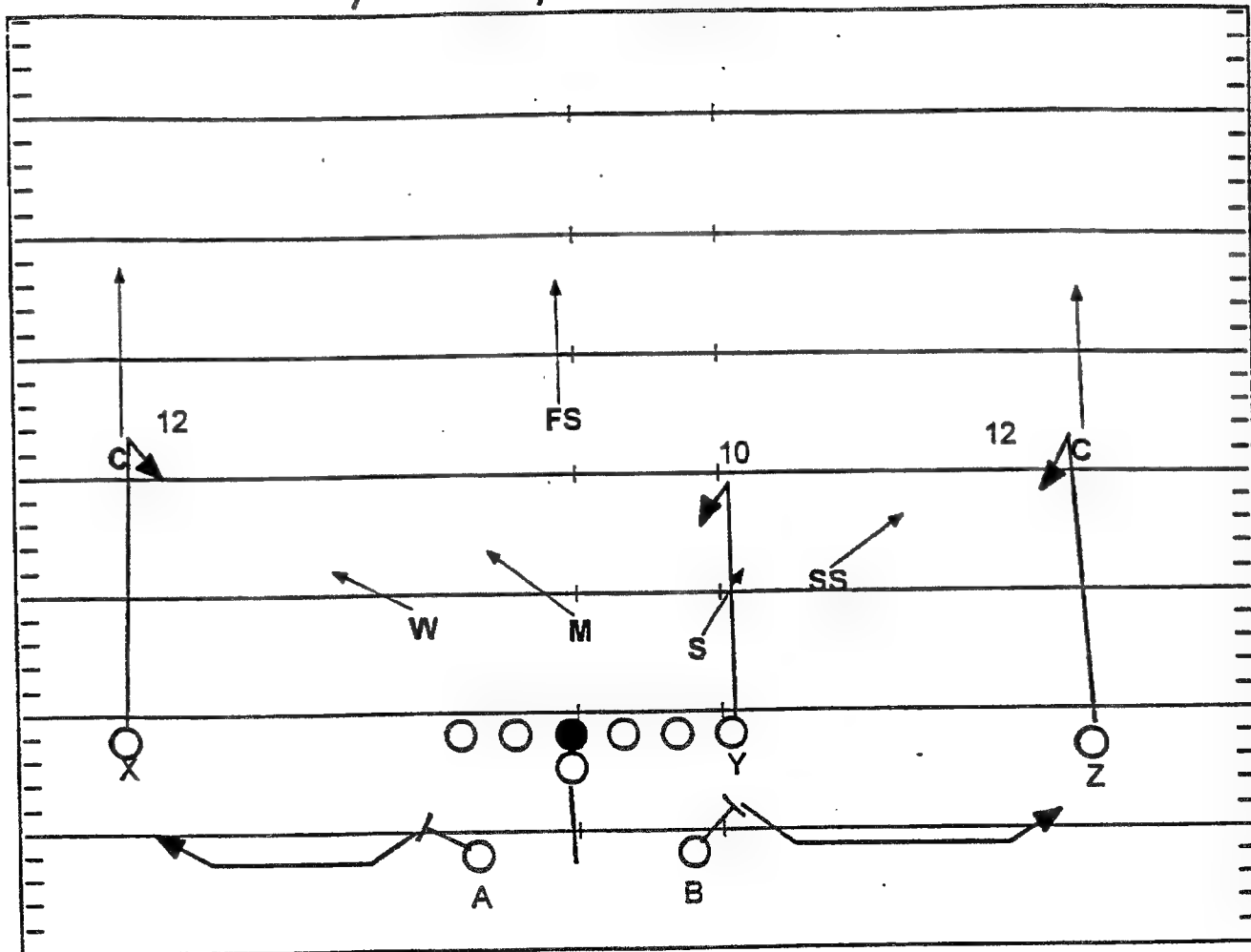
A: Block Protection Rule - N/T Execute a Stop

B: Block Protection Rule - N/T Execute a Stop

FORMATION(S): 0/1 Weak, 0/1 Strong B Fly



6/7 82 / 83 SEMI CURL



QB: Directional Read - 5 Step Drop

X: Minimal Split - Execute a Semi Curl

Z: Minimal Split - Execute a Semi Curl

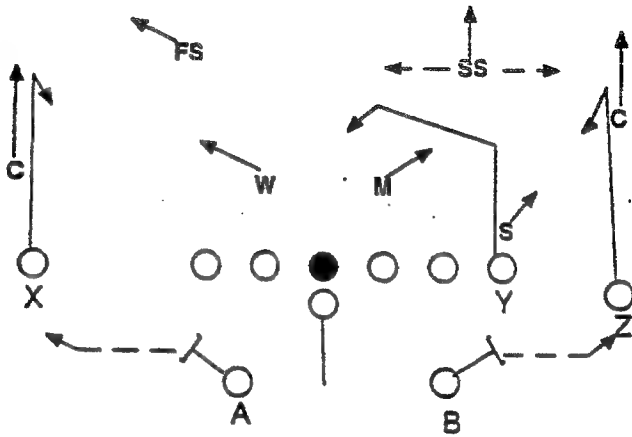
Y: Execute a Middle Read

A: Block Protection Rule - N/T Execute Swing

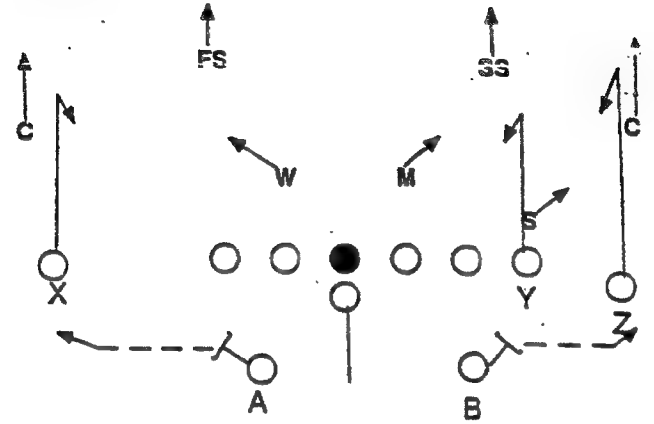
B: Block Protection Rule - N/T Execute Swing

FORMATION(S): 0/1 Weak, 0/1 Strong B Fly

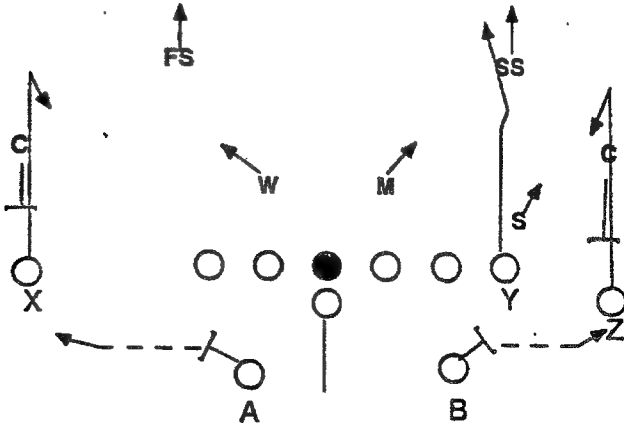
COVER 0/2



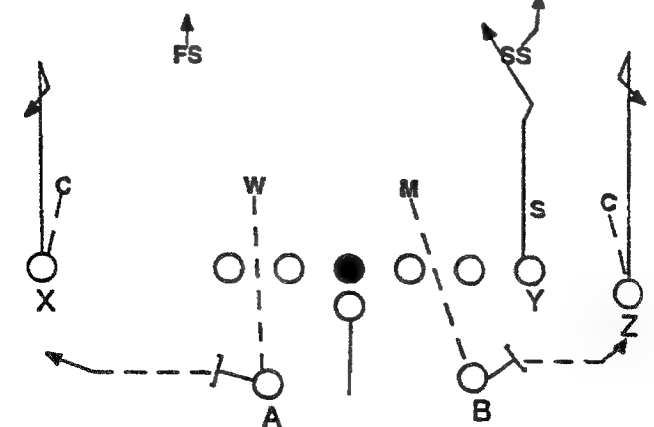
COVER 0



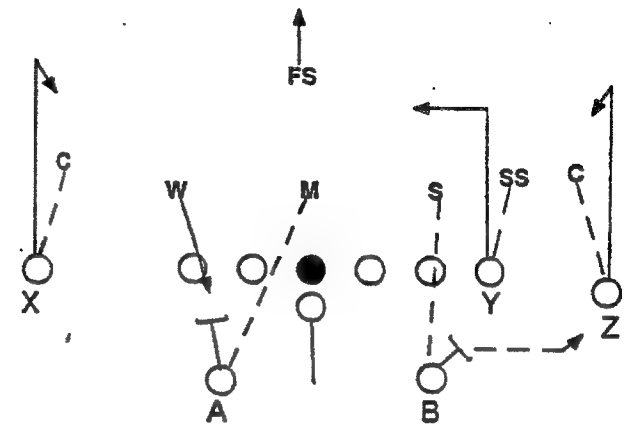
COVER 2



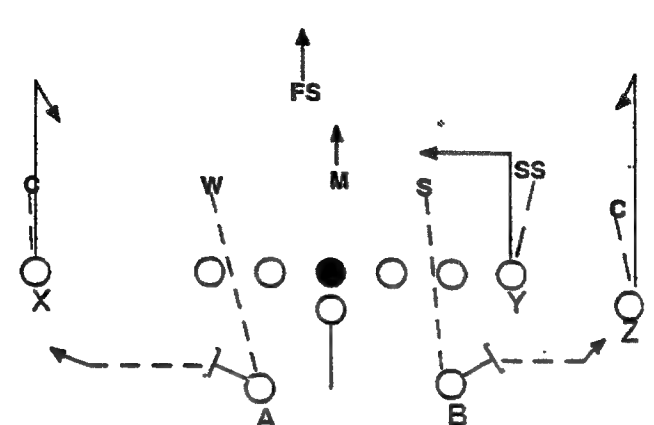
COVER 2 MAN



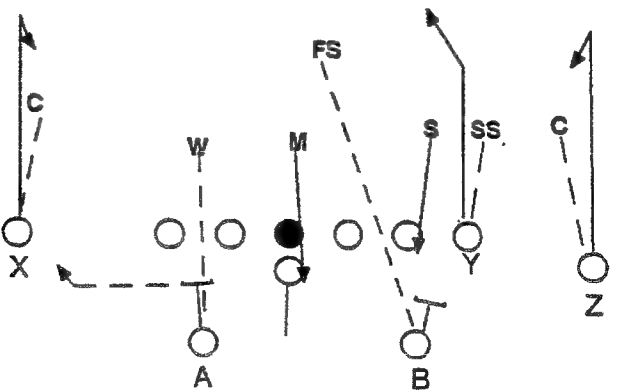
COVER 1 FREE



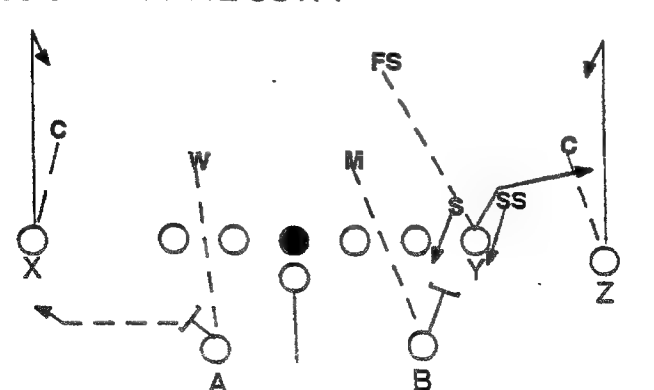
COVER 1 FREE PRESS



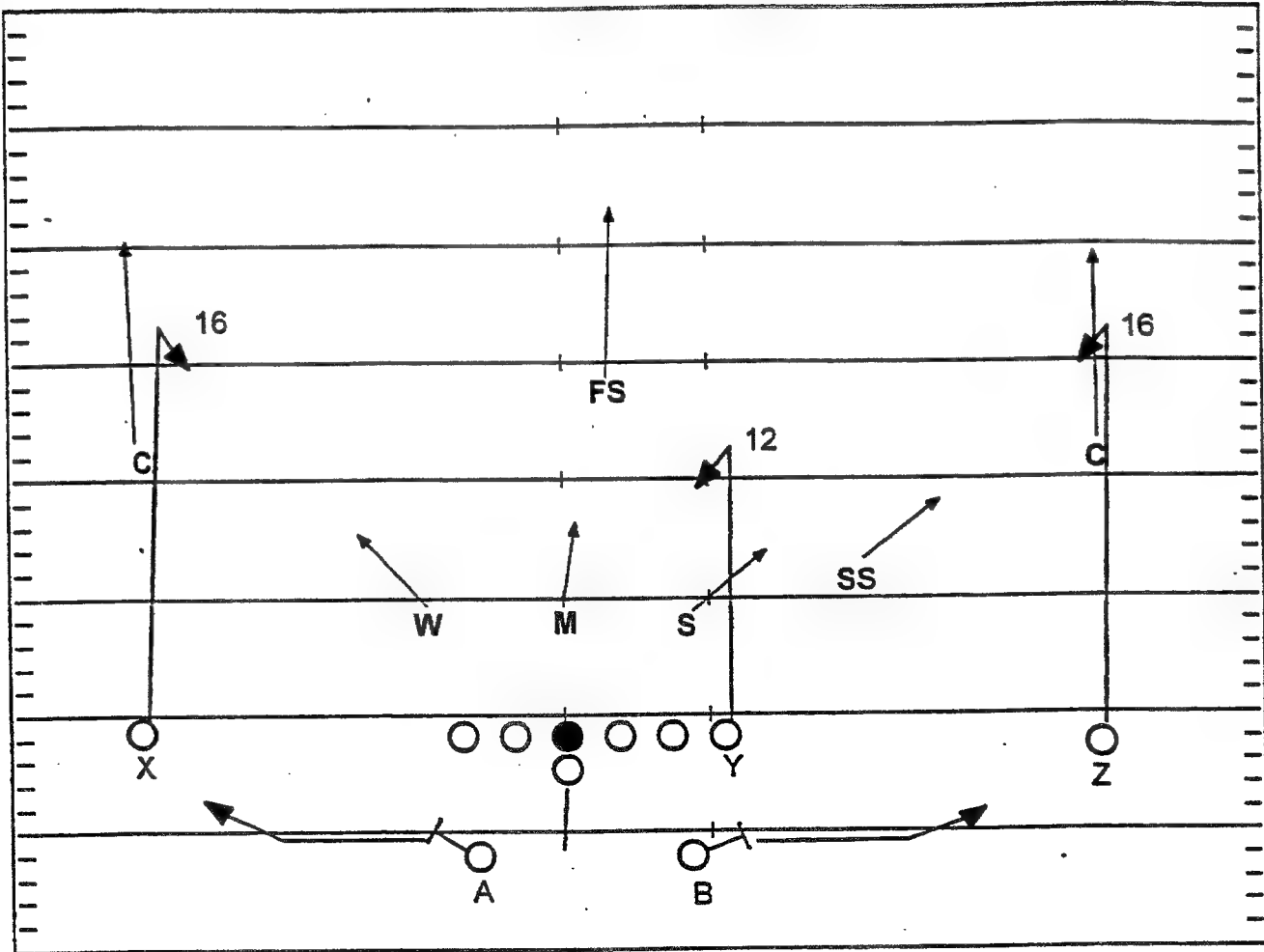
MIKE SAM COVER BLITZ 1 OR 9



SS SHARK BLITZ COV. 1



6 / 7 82 / 83 CURL



QB: Directional Read - 5 Step Drop

X: Minimal Split - Execute a Curl, Q conversion vs. Cover 2/2 Man

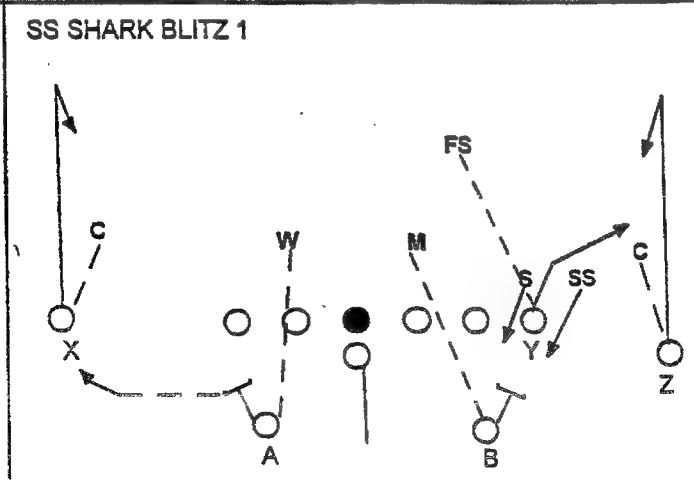
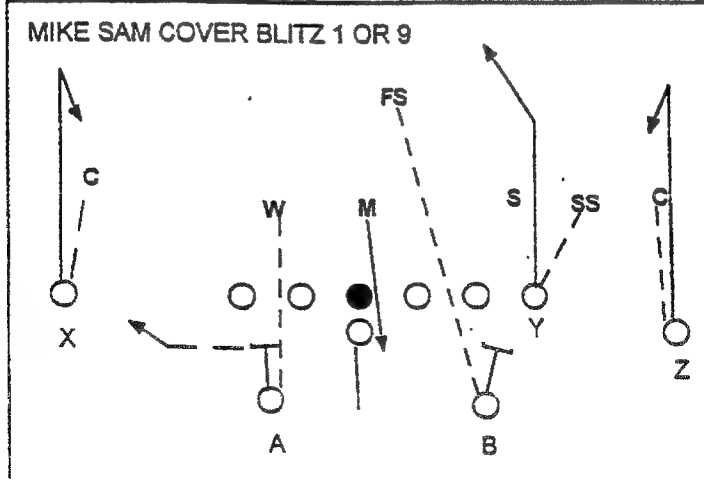
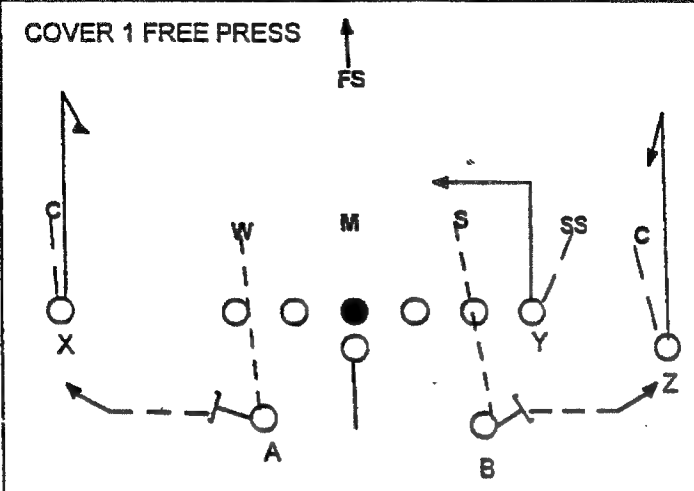
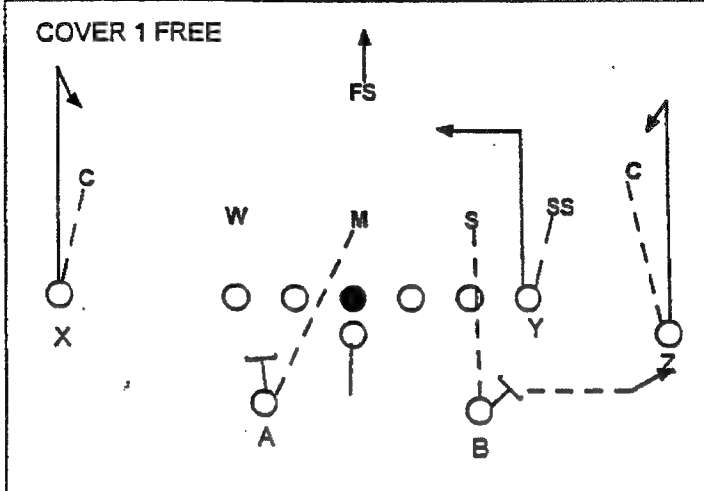
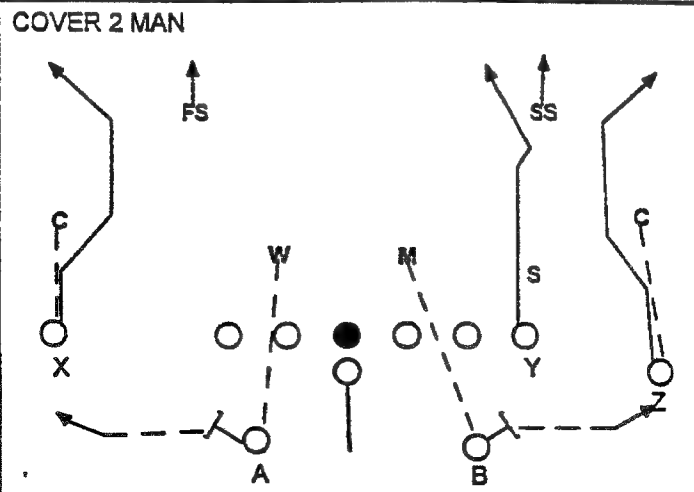
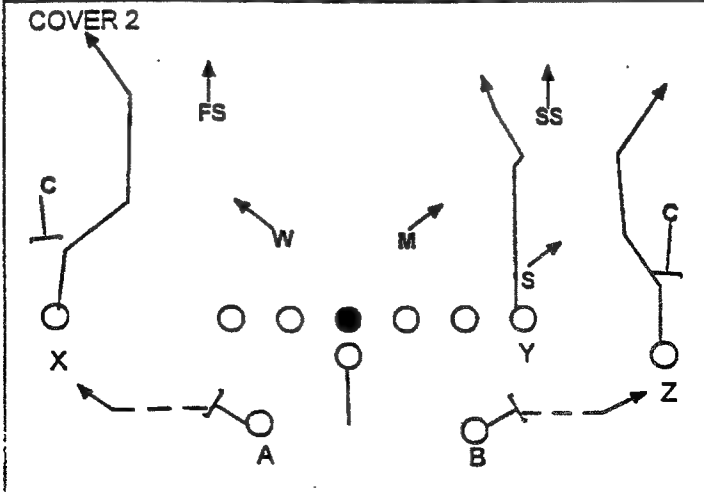
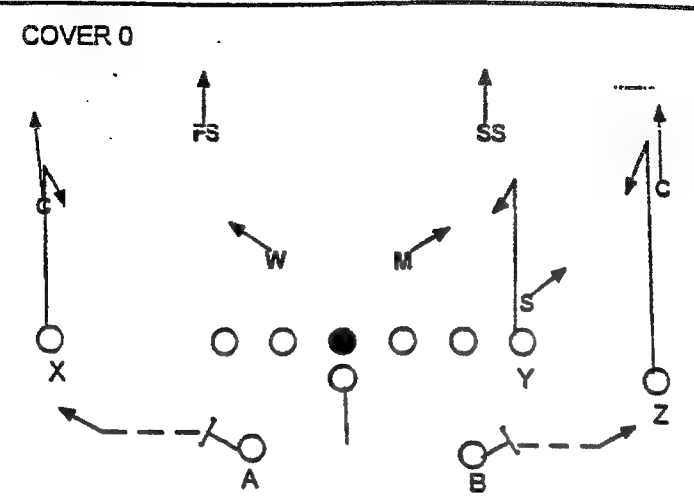
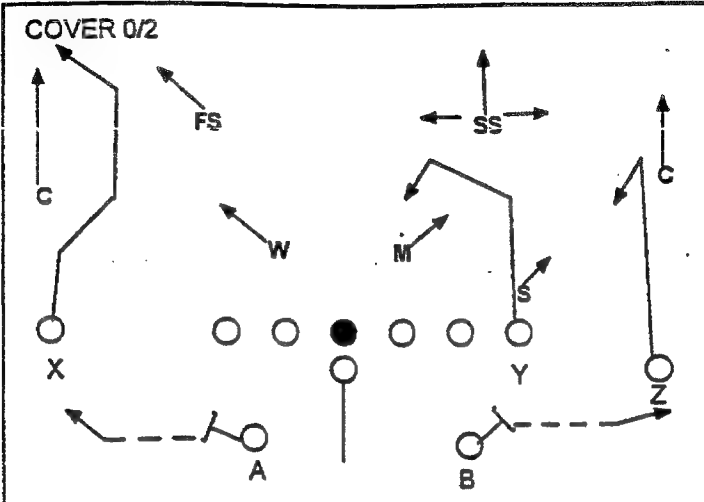
Z: Minimal Split - Execute a Curl, Q conversion vs. Cover 2/2 Man

Y: Execute a Middle Read

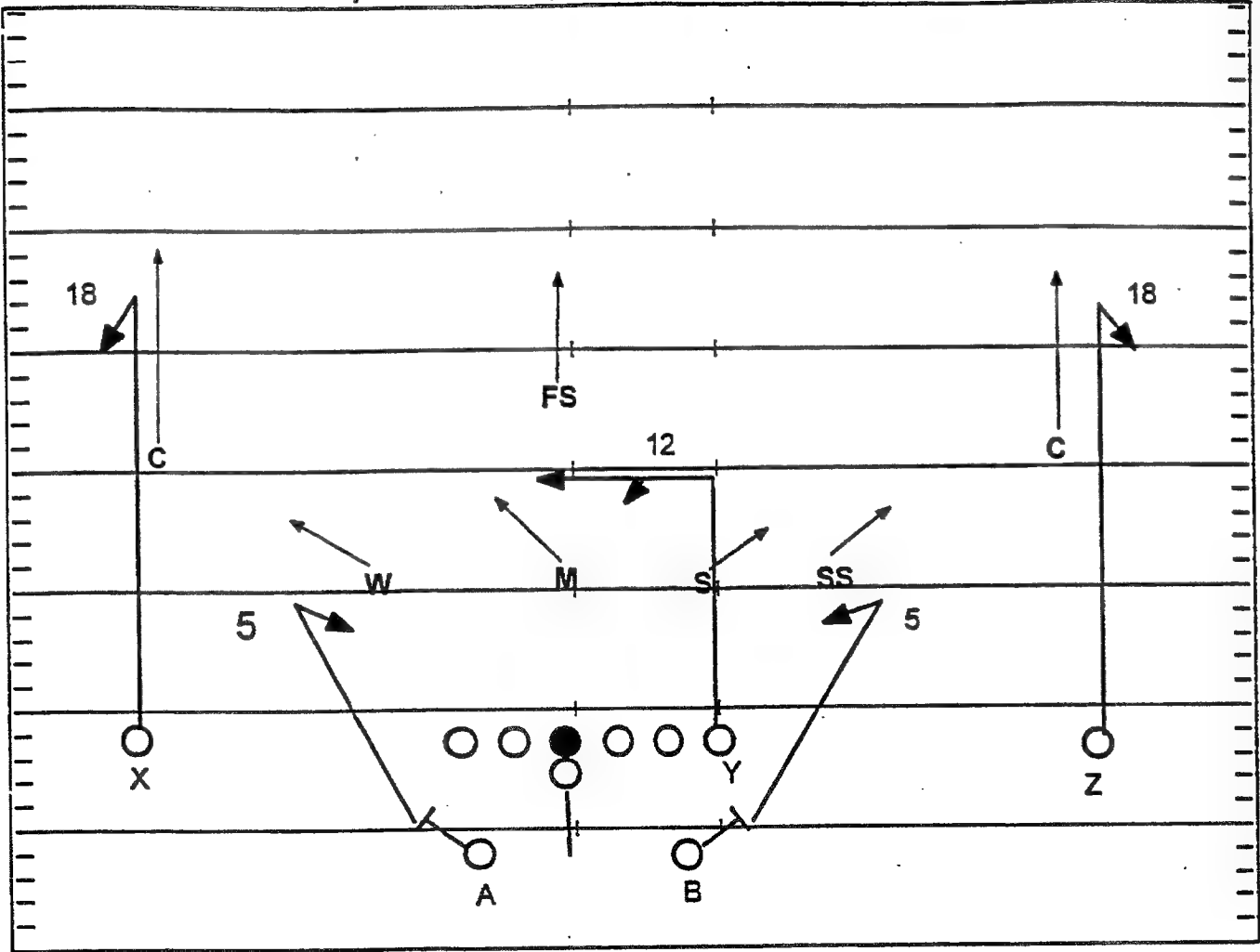
A: Block Protection Rule - N/T Execute a Swing

B: Block Protection Rule - N/T Execute a Swing

FORMATION(S): 0/1 Weak, 0/1 Strong B Fly



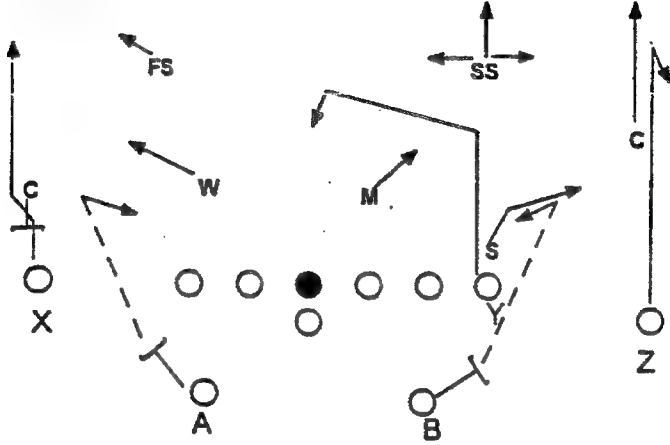
6 / 7 82 / 83 COMEBACK ★



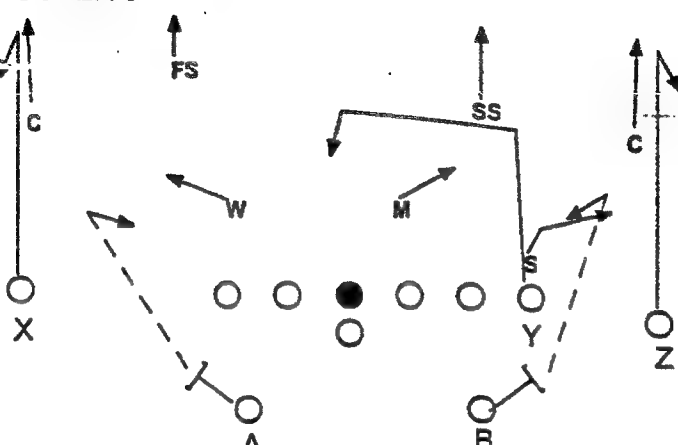
- QB 7-Step Drop - Match Up Read - WR to Stop to Y
vs. Cover 2 - Read 3 on 2
- X Maximum Split - Execute an 18 yard Comeback
Normal Conversions
- Z Maximum Split - Execute an 18 yard Comeback
Normal Conversions
- Y Execute a Middle Read
- A Block Protection Rule - N/T Execute a Stop
- B Block Protection Rule - N/T Execute a Stop

FORMATION(S): 0/1 Weak, 0/1 Strong B Fly

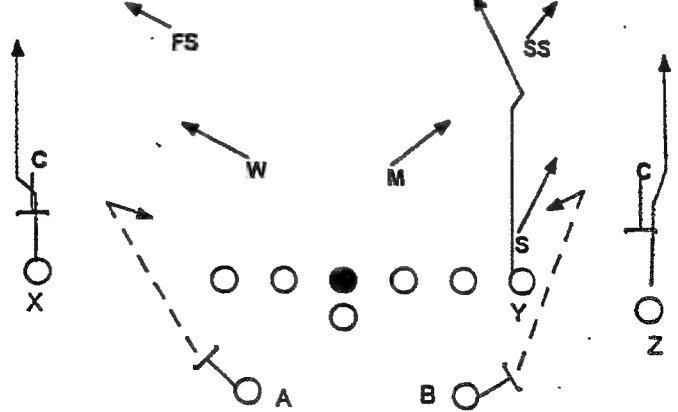
COVER 0 / 2



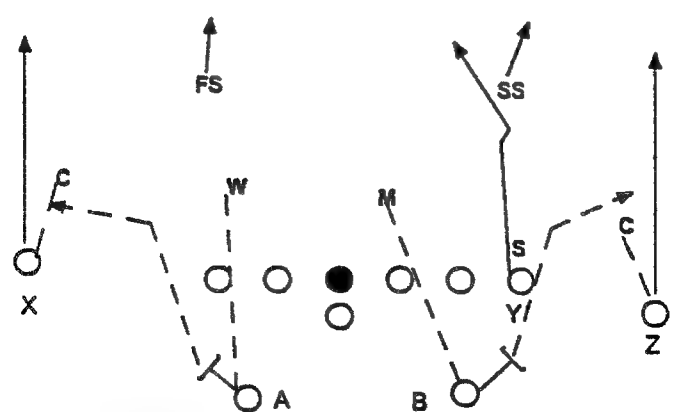
COVER 0



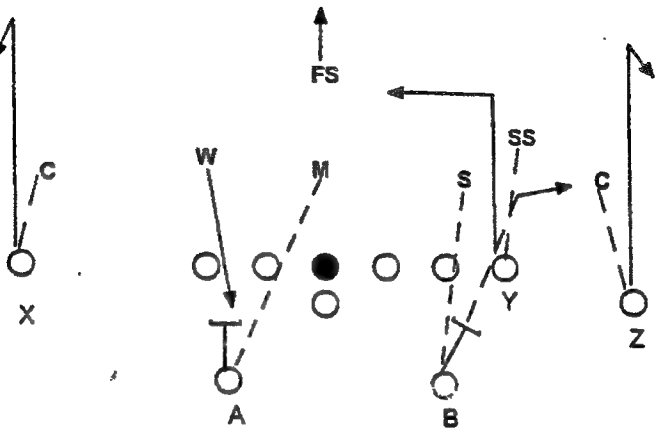
COVER 2



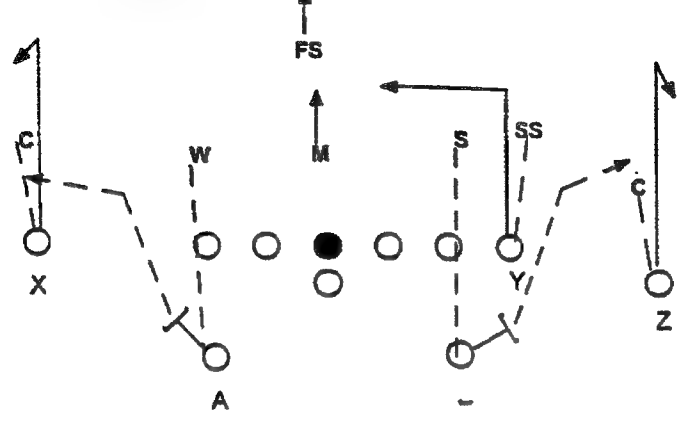
COVER 2 MAN



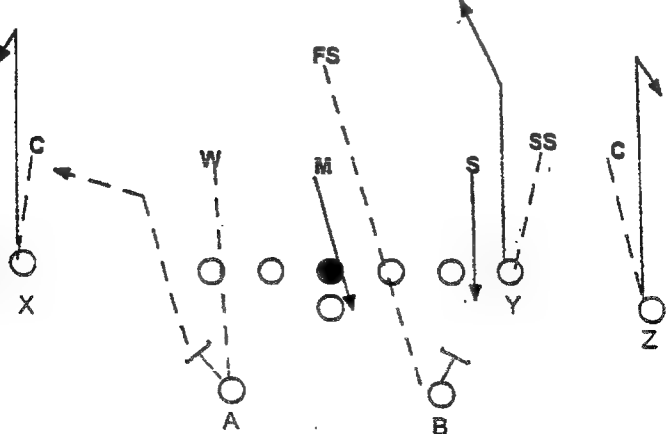
COVER 1 FREE PRESS



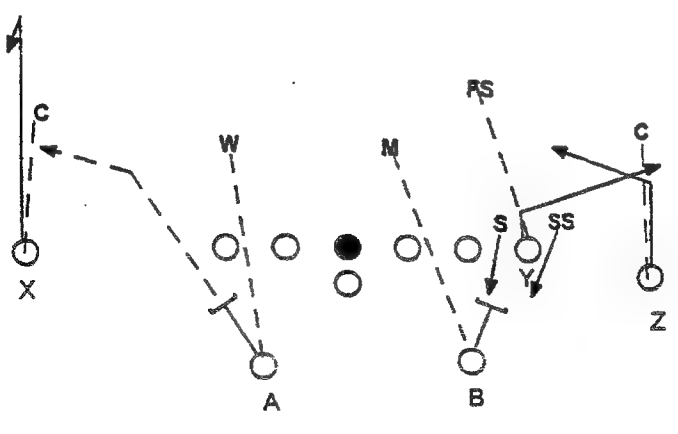
COVER 1 FREE



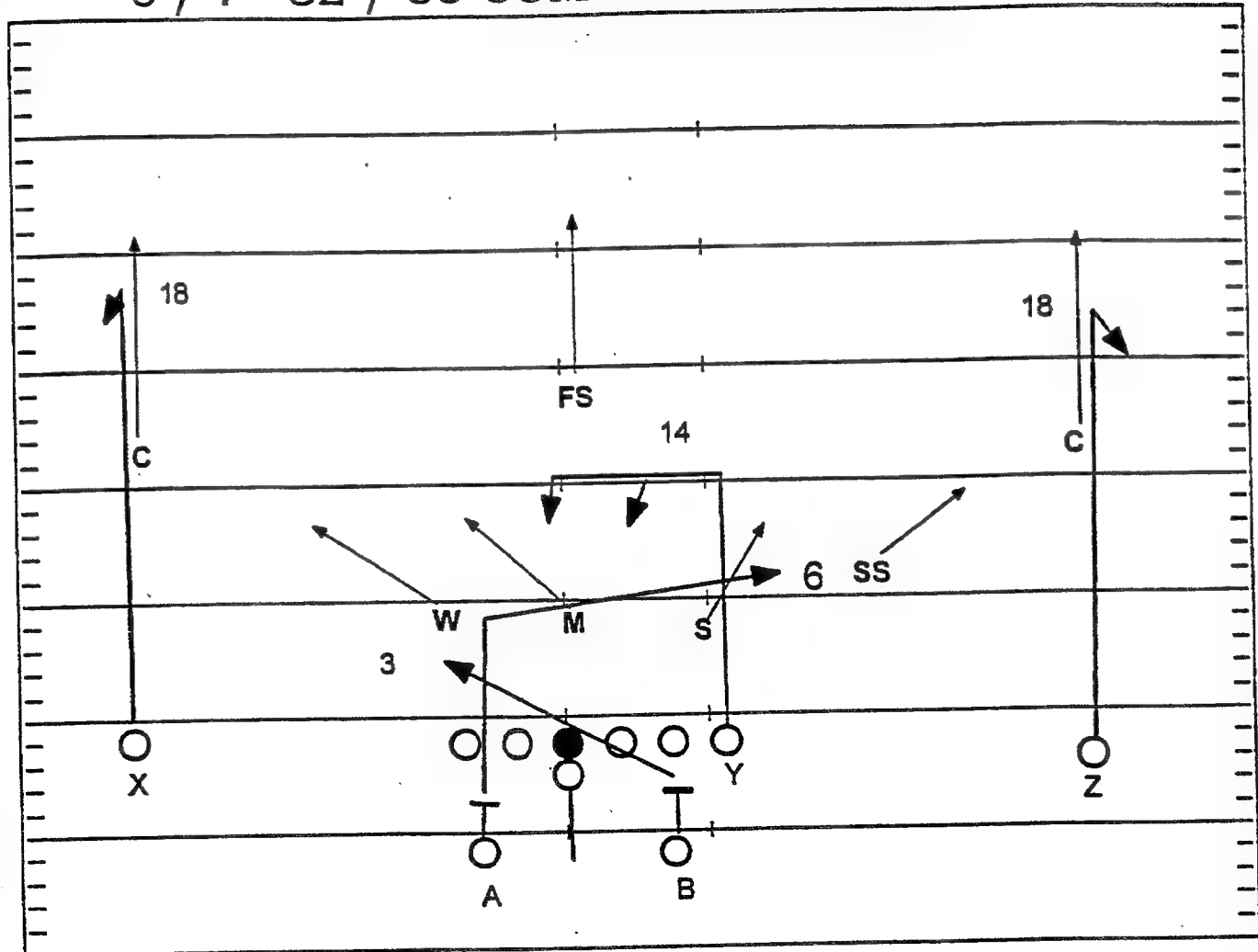
MIKE SAM COVER BLITZ 1



SS / SHARK



6 / 7 82 / 83 COMEBACK BACKS CROSS



QB 7-Step Drop - Match Up Read - WR to Middle Read to Crosser vs. Cover 2 - Read 3 on 2 Ball

X Maximum Split - Execute an 18 yard Comeback Normal Conversions

Z Maximum Split - Execute an 18 yard Comeback Normal Conversions

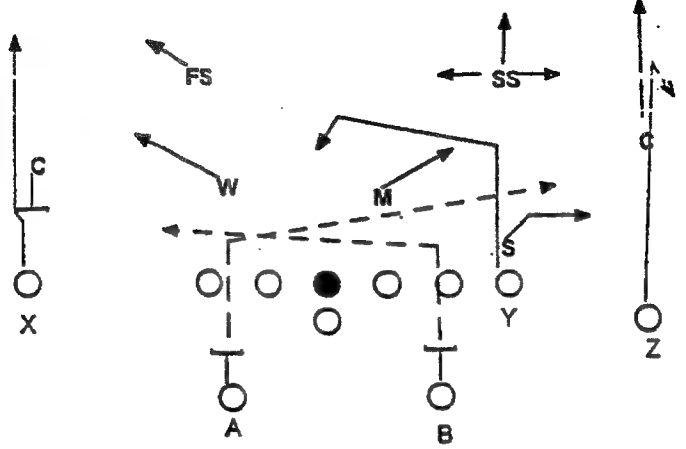
Y Execute a Middle Read

A Block Protection Rule - N/T Execute a Three Yard Crossing Route

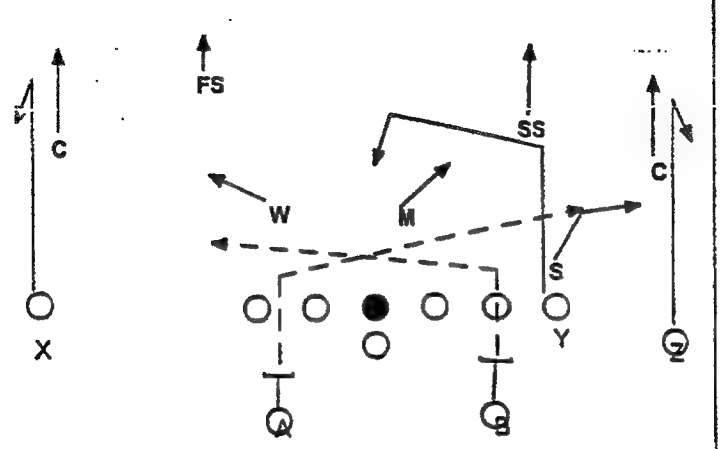
B Block Protection Rule - N/T Execute Crossing Route on LOS

FORMATION(S):

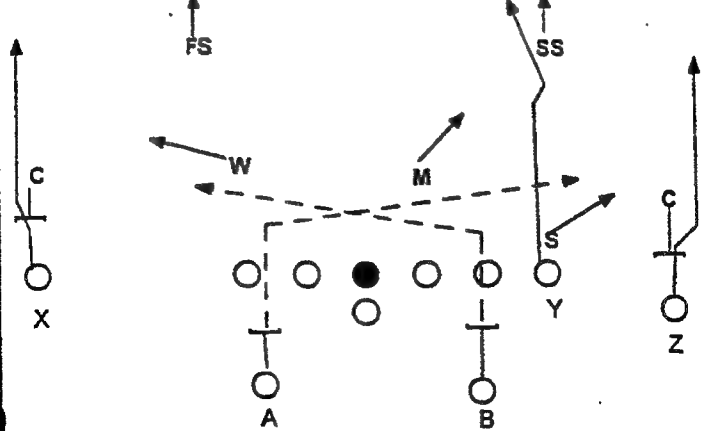
COVER 0/2



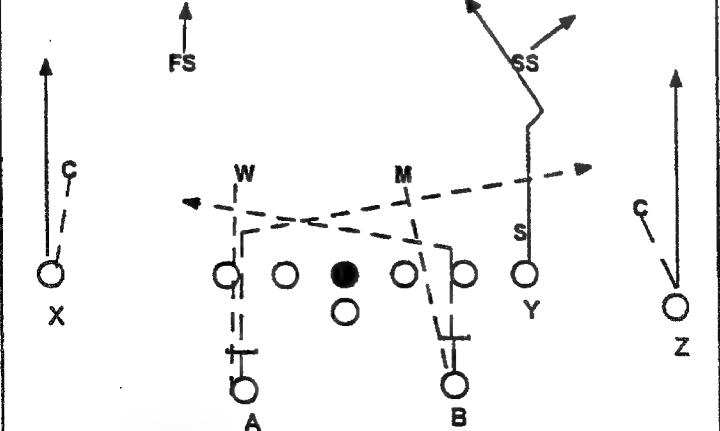
COVER 0



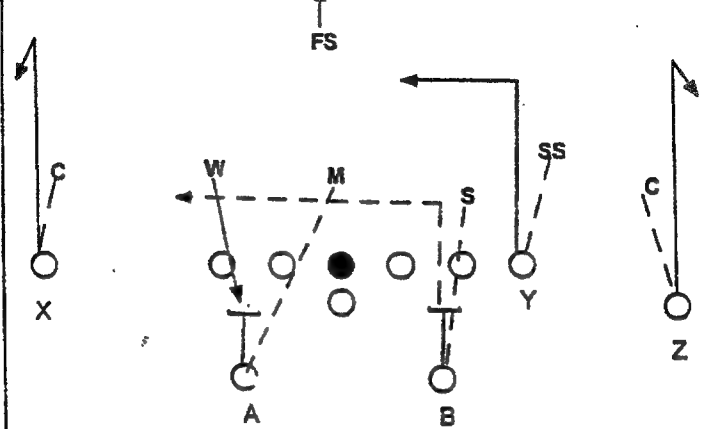
COVER 2



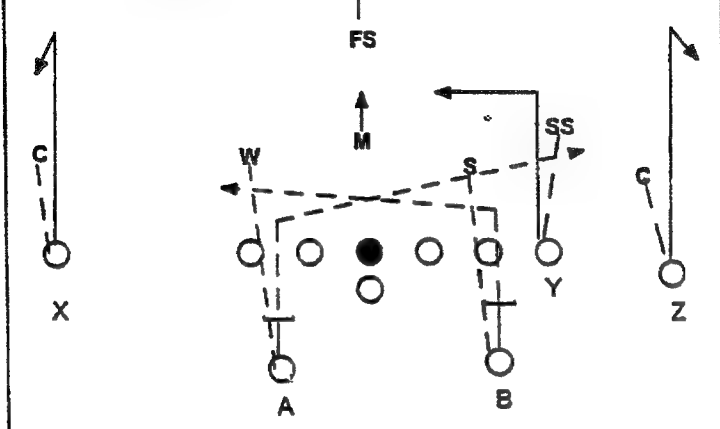
COVER 2 MAN



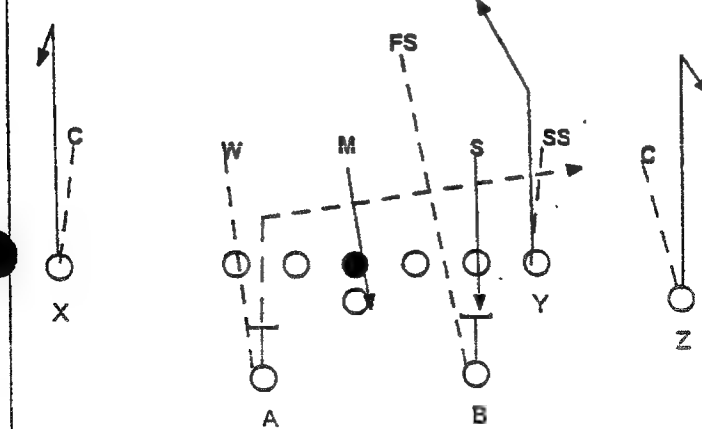
COVER 1 FREE PRESS



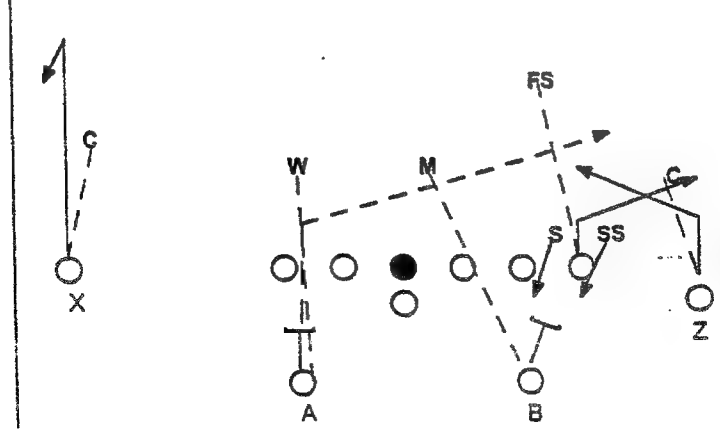
COVER 1 FREE



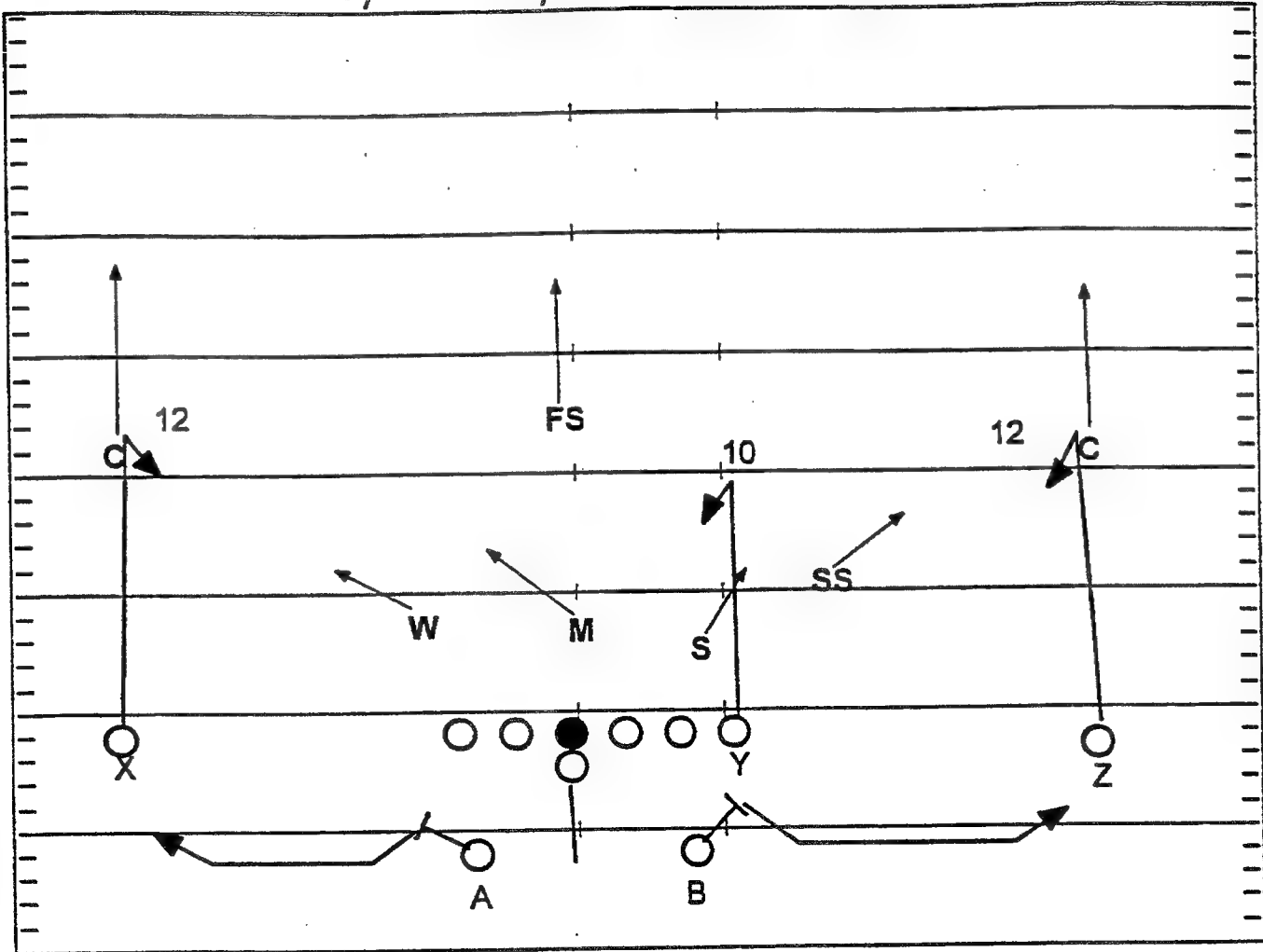
MIKE SAM BLITZ 1



SS / SHARK



6/7 82 / 83 SEMI CURL



QB 5-Step Drop

X Maximum Split - Execute a Semi Curl

Z Maximum Split - Execute a Semi Curl

r Execute a Middle Read

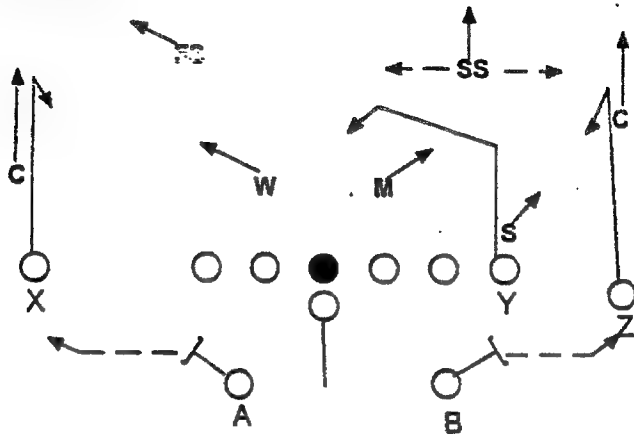
A Block Protection Rule - N/T Execute Swing

B Block Protection Rule - N/T Execute Swing

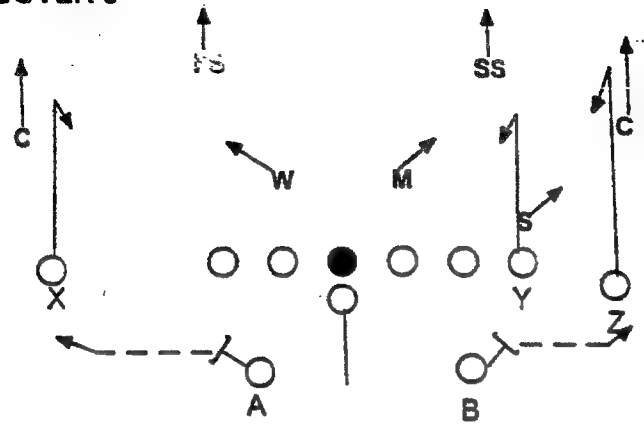
FORMATION(S): 0/1 Weak, 0/1 Strong B Fly

6 / 7 82 / 83 SEMI CURL

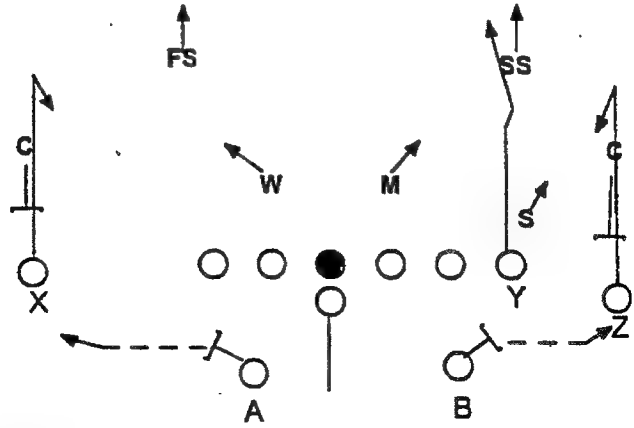
COVER 0/2



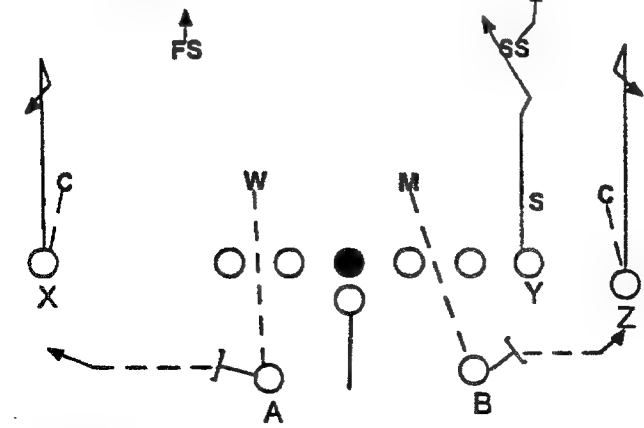
COVER 0



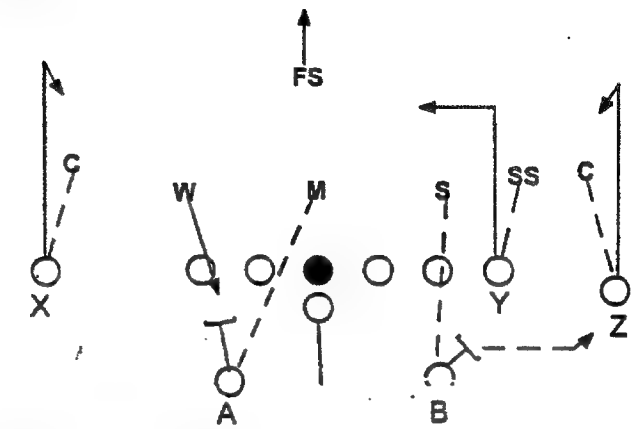
COVER 2



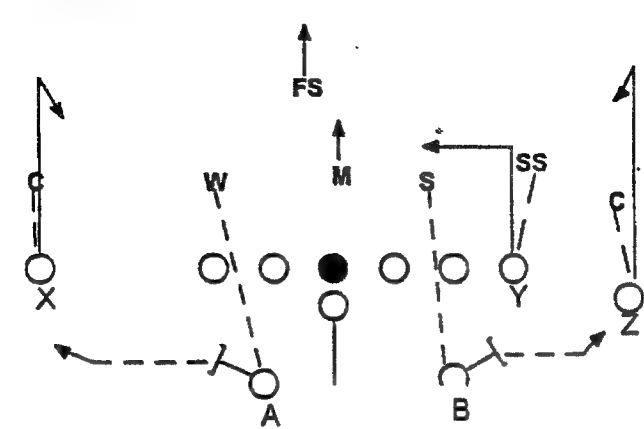
COVER 2 MAN



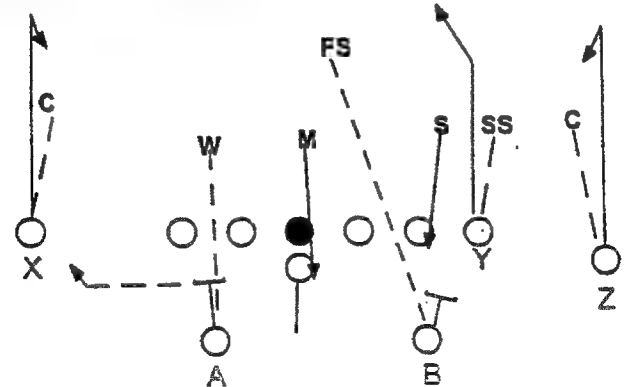
COVER 1 FREE



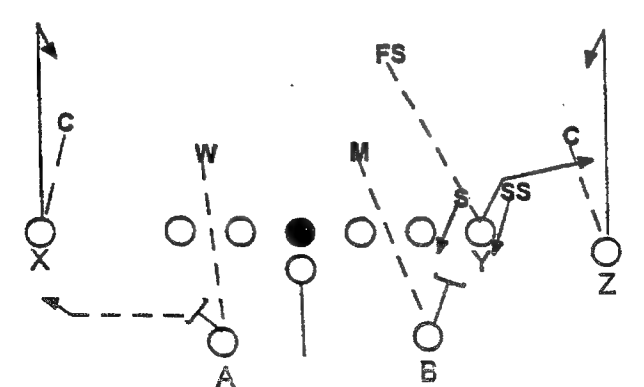
COVER 1 FREE PRESS



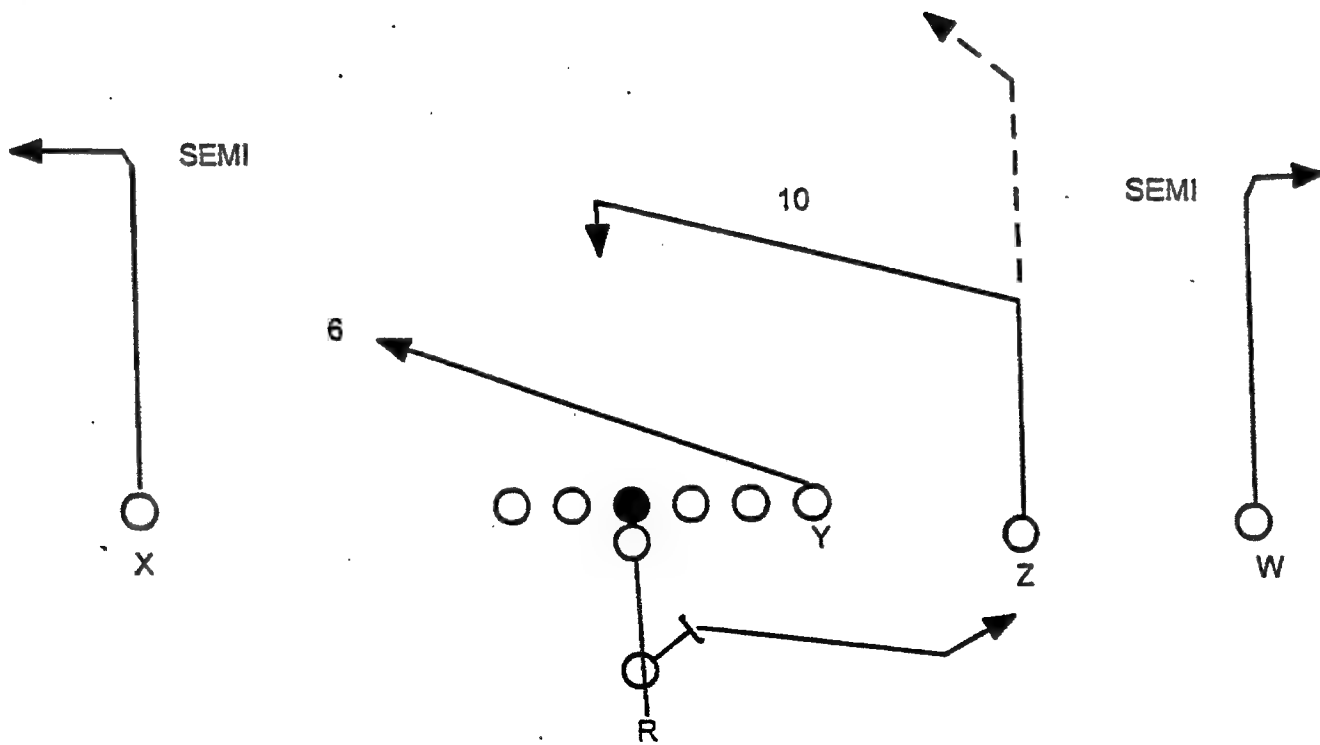
MIKE SAM COVER BLITZ 1 OR 9



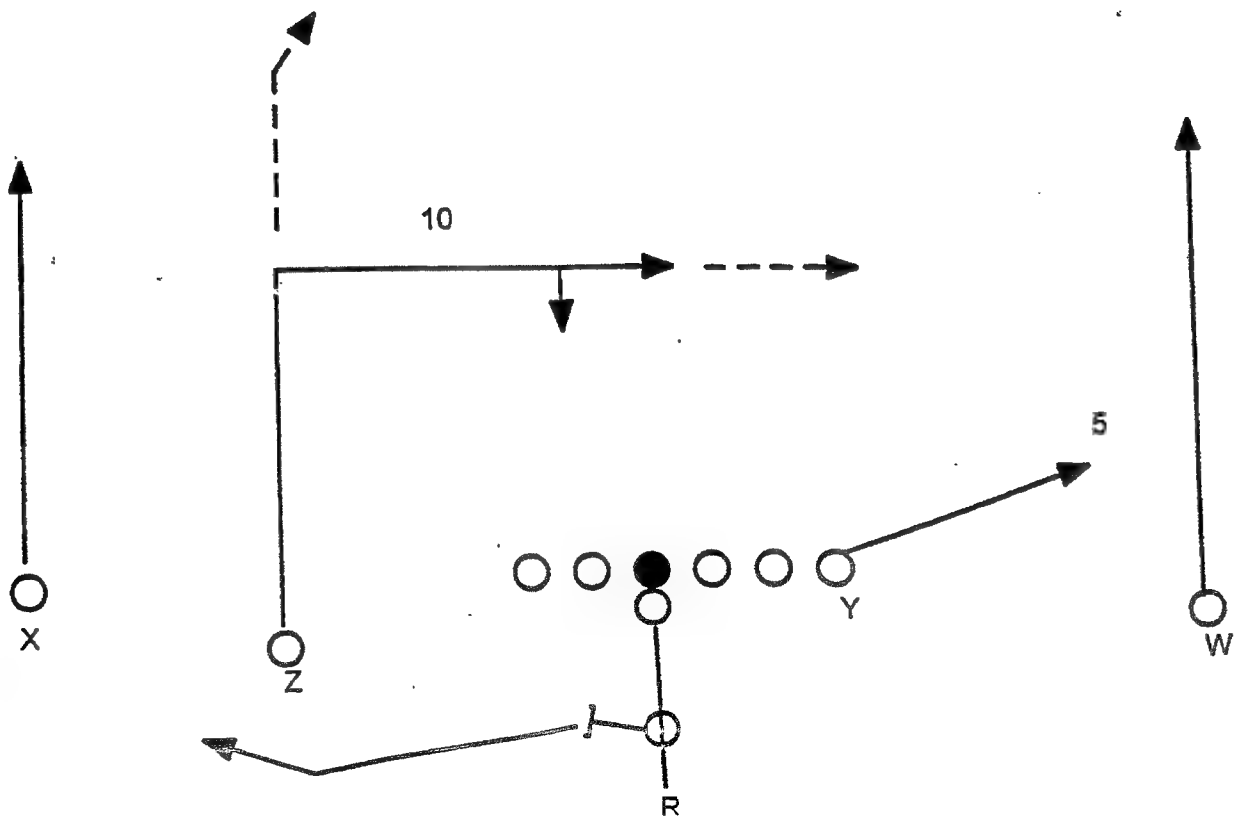
SS SHARK BLITZ COV. 1



0 / 1 WIDER 76 / 77 SEMI Y DRAG



0 / 1 WIDE SLOT 62 / 63 SEMI GO Y DIAGONAL

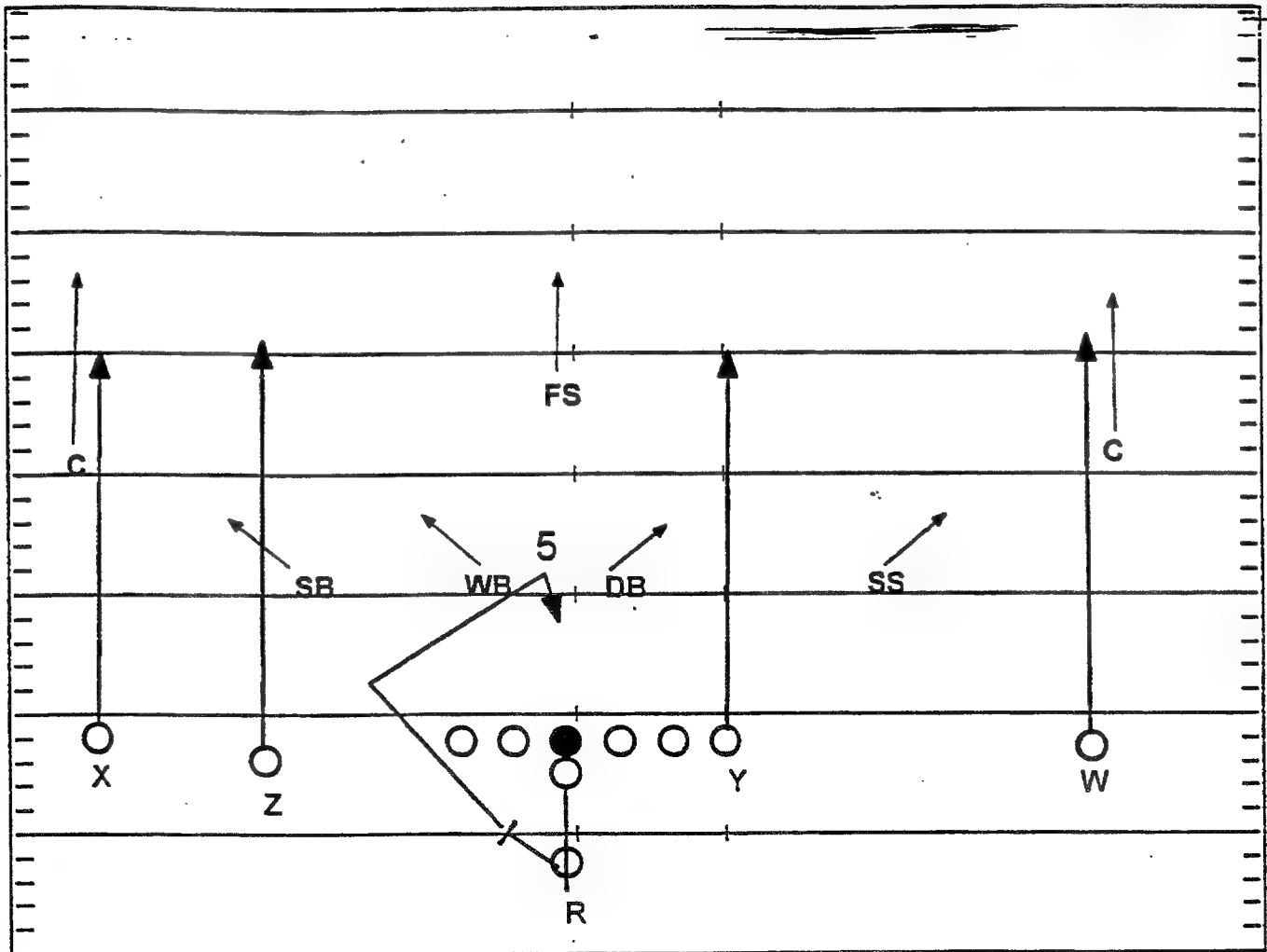




CLEVELAND BROWNS

CALLED SEAMS

0 / 1 WIDE SLOT 62 / 63 SEMI DOUBLE SEAM



QB 5-Step Drop – Read Post Safety – Throw Away from Him
Vs. Cover 2 – Read 3 on 2 Ball

X Maximum Split – Execute a Go Route

Z Maximum Split – Execute Seam Read

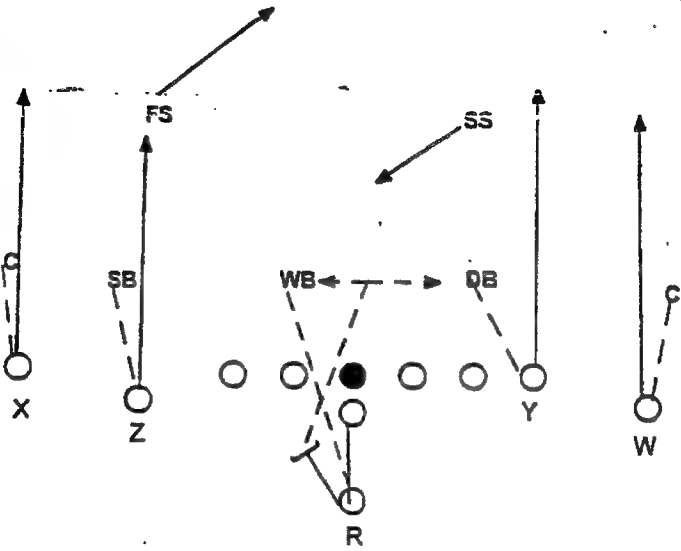
Y Execute a Seam Route

W Maximum Split – Execute a Go Route

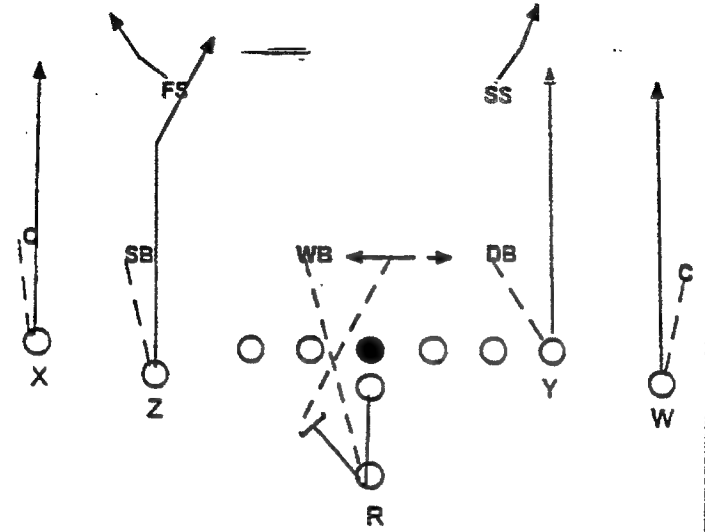
B Block Protection Rule – N/T Execute Check Down

FORMATION(S): 0/1 Wider, 0/1 Wider Z Fly

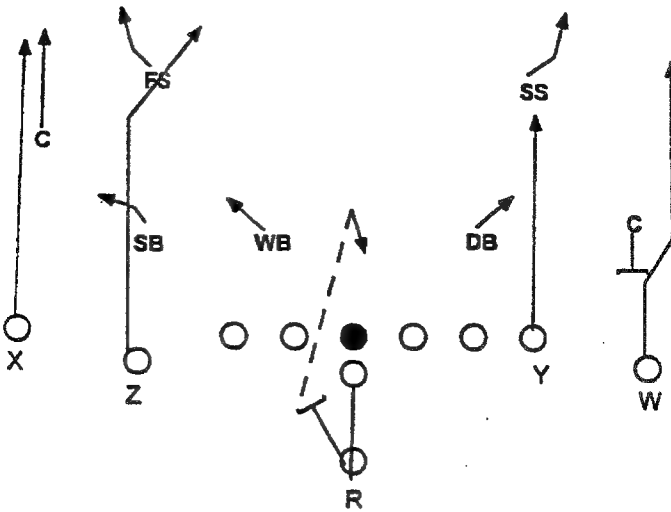
1 FREE 1 ROBBER



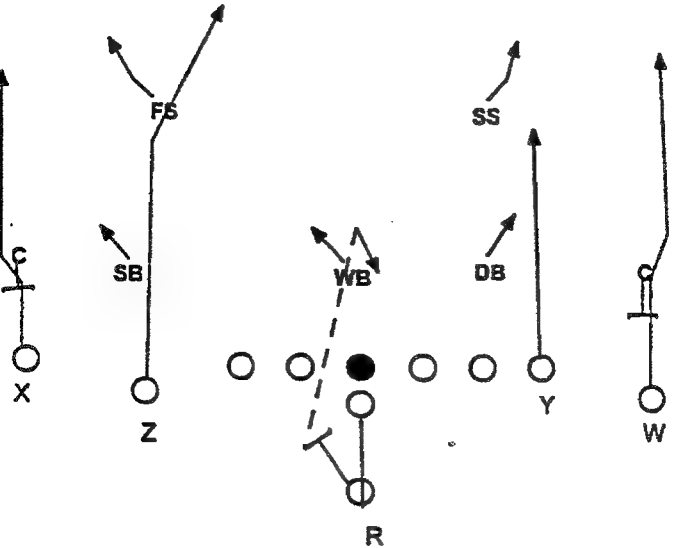
22 MAN



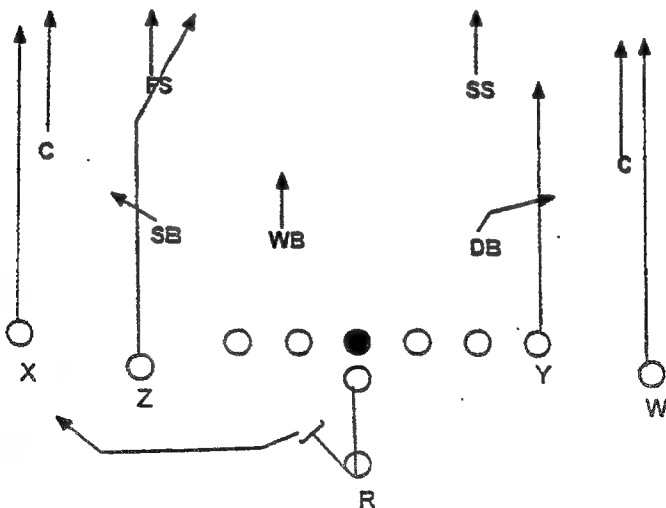
0/2



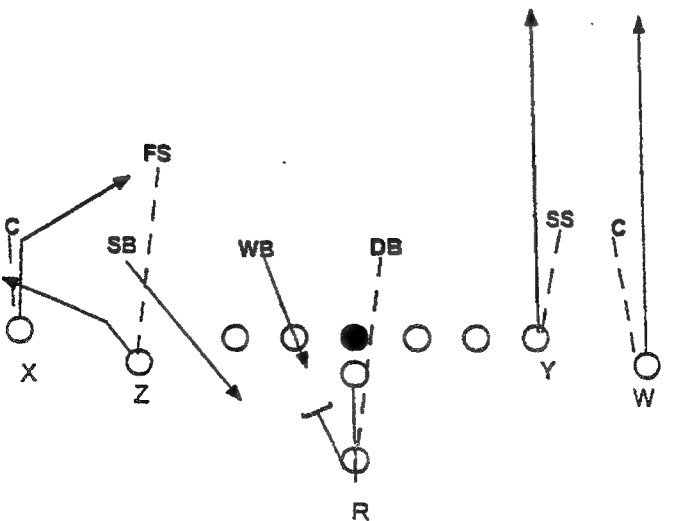
22



00



BLITZ 11



THE NUMBERS PACKAGE WITH CALLED SEAM

These plays will be run from multiple formations. Protections 62/63, 74/75, 76/77.

RULES

Call protection: Call who has Seam Read.

PLAY CALL MECHANICS

1. Call the outside Receivers Route (CB, Semi, etc.). The two outside Receivers will run the mirrored routes which were called.
2. The free release inside Receiver who is not called will run a Seam Route.
3. The free release inside Receiver with the called Seam will run a Seam Read.
4. The protection Receivers will protect first then run a Flair Control route based on outside Receivers.

PLAYS

0/1 Wider 62/63 Semi Y Seam
0/1 Wide Slot 76/77 Semi Z Seam
0/1 Wide Slot 76/77 Curl Z Seam
0/1 Wider 62/63 Curl Y Seam
0/1 Wide Slot 62/63 CB Z Seam
2/3 Wider 62/63 CB Y Seam

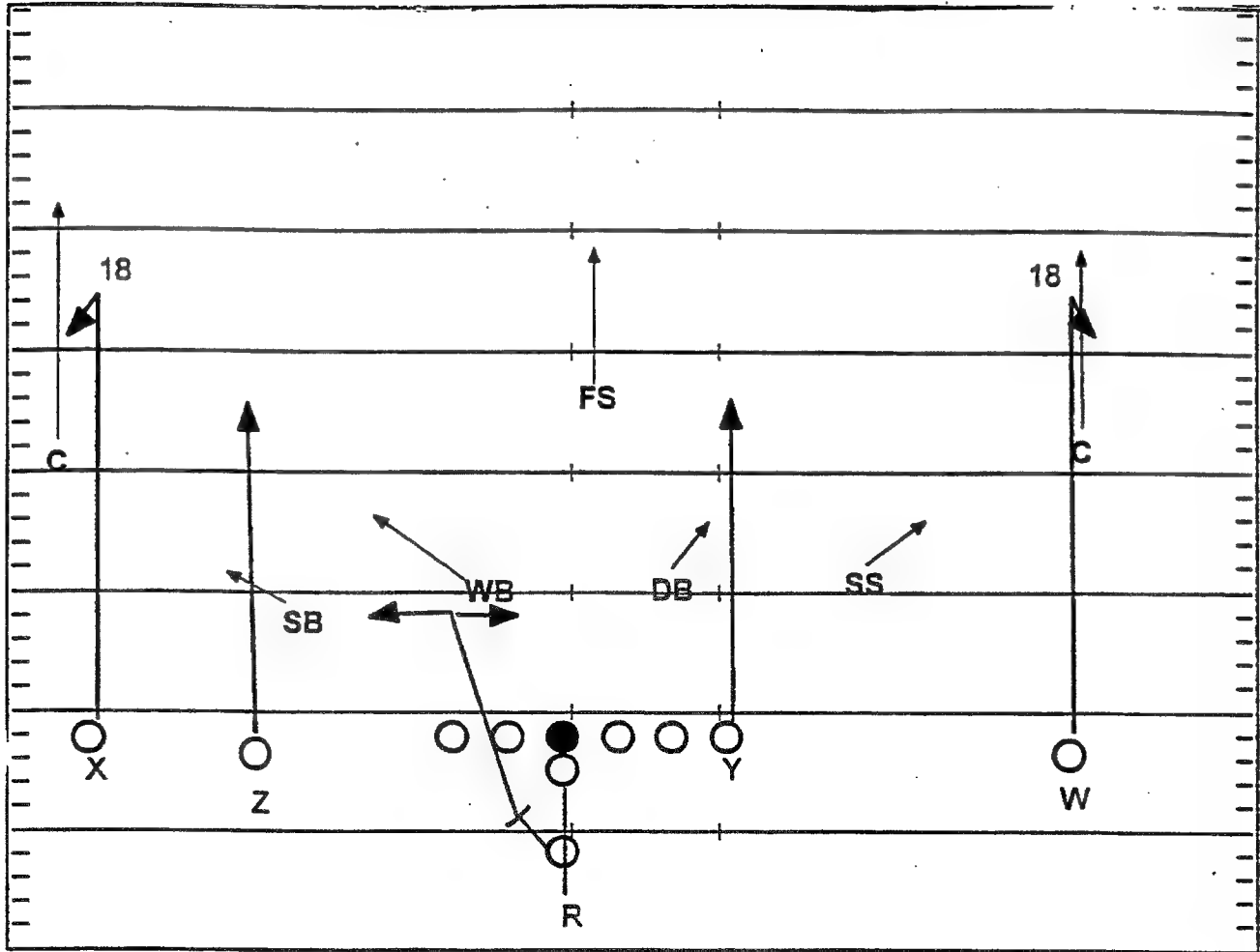
HOT/SIGHT ADJUSTMENTS

Regular 62/63 and 74/75 Hot Rules
FS + 1 Weak = SA
SS + 1 Strong = SA
Sam + Mike = Hot
Diamond = 2 Off the TE = SE

SEAM READ

No. one in the middle take the middle. Someone in the middle stay through seam.

0/1 WIDE SLOT 62/63 CB Z SEAM



QB: 7 to 5 Step Drop - vs. Single High Safety - Throw Away From Safety -
 (Seam to CB)
 vs. Cover 2 - Read 3 on 2 Ball

X: Maximum Plus Split - Execute 18 Yard Comeback
 Normal Conversions

Z: Z Seam Alignment - Execute Seam Read

Y: Execute a Seam

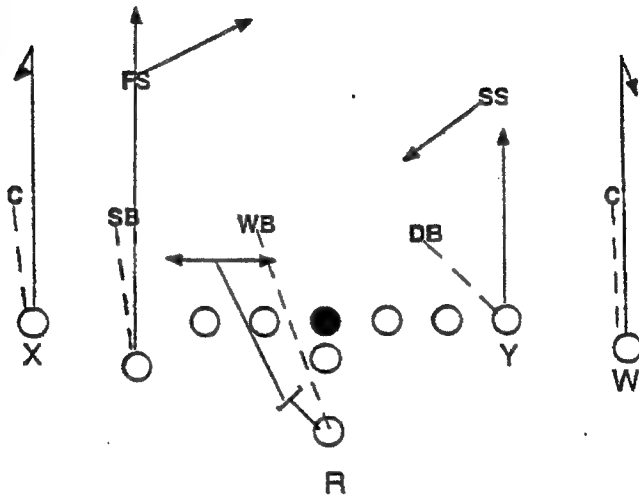
W: Maximum Plus Split - Execute 18 Yard Comeback
 Normal Conversions

R: Block Protection Rule - N/T Execute a Checkdown

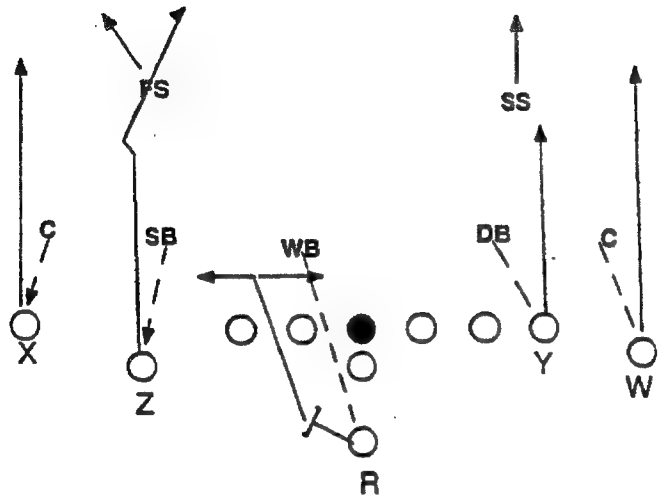
FORMATION(S): 0/1 Wider, 0/1 Wider Z Fly

0/1 WIDE SLOT 62/63 CB Z SEAM

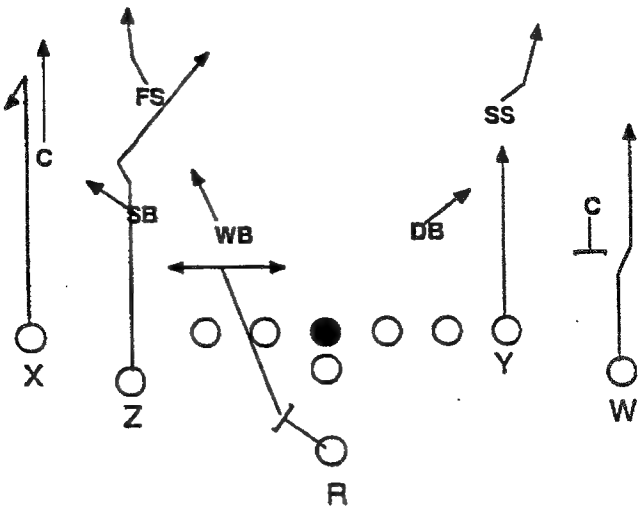
1 FREE 1 ROBBER



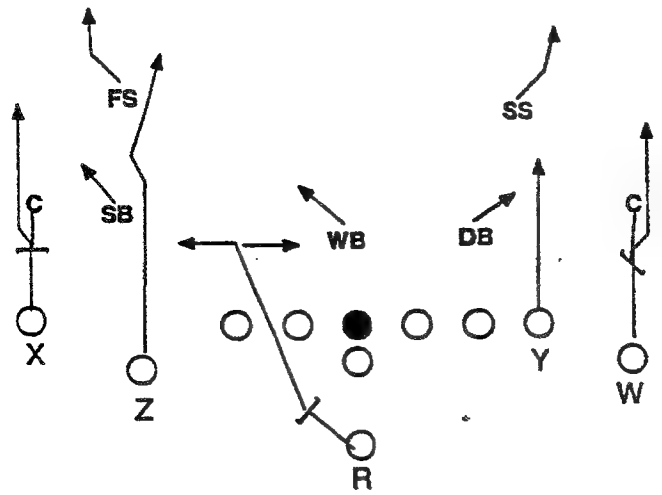
22 MAN



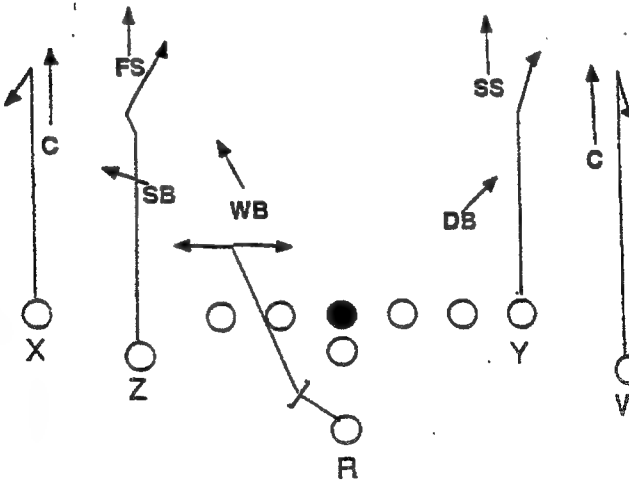
0/2



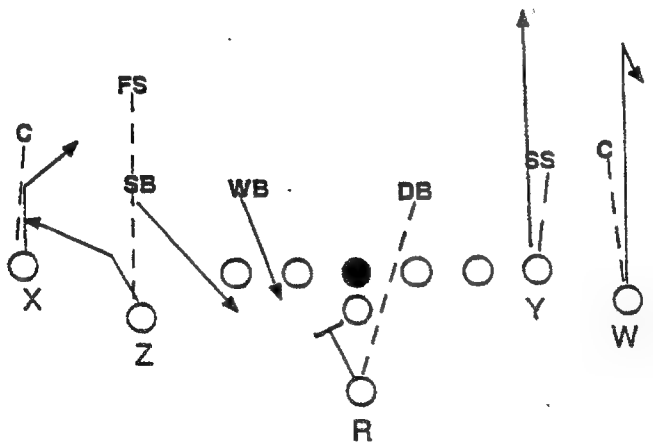
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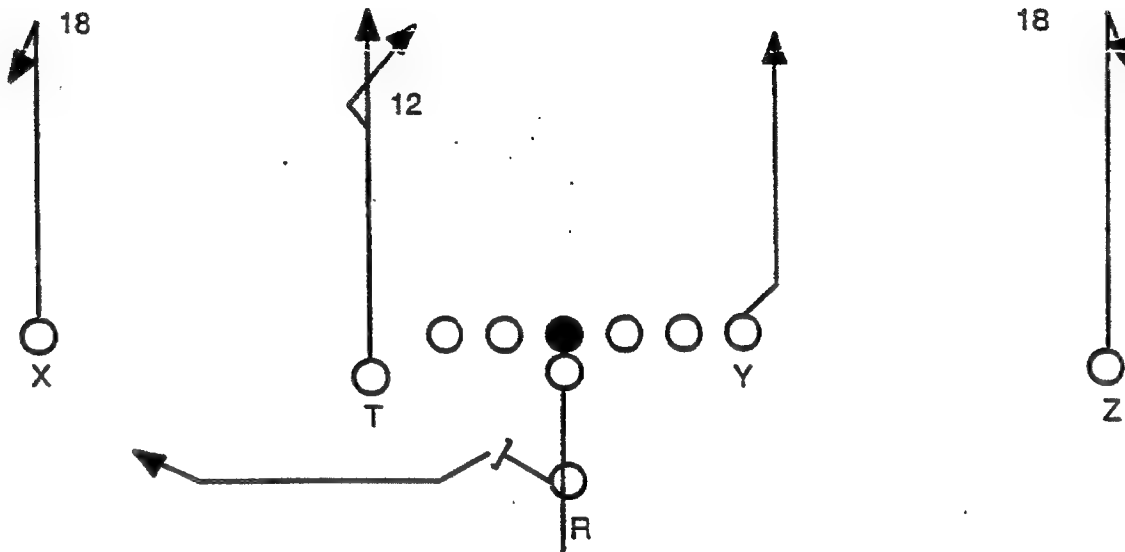
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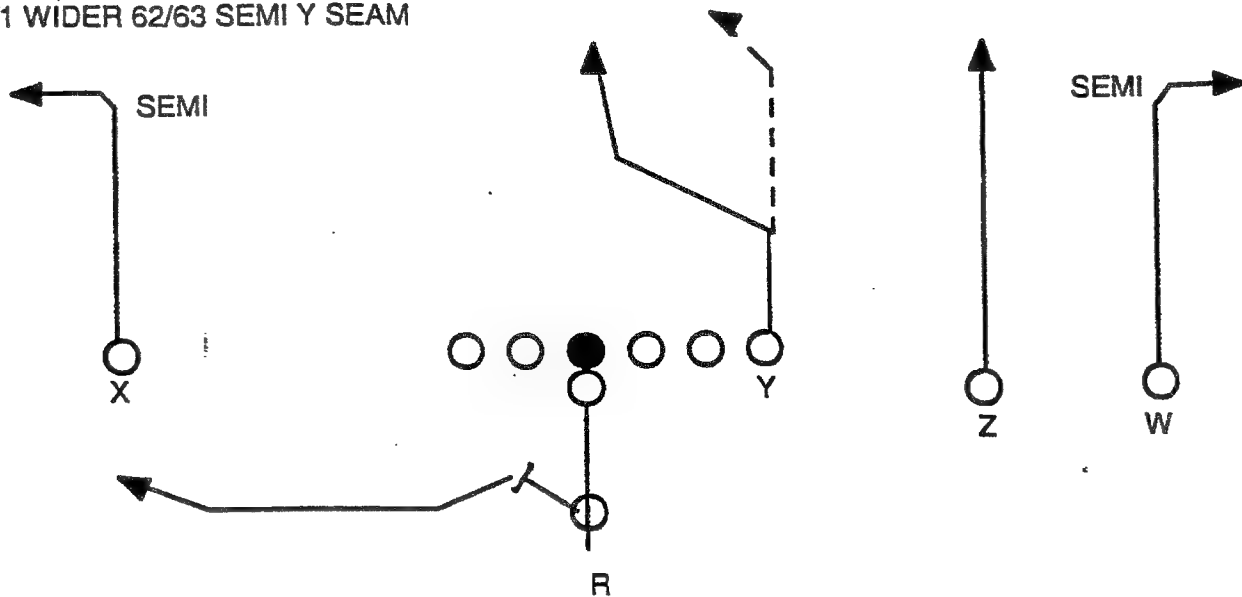
BLITZ 11



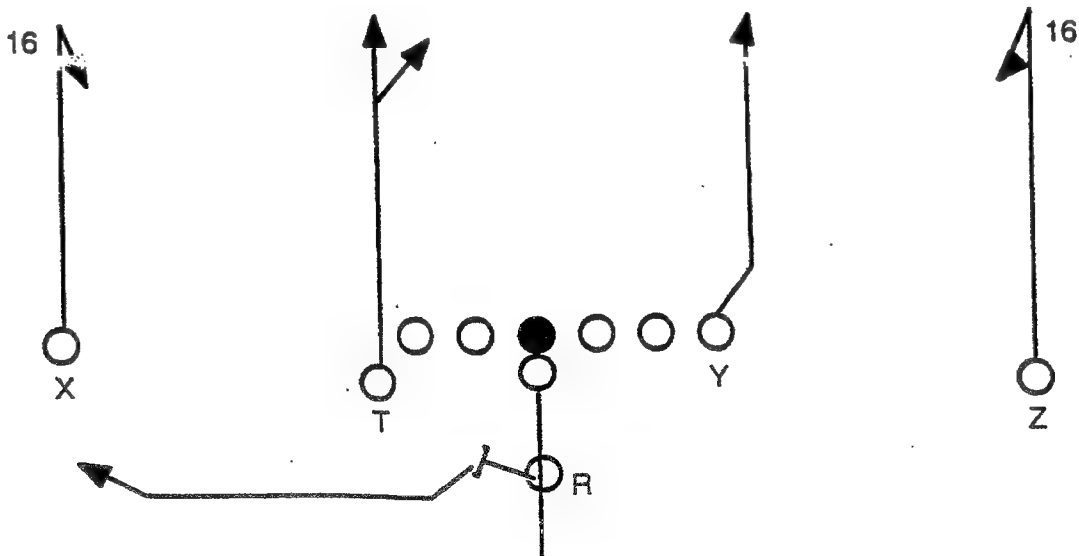
0/1 UP 62 / 63 CB T SEAM



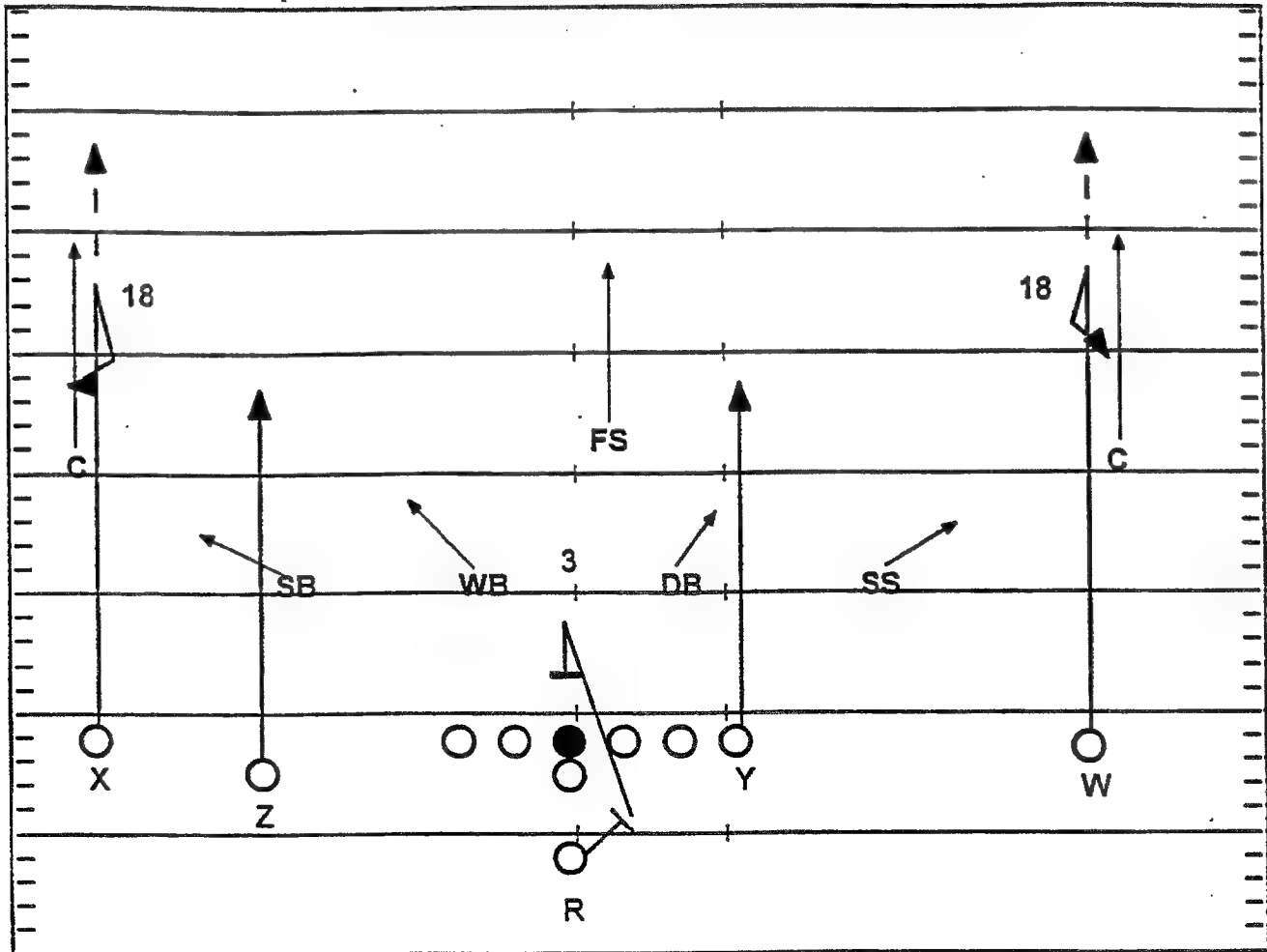
0/1 WIDER 62/63 SEMI Y SEAM



0/1 UP 62 / 63 CURL T SEAM



0/1 WIDE SLOT 76/77 STREAK



QB: 7 to 5 Step Drop - vs. Post Safety - Seam to Outside to Back
vs. Cover 2 - Read 3 on 2 Ball

X: Maximum Plus Split - Execute Outside Steak Read

Z: Z Seam Alignment - Execute Streak read - -

Y: Execute a Seam

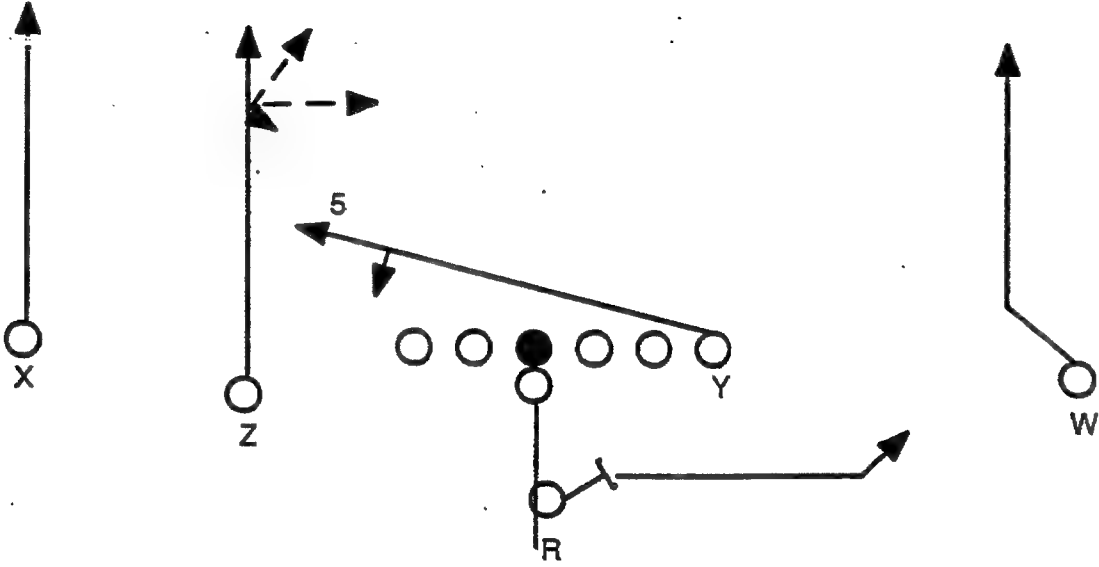
W: Maximum Plus Split - Execute Outside Streak Read

B: Block Protection Rule - N/T Execute a Check Down

FORMATION(S): 0/1 Out, 0/1 Wider Z Fly

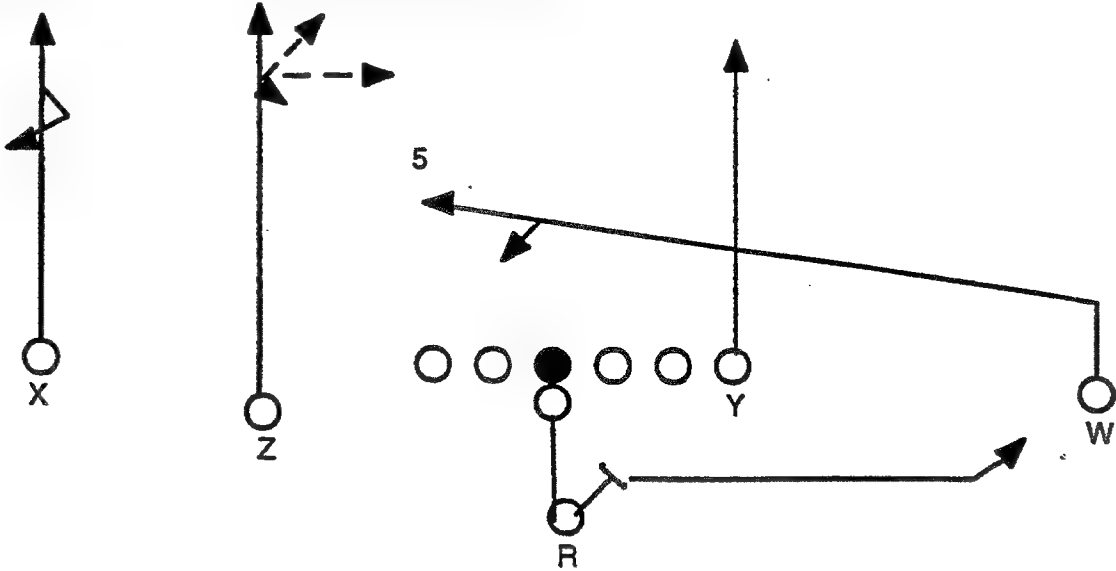
0/1 WIDE SLOT 76 / 77 STREAK Y SHALLOW

18

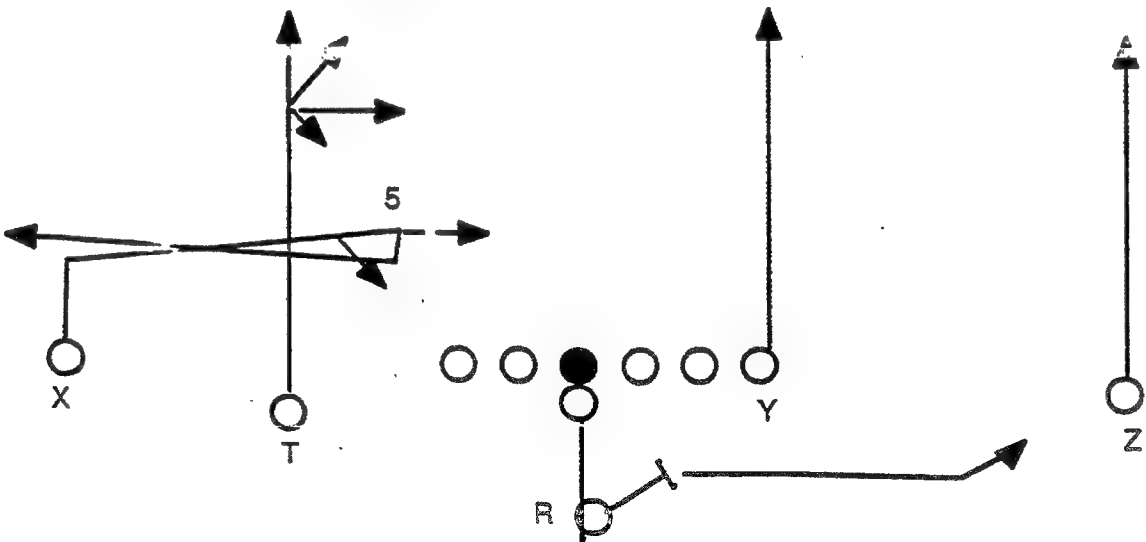


0/1 WIDE SLOT 76 / 77 STREAK W SHALLOW

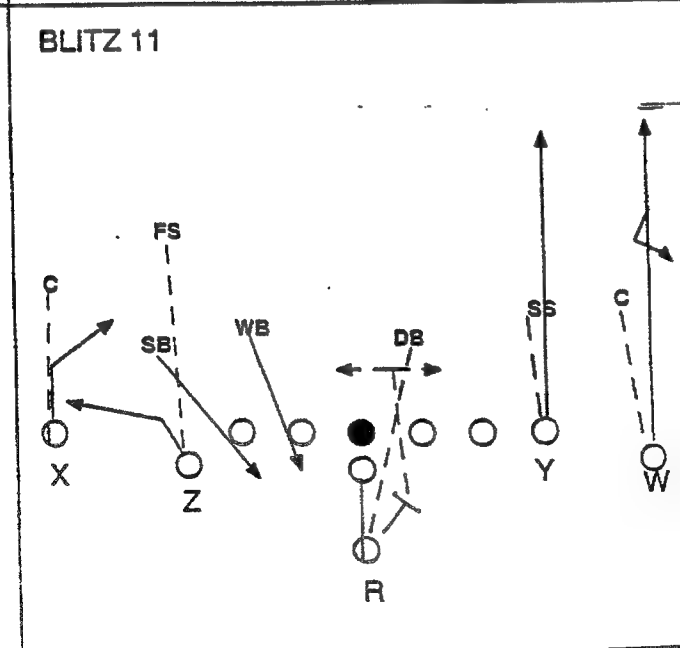
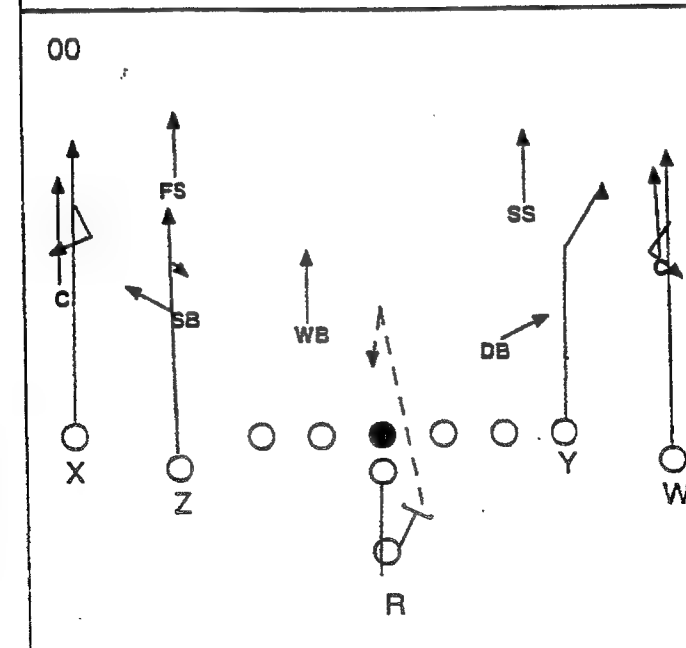
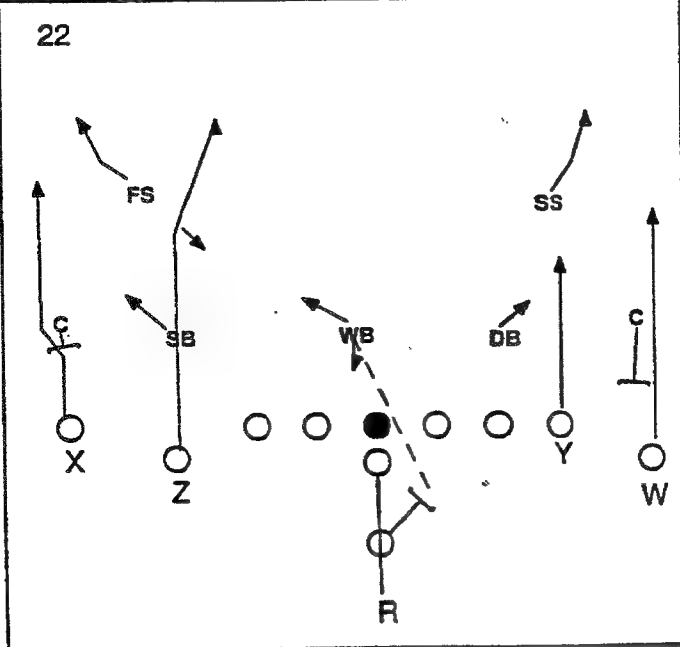
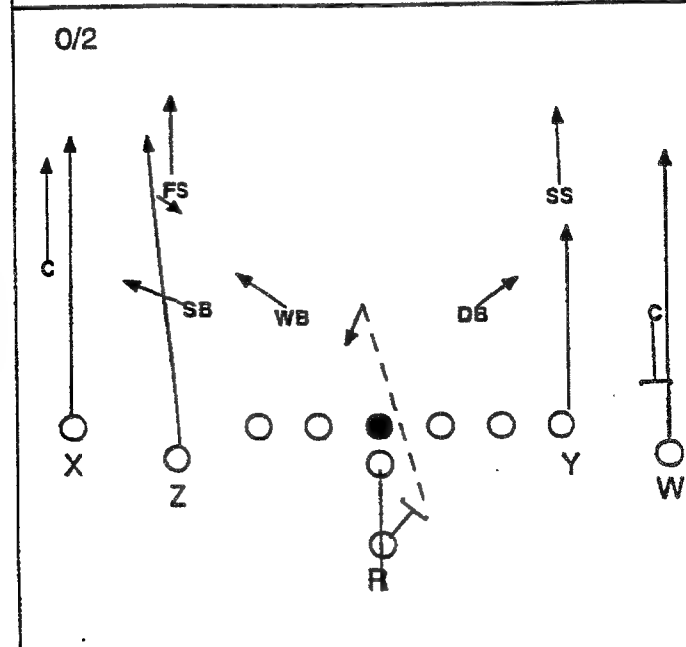
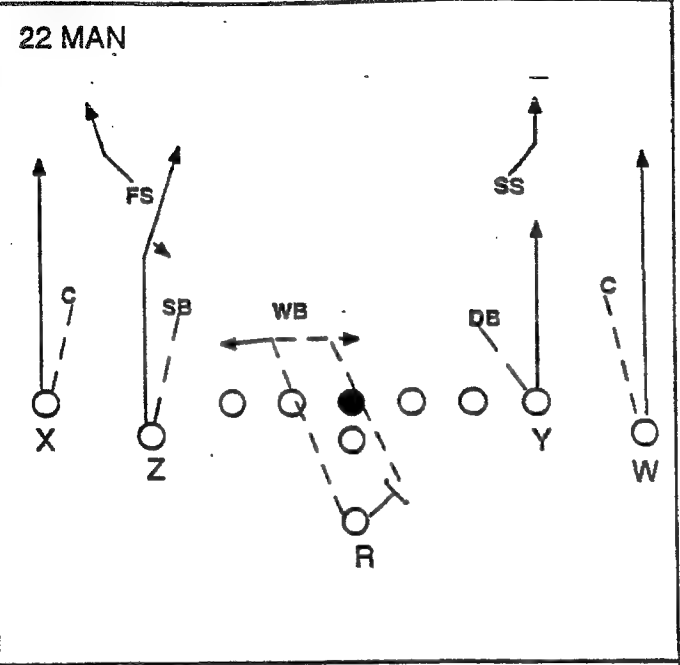
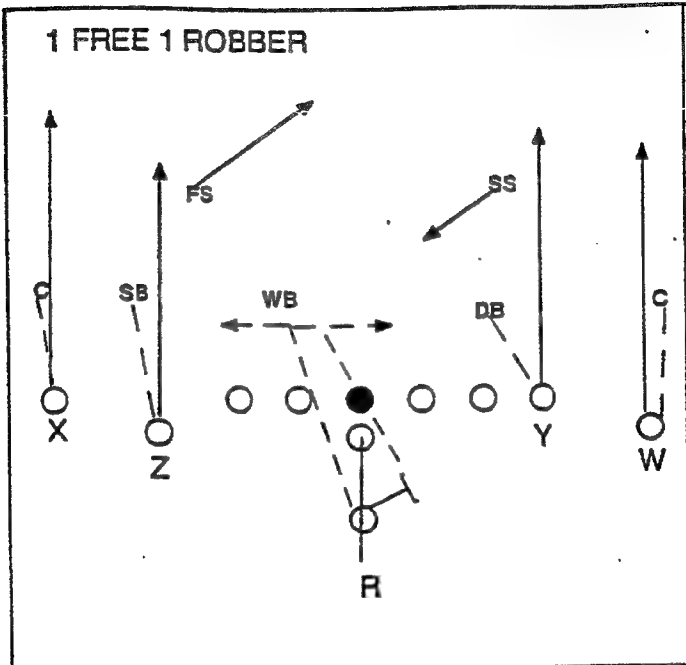
18



0/1 UP 74 / 75 STREAK X SHALLOW



0/1 WIDE SLOT 76/77 STREAK



THE STREAK PACKAGE

These plays will be run from multiple formations.

Protections: 62/63, 74/75, 76/77

PLAY MECHANICS TO 2-2 SET

1. Call the Streak. The two receivers away from the TE will be considered Weak Side.
2. The two receivers to the TE side are considered Strong side.

RULES OF THE WEAKSIDE RECEIVERS

1. Outside Receiver vs. Off Coverage - If you can touch the defender within 16 yards, run a Go. If not, Hook up at 18 yards, working back down the stem to the outside. Fade vs. 2 Cover or Press (Rolled up Corner).
2. Inside Receiver - Run Seam - run though vs. a single high Safety who is less than 5 yards or working away from you, or vs. a 2 high Safety (or Corner) who is less than 5 yards. If 2 high Safety (or Corner) is high and wide take post. If your read doesn't allow you to continue on seam (or post), sit at 12-16 yards and react as if running a curl.

RULES OF STRONGSIDE RECEIVERS

1. Outside Receiver - Same as Outside Receiver Weak.
2. Inside Receiver - Run a Seam.

BACK RULES

The protection Back (R) will block protection rules first. N/T, run a check down. Stay on the move vs. Man cover.

PLAYS

O/1 Wide Slot 76/77 Streak
O/1 Wide Slot 76/77 Streak X Shallow
O/1 Wide Slot 76/77 Streak Y Shallow
O/1 Wide Slot 76/77 Streak W Shallow

HOT/SIGHT ADJUSTMENTS

Regular 62/63, 76/77 Hot Rules

FS + 1 Weak = SA

SS + 1 Strong = SA

Sam + Mike = Hot

Diamond = 2 Off the TE

VARIATIONS

A Receiver may be called into a Shallow route. He will take 1 or 2 steps upfield and then come underneath at a depth of 5 yards. He can sit down, stay on the move or return (i.e.: 76 Streak X Shallow)

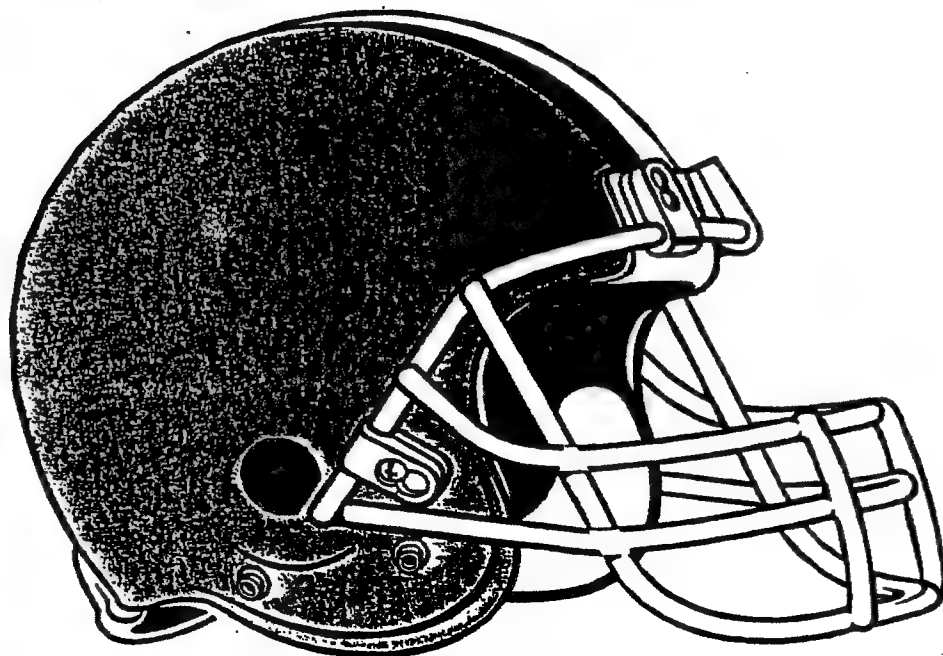
The protection Back will block protection first. N/T, run a Swing.

SWITCH

The weak side receivers will Switch Streak reads.

PROTECTION RULES

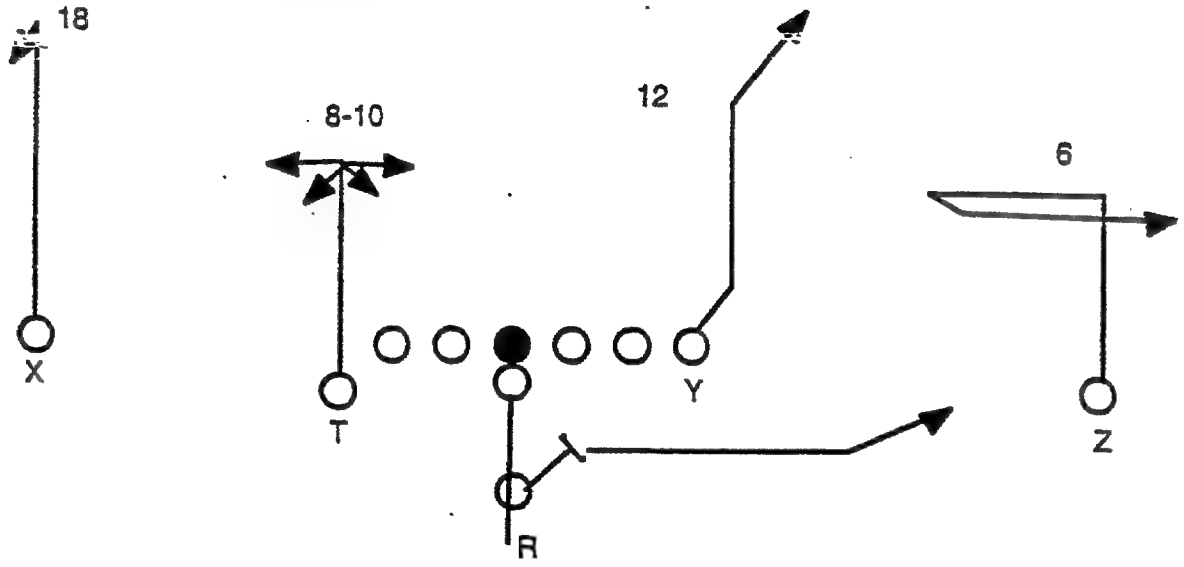
The protection Back will block protection first. N/T, run a Swing.



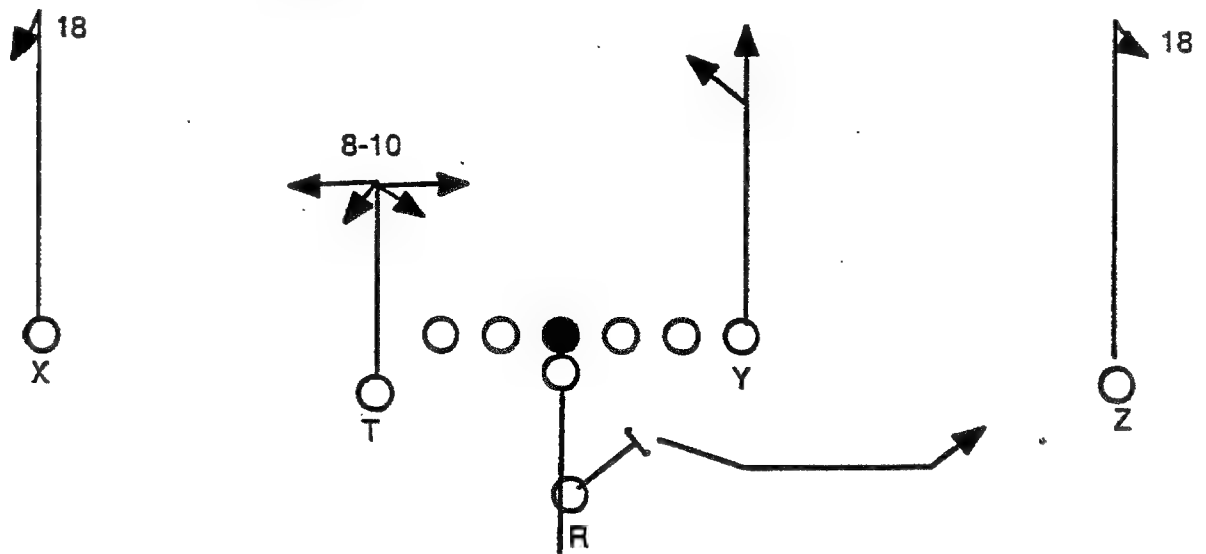
CLEVELAND BROWNS

OPTION PASS

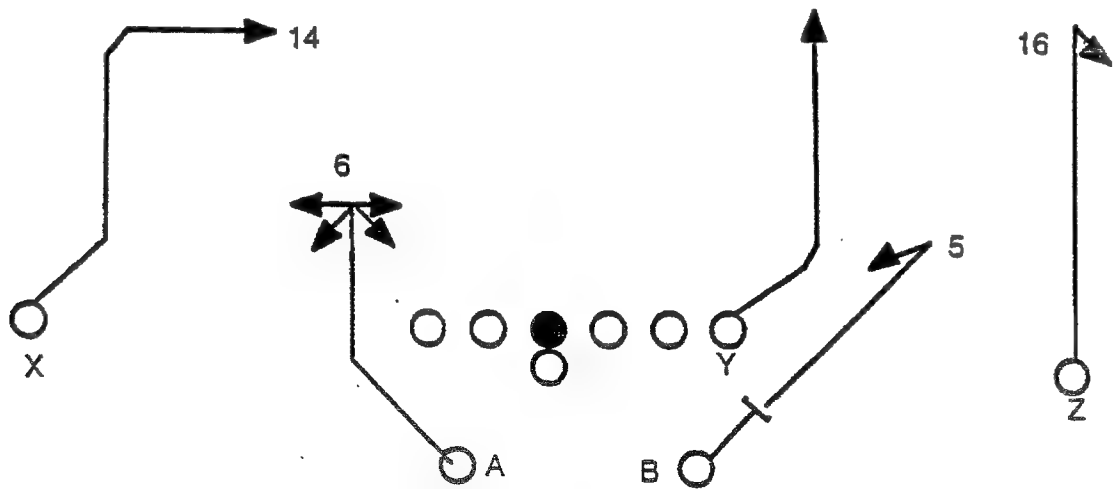
0 / 1 UP 74 / 75 T OPTION Z SMASH



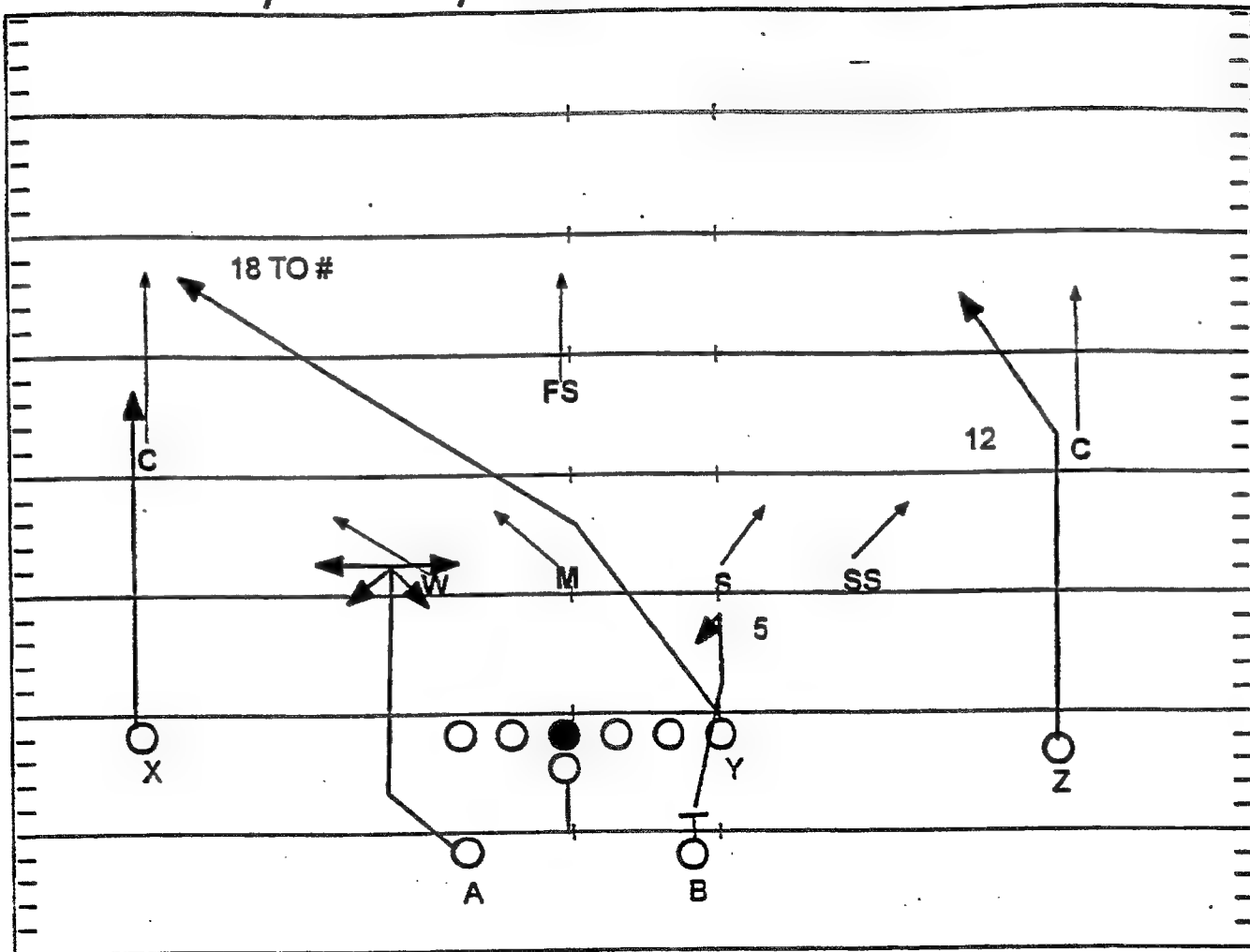
0 / 1 UP T OPTION COMEBACK



6 / 7 74 / 75 SEMI A OPTION X IN



6 / 7 74 / 75 A OPTION Y CROSS



QB 7 to -Step Drop - Read the "A" - vs. Zone he Will Hook Up vs. Man he Can Break Inside/Outside. If the "A" is Squeezed by the Will Hit Y Over Top. If CB Comes off to Help hit X on a Go. vs. Man go A to Y.

X Maximum Split - Execute a Go Route

Z Minimum Split - Execute a Post Route

Y Inside Release - Push Upfield 3 Yards. Break Inside on Deep Crossing Route. At 18 yards Settle on #'s in Zone.

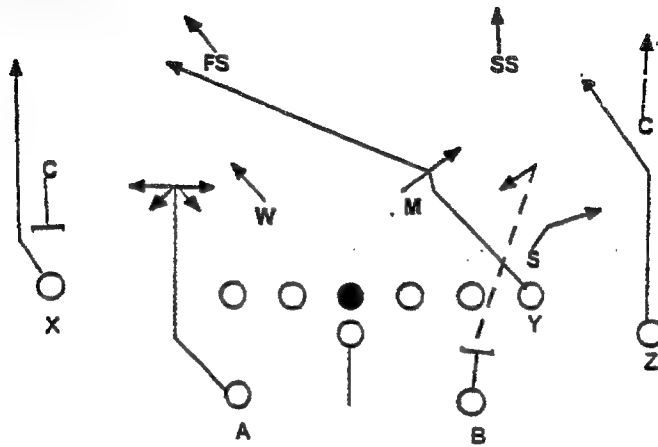
A Free release - Execute an Option Route

B Block Protection Rule - N/T Execute a Check Down

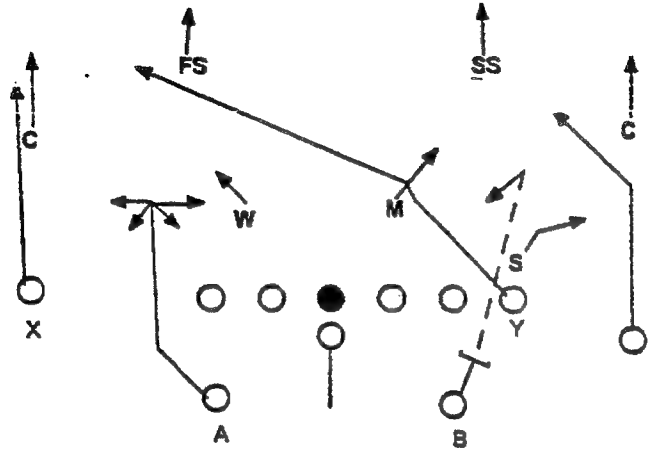
FORMATION(S): 0/1 Up, 0/1 Outside a Half Motion

6 / 7 74 / 75 A OPTION Y CROSS

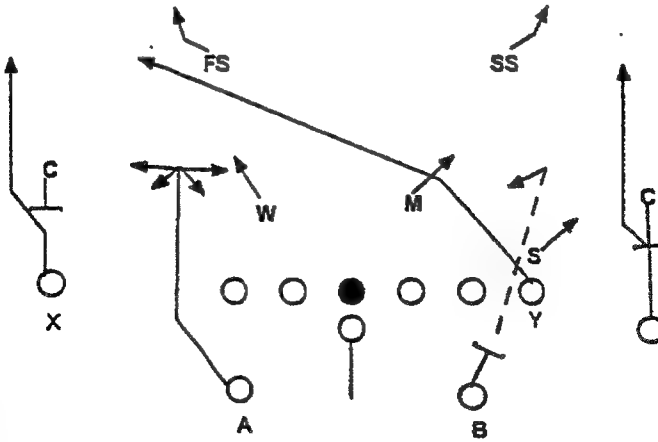
COVER 0/2



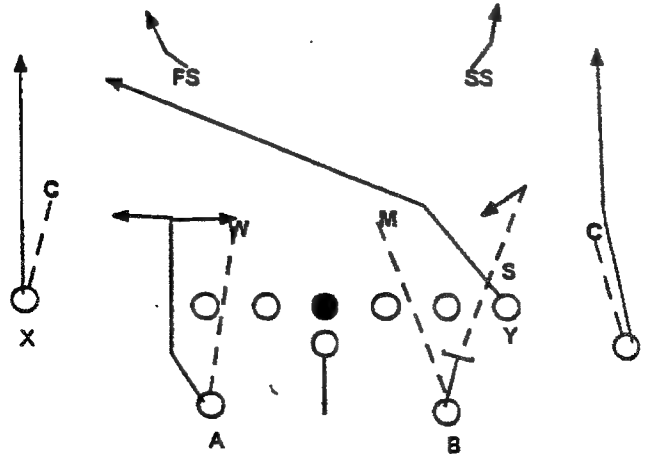
COVER 0



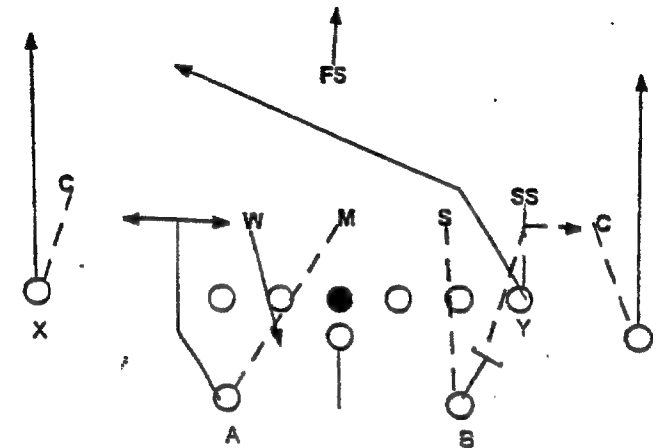
COVER 2



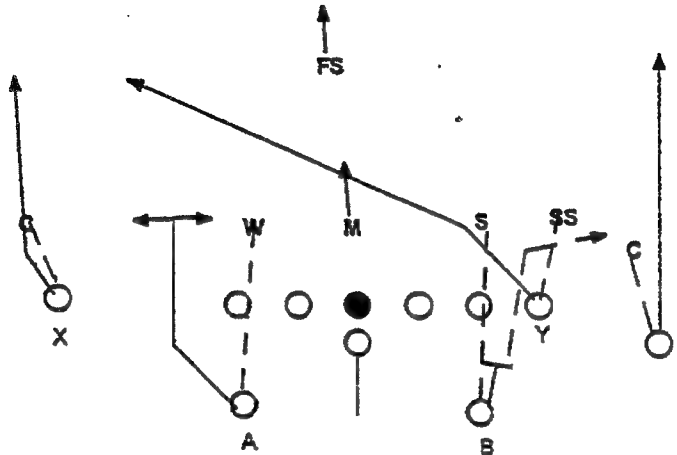
COVER 2 MAN



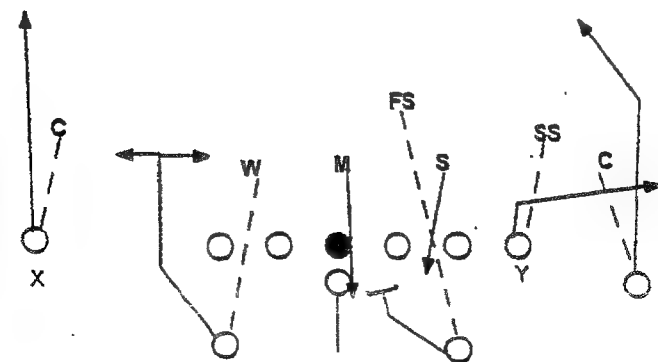
COVER 1 FREE



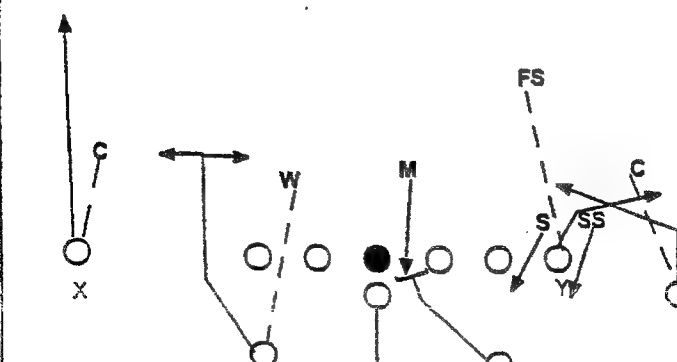
COVER 1 FREE



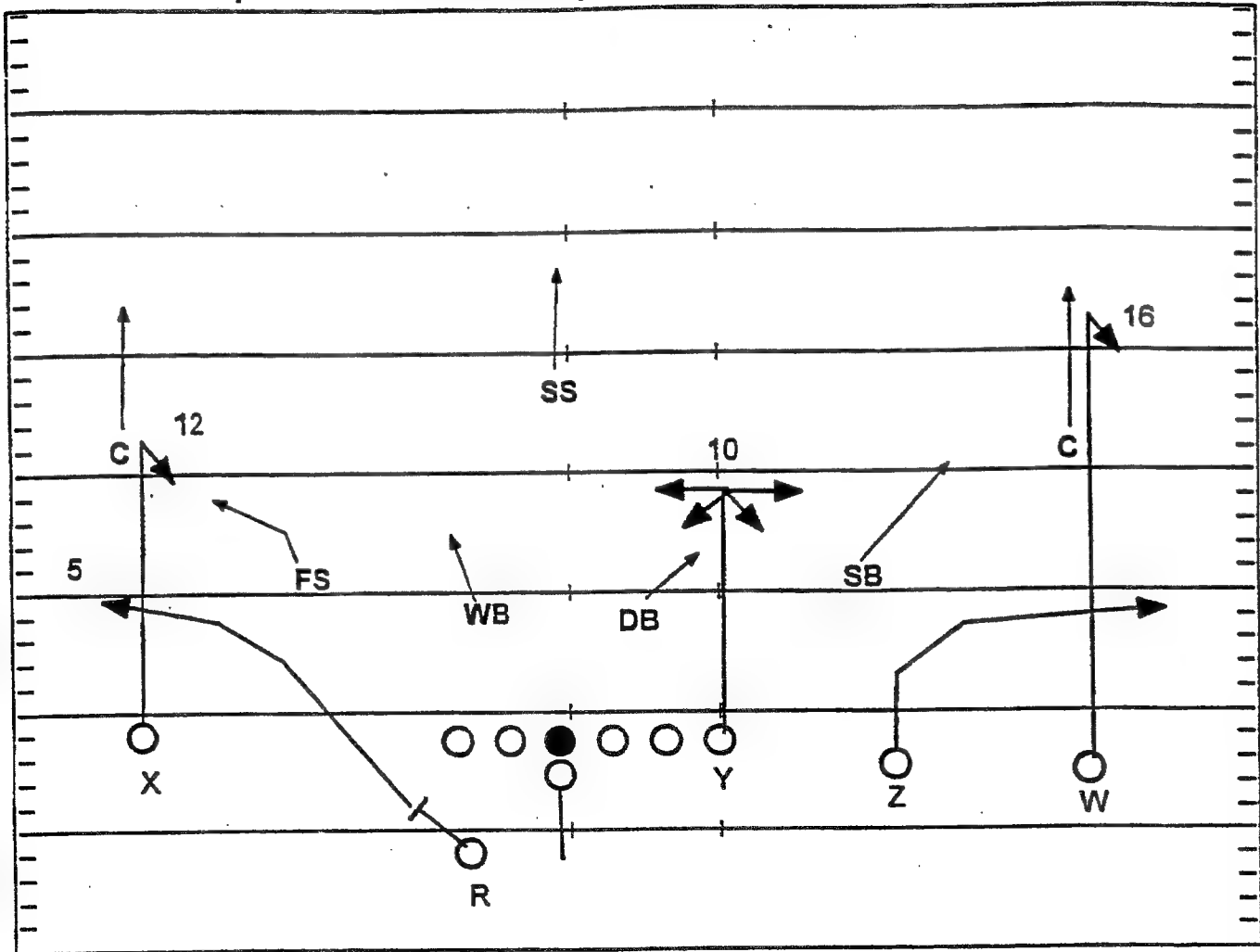
MIKE SAM COVER 1



SHARK MIKE SAM COVER 1



2 / 3 WIDER 62 / 63 SEMI Y OPTION



QB 5-Step Drop - If you Have One-on-One Cover Backside You Can go to the X. vs. Zone Work Progression Y to Z to W.

X Minimum Split - Execute a 12 Yd Semi Curl. Be Alert for Individual Call

Z Execute a Diagonal Route

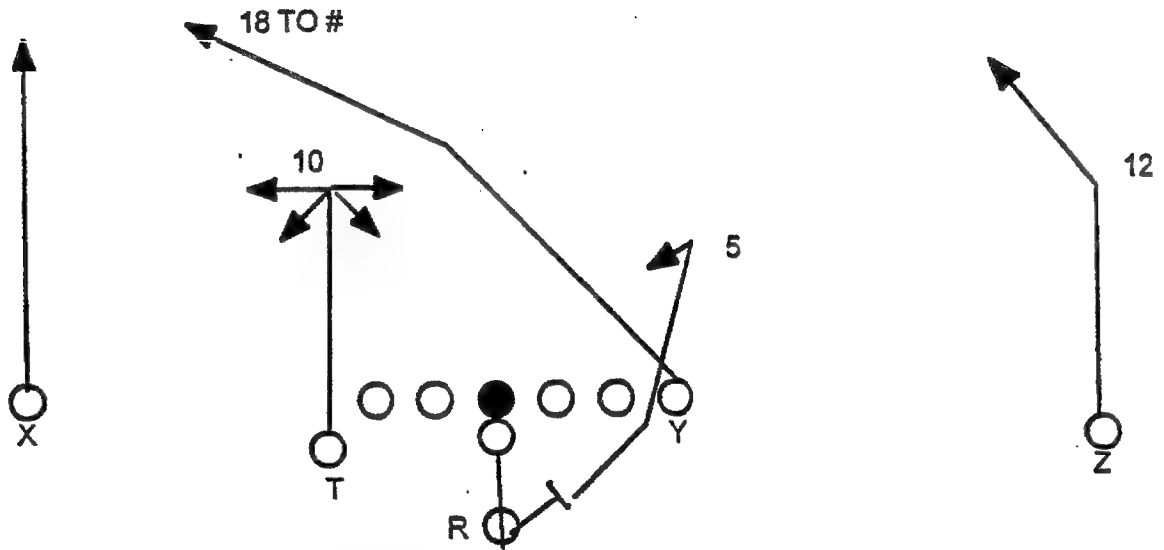
Y Execute and Option Route - 8-10 Yards

W Maximum Plus Split - Execute a 16 Yd Comeback

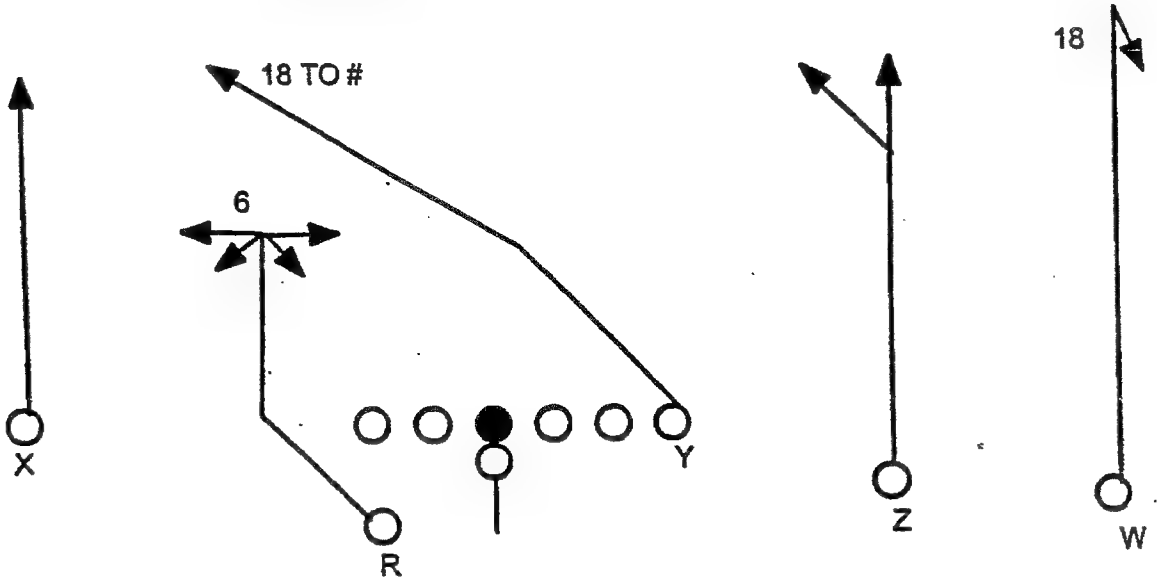
R Block Protection - N/T Execute a Diagonal Route

FORMATION(S):

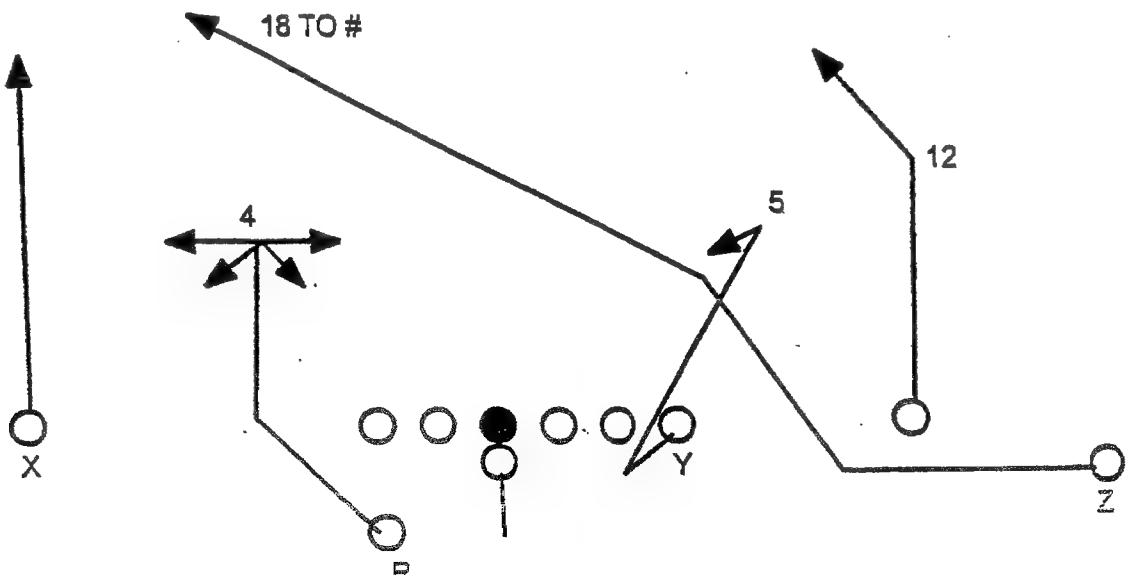
0 / 1 UP 74 / 75 T OPTION Y CROSS



2 / 3 WIDER 62 / 63 SCAT R OPTION Y CROSS

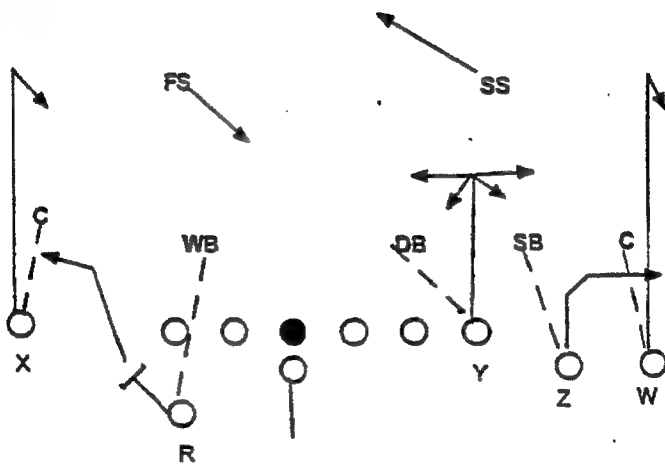


2 / 3 WIDER ZH FLY 80 / 81 SCAT R OPTION Z CROSS

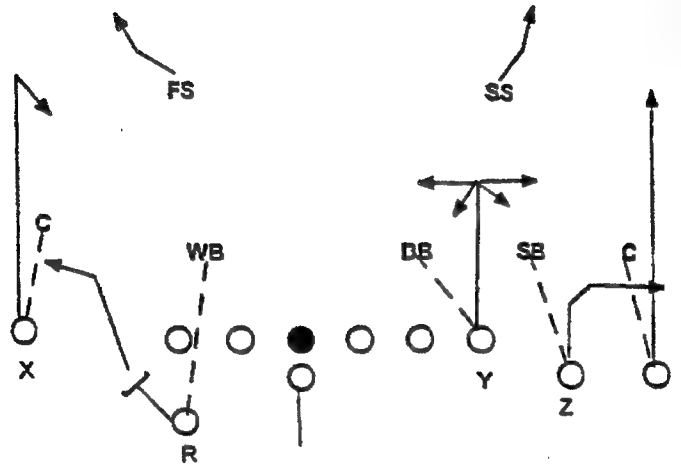


2 / 3 WIDER 62 / 63 SEMI Y OPTION

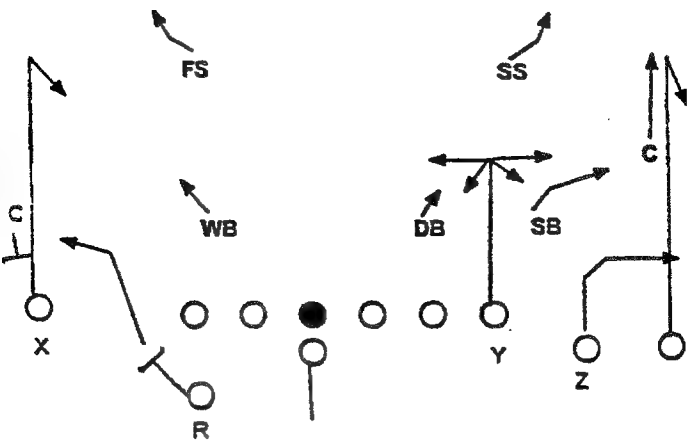
1 FREE 1 ROBBER



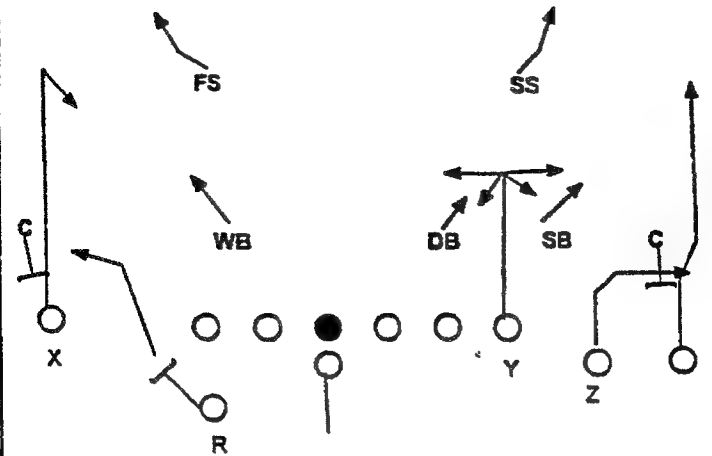
22 MAN



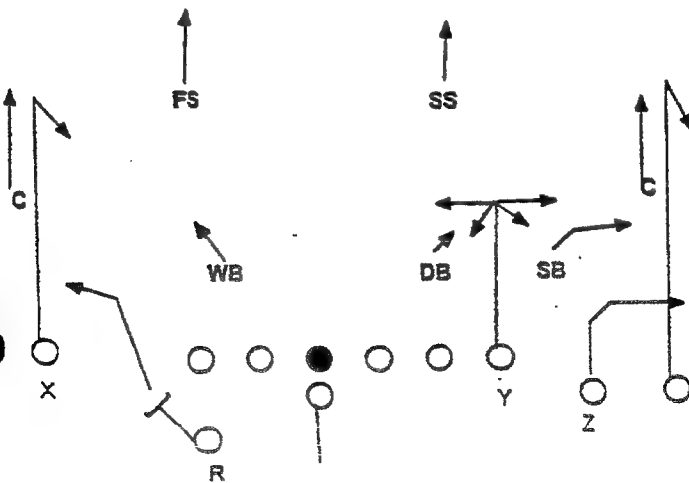
0/2



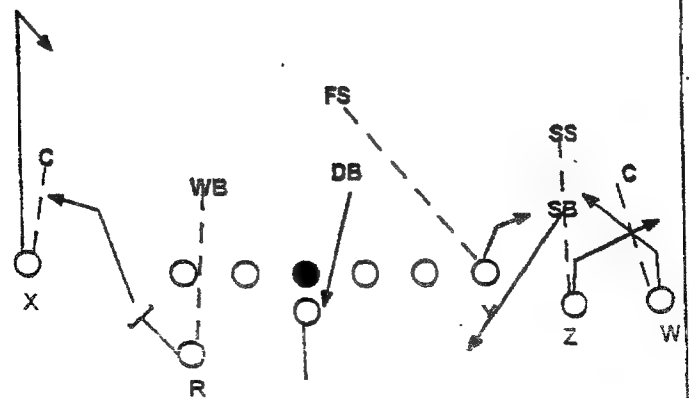
22



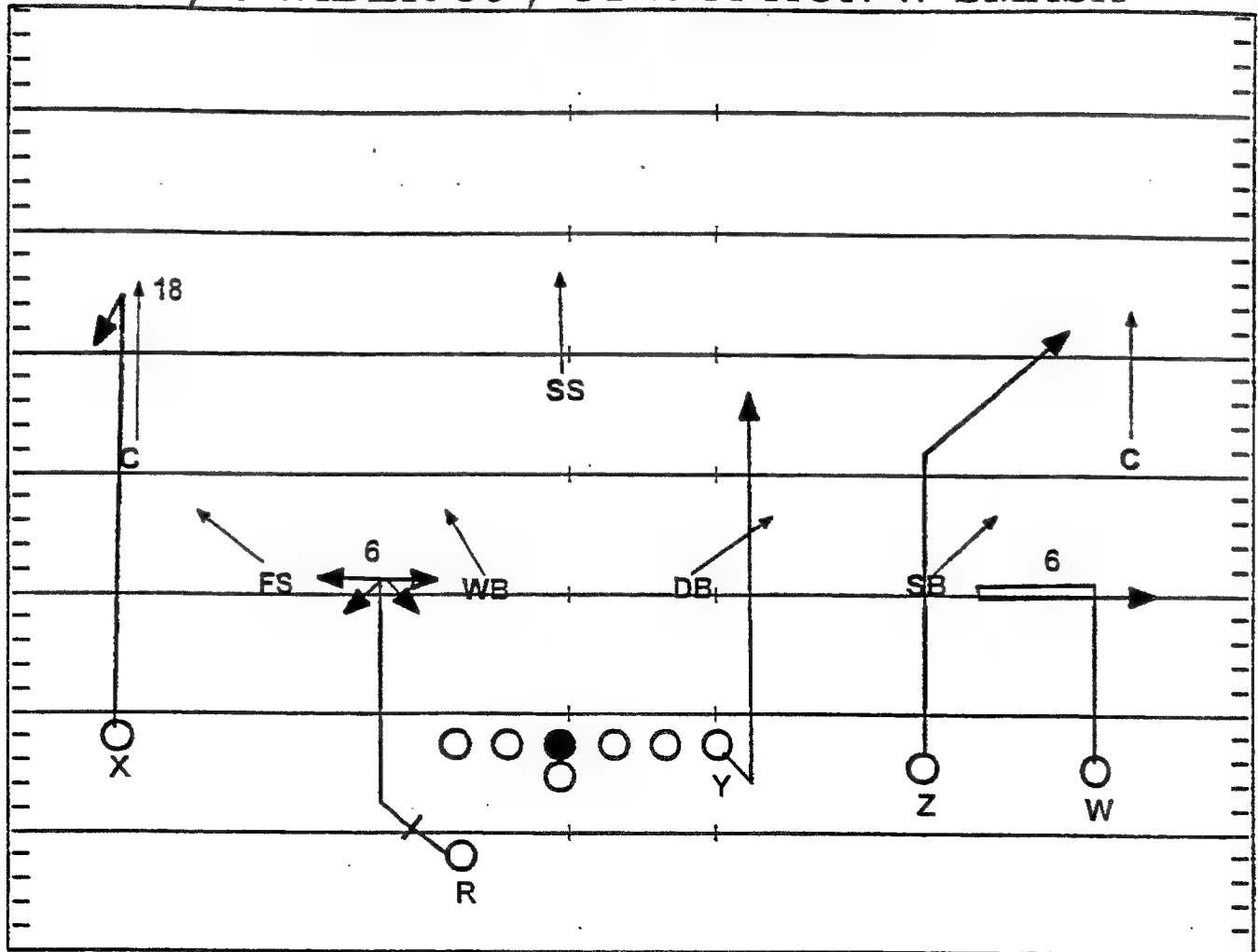
00



BLITZ 11



2 / 3 WIDER 80 / 81 R OPTION W SMASH



QB 7 to 5 Step Drop - vs. Cover 2, 3 or 2 Man Work R - X
vs. Man Work W - Z

X Maximum Split - Execute an 18 Yd Comeback. Normal Conversions

Z Seam Alignment - Execute a Flag Route

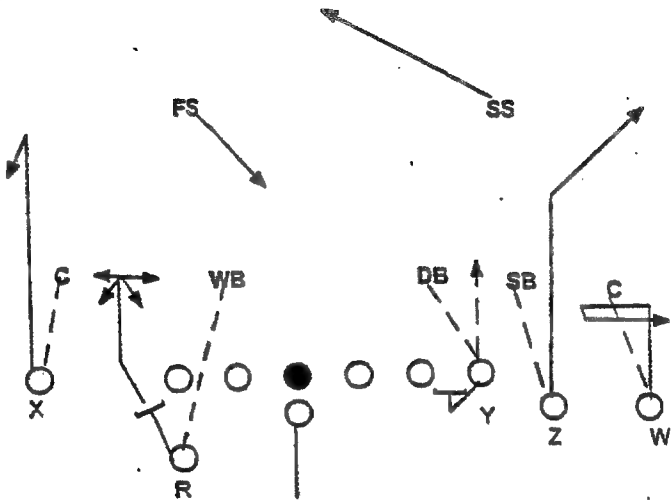
Y Block Protection Rules - N/T, Execute an Option Route

W Wider Alignment - Execute a Smash Route

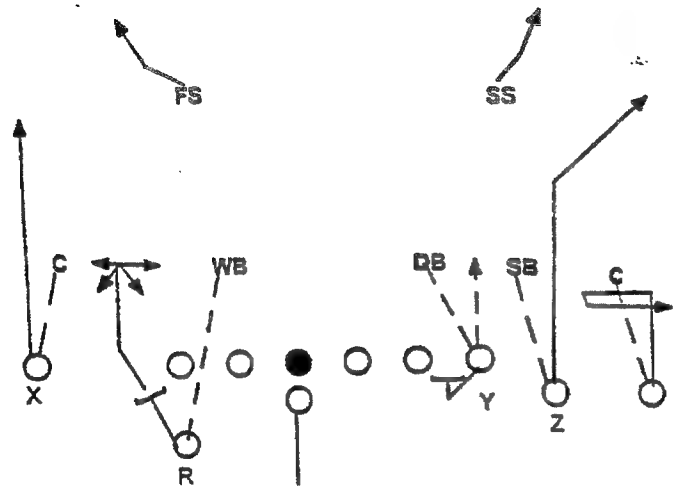
R Block Protection - N/T Execute an Option Route

FORMATION(S): 2/3 Slot Wide Z Mot

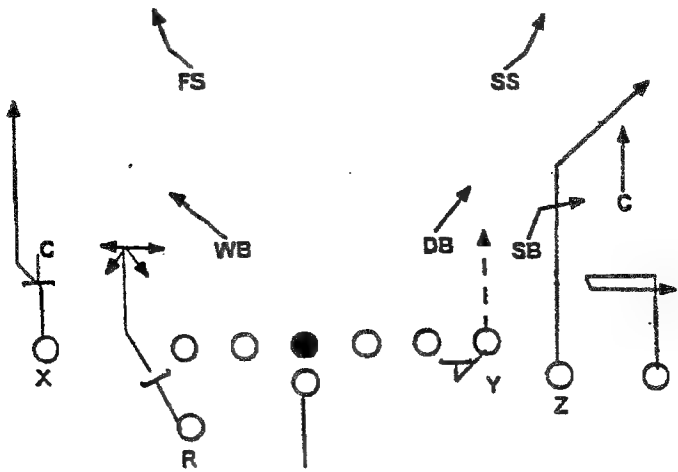
1 FREE 1 ROBBER



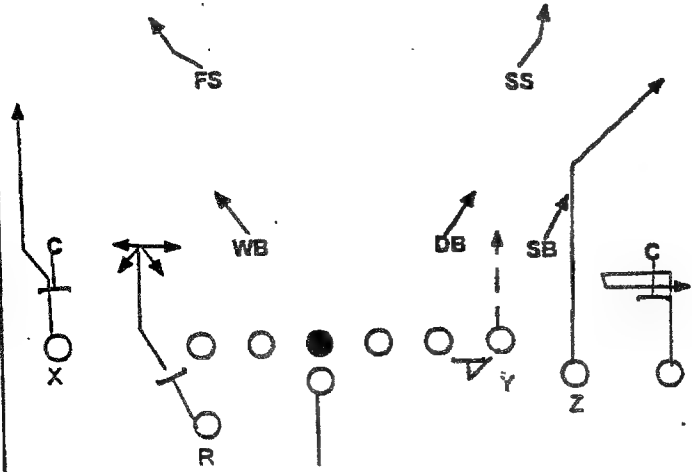
22 MAN



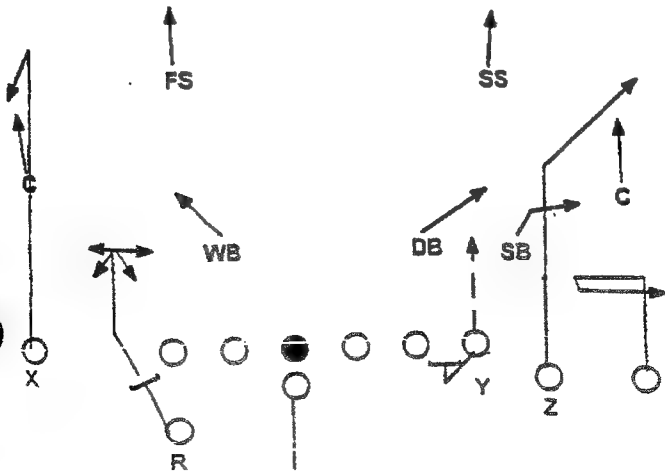
0/2



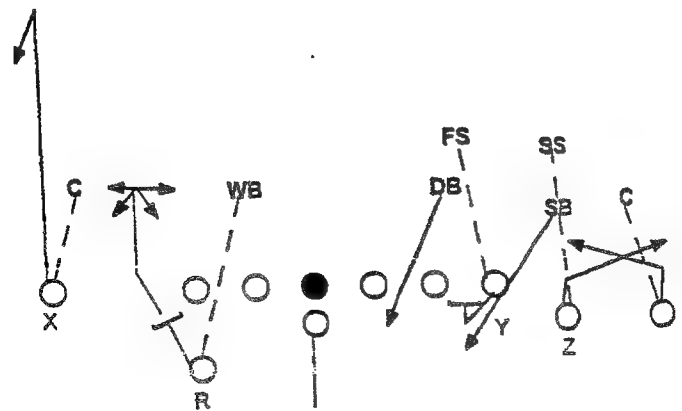
22



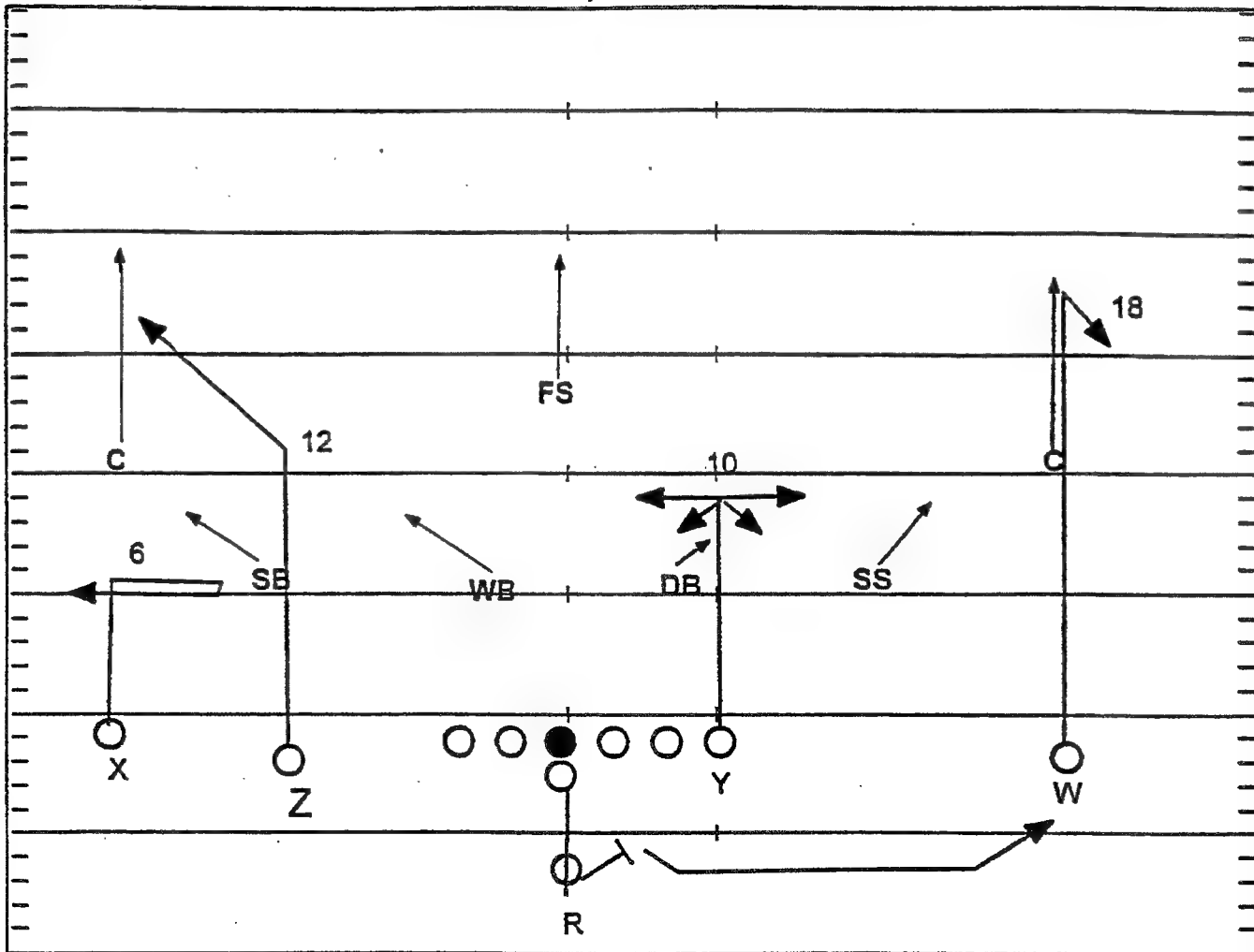
00



BLITZ 11



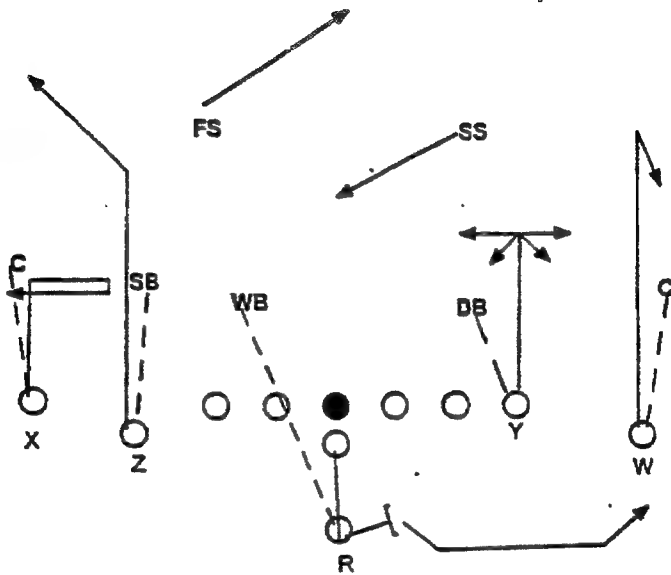
0 / 1 WIDE SLOT 76 / 77 Y OPTION X SMASH



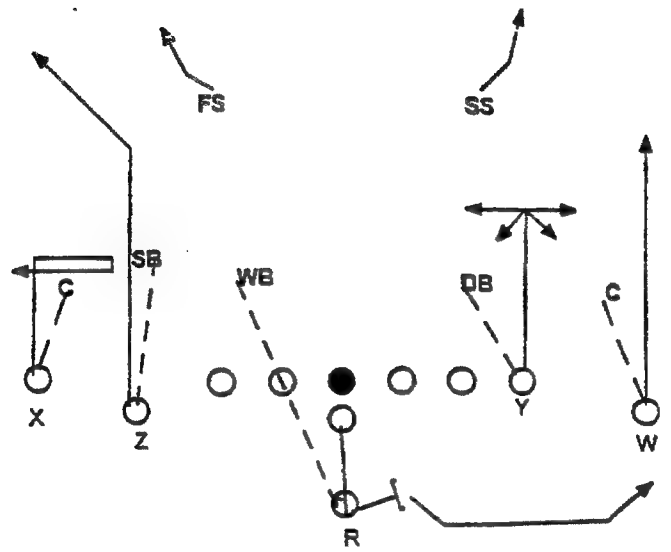
- QB 7 to 5 Step Drop - Look to Y then Go to W
Vs. Man - Look to Z on Flag
- X Maximum Plus Split - Execute a Smash Route
- Z Seam Alignment - Execute a Flag Route
- Y Execute an Option Route
- W Maximum Split - Execute 18 Yd Comeback
- R Block Protection Rule - N/T Execute M Route

FORMATION(S): 0/1 Out, 0/1 Up, 0/1 On

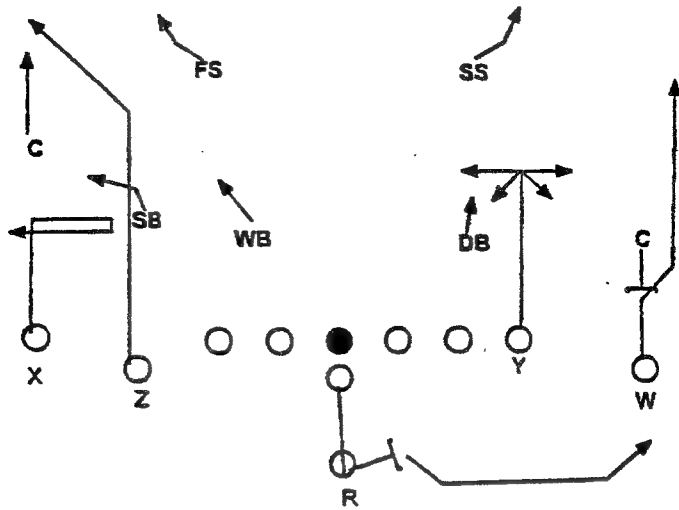
1 FREE 1 ROBBER



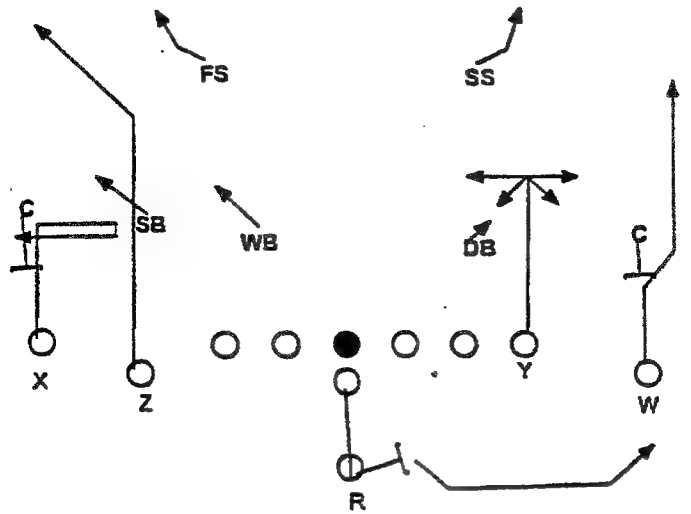
22 MAN



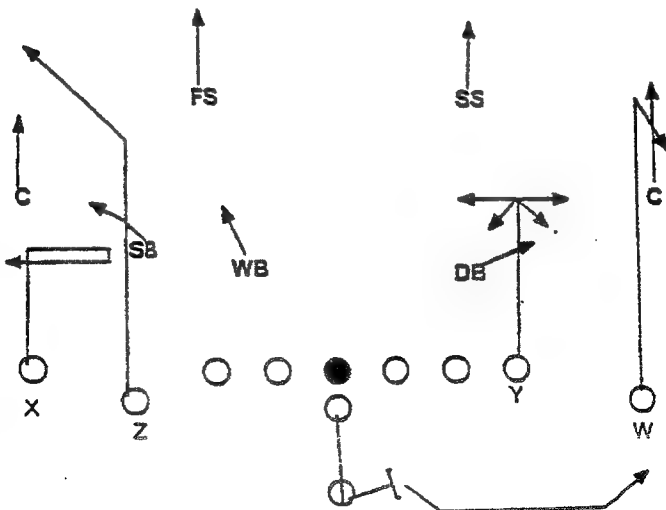
0/2



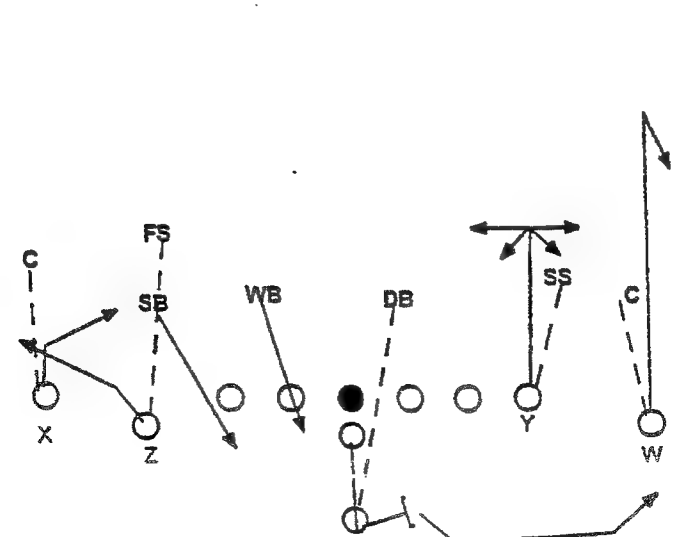
22



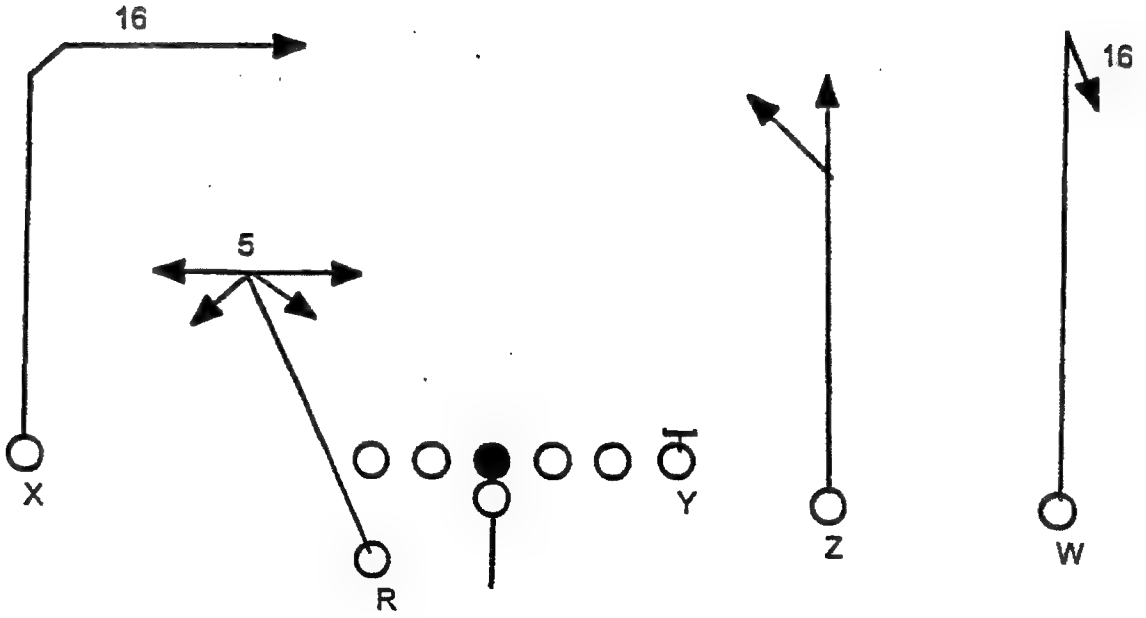
00

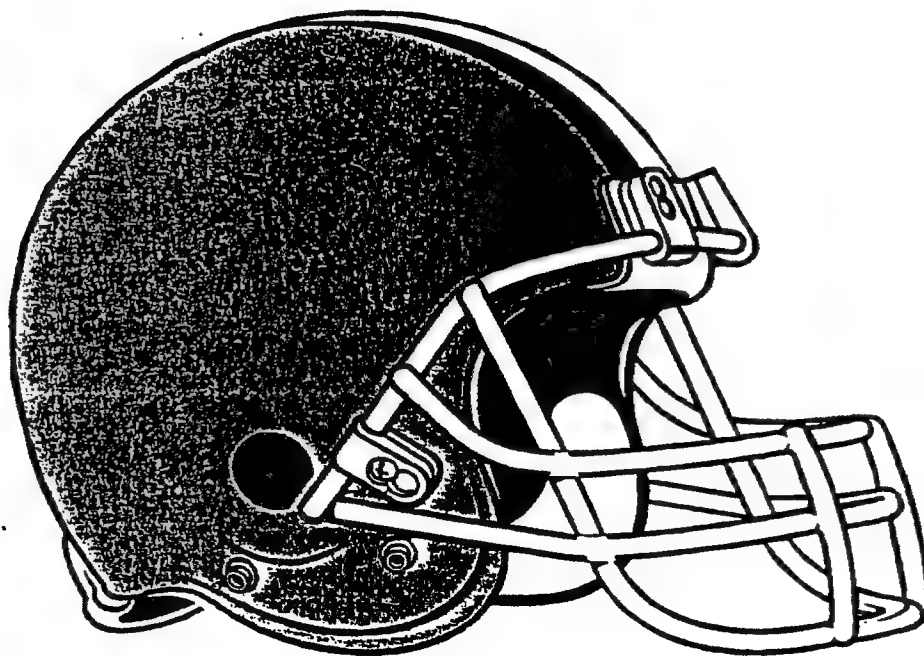


BLITZ 11



2 / 3 WIDER SCAT 80 / 81 R OPTION

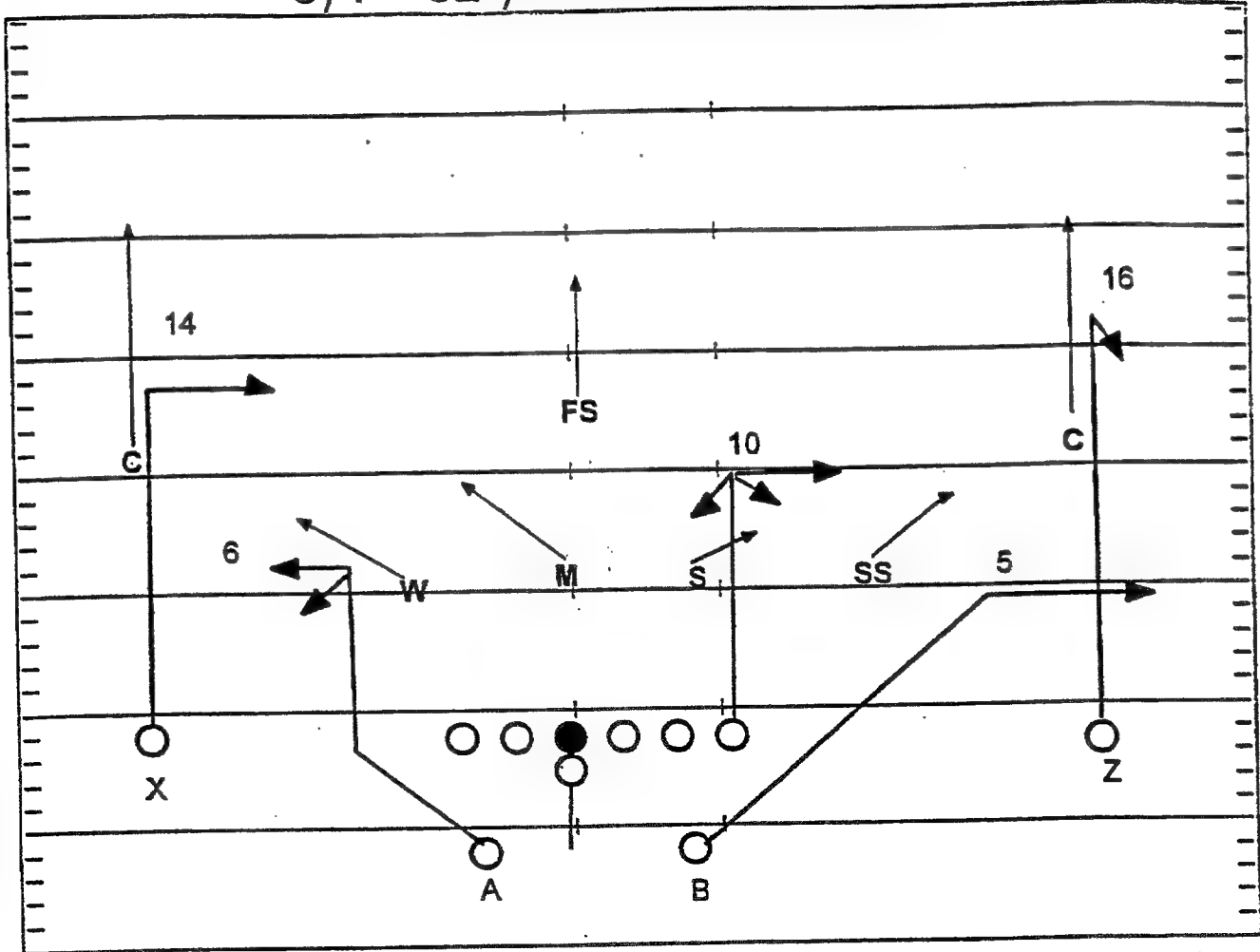




CLEVELAND BROWNS

CONTROL PASS

6/7 62 / 63 SEMI Y HOOK



QB: 5 Step Drop - Read Mike LB, B - Y - Z or A - X

X: Minimum Split - Execute a 14 Yard Speed In

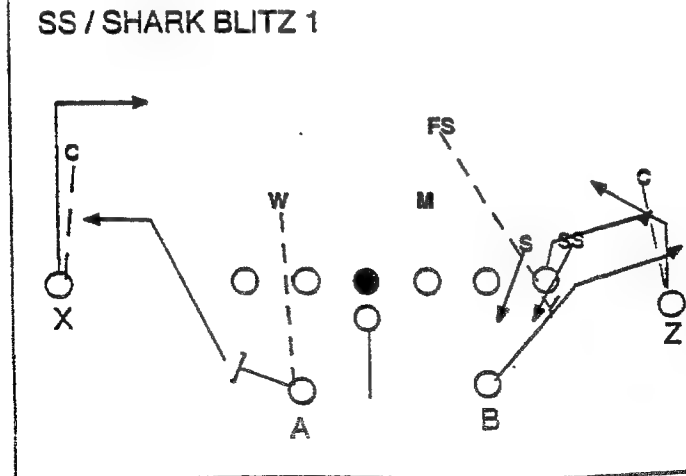
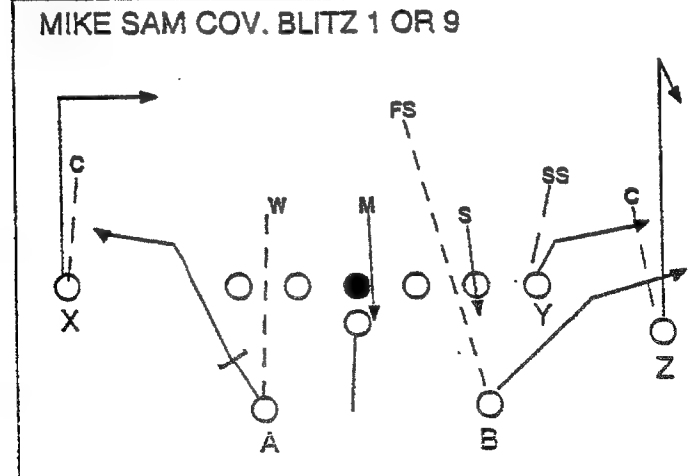
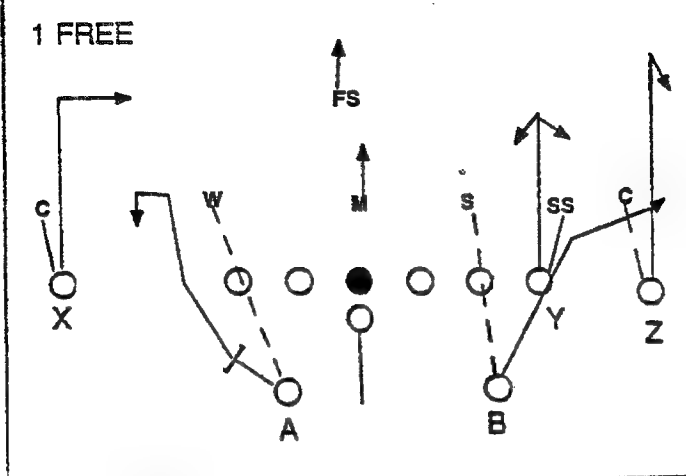
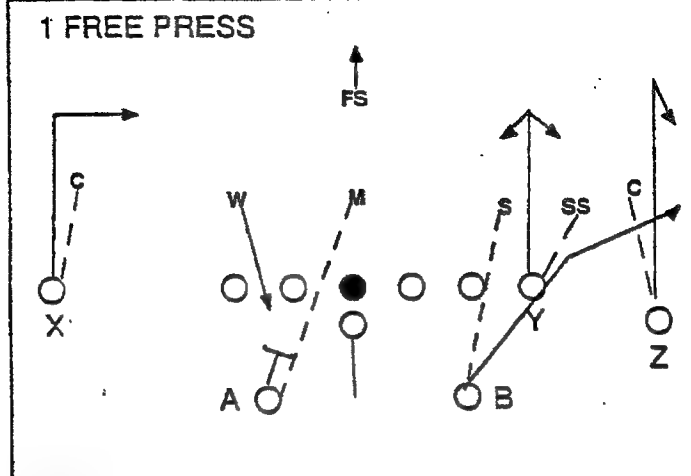
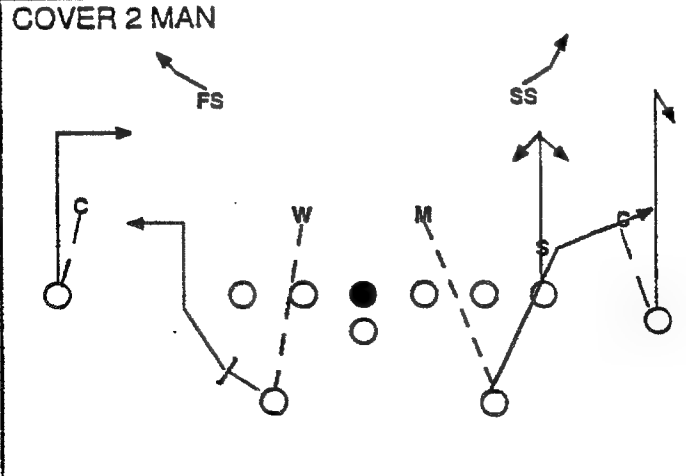
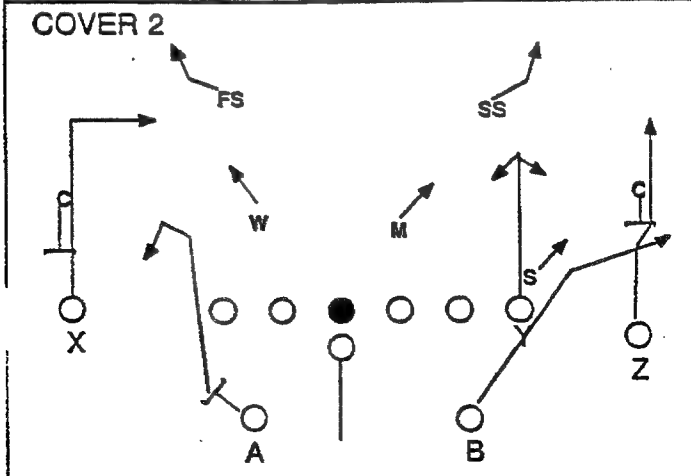
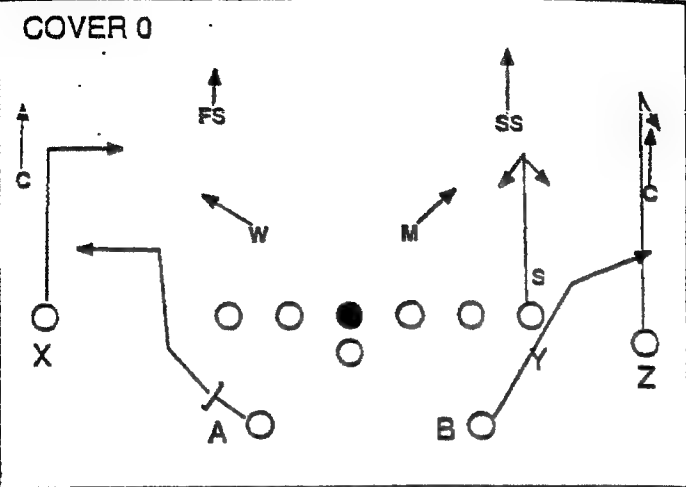
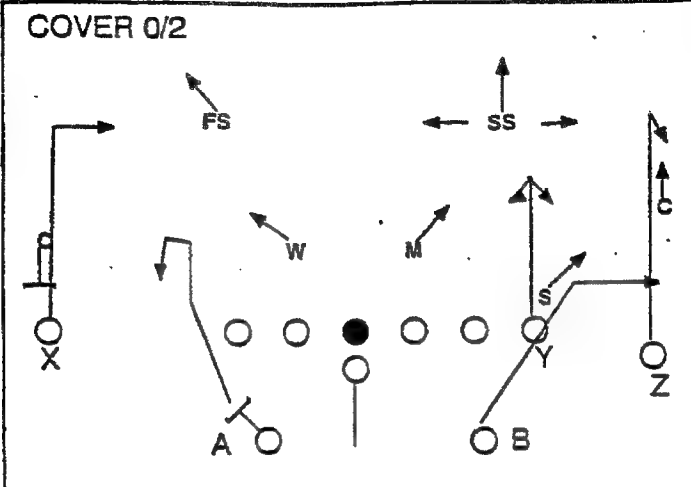
Z: Minimum Split - Execute a 16 Yard Comeback

Y: Best Release - Execute a Hook

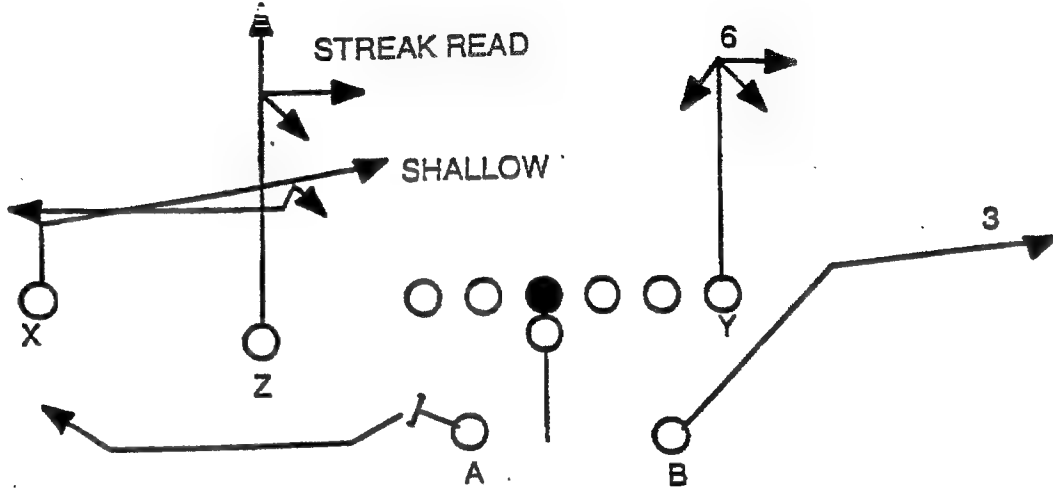
A: Block Protection - N/T Execute an Option Route

B: Free Release - Arrow Route

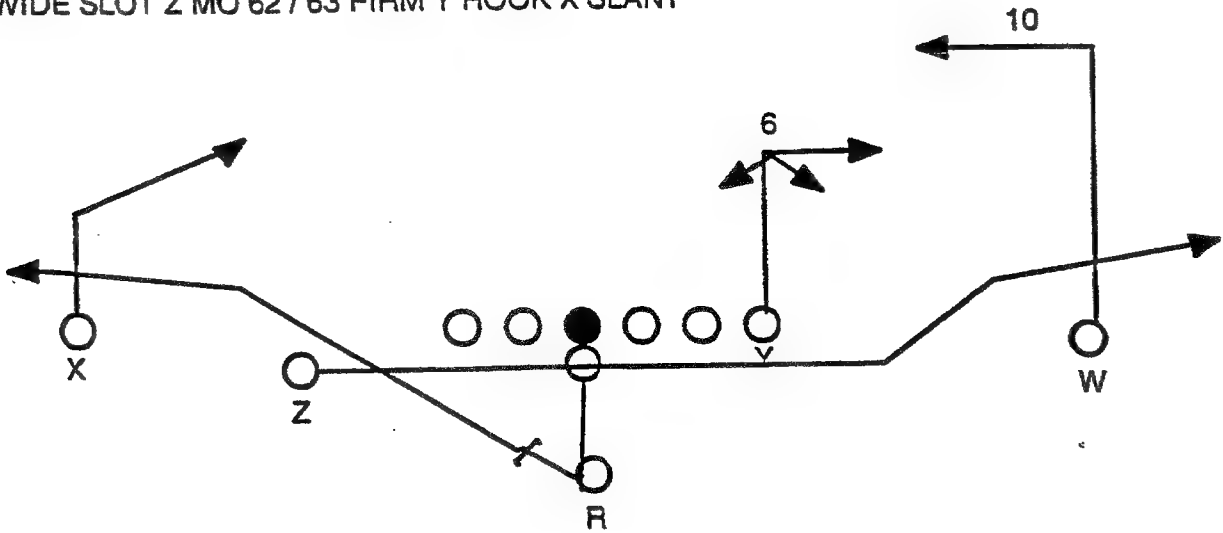
FORMATION(S): 2/3 Flood



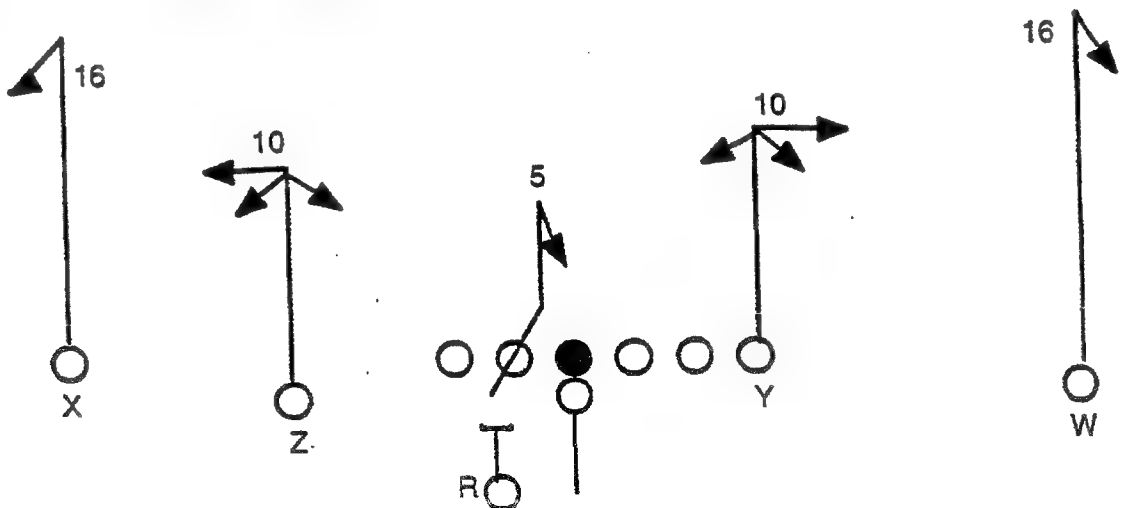
6 / 7 SLOT 62 / 63 HARD Y HOOK



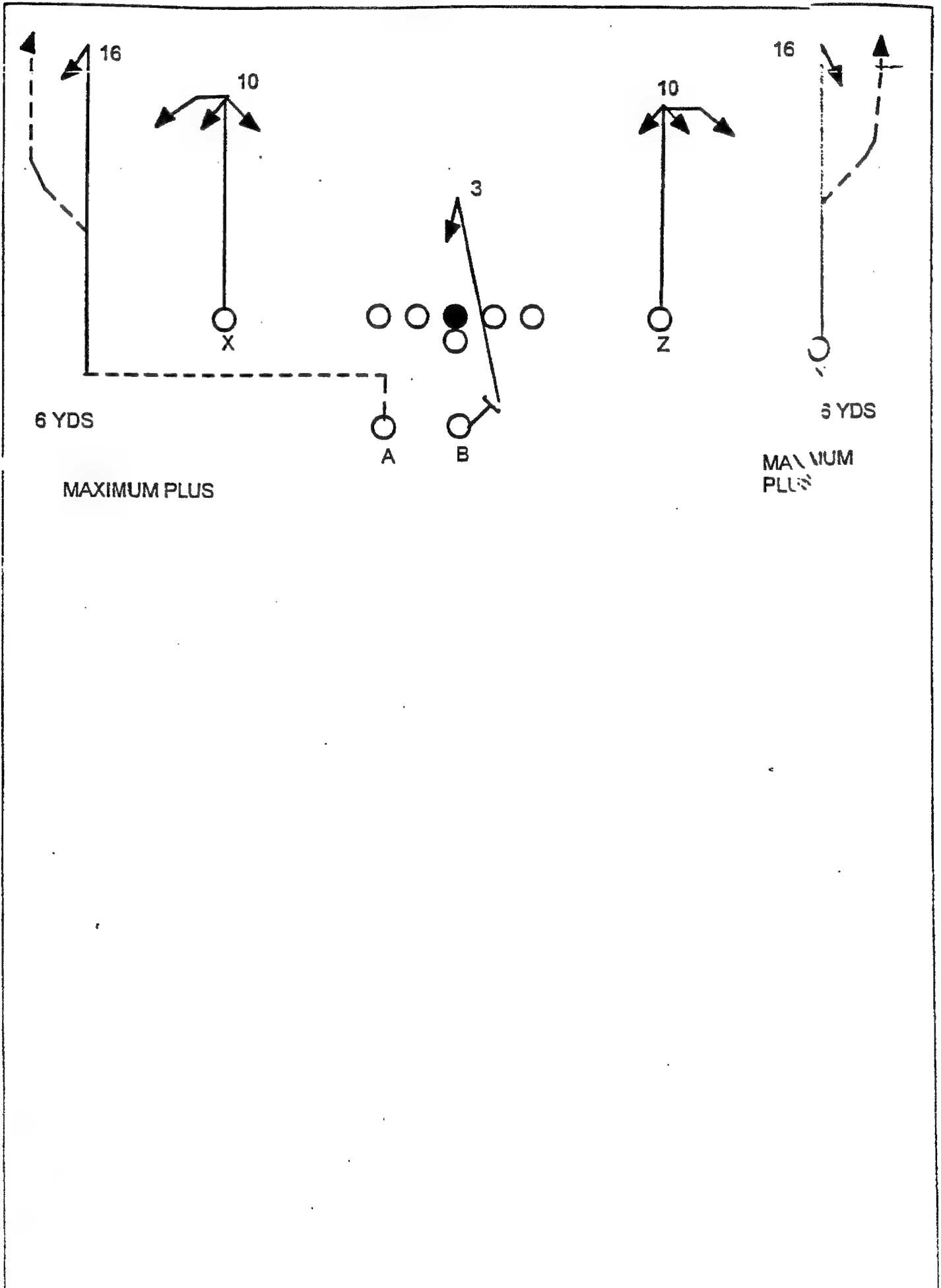
0 / 1 WIDE SLOT Z MO 62 / 63 FIRM Y HOOK X SLANT



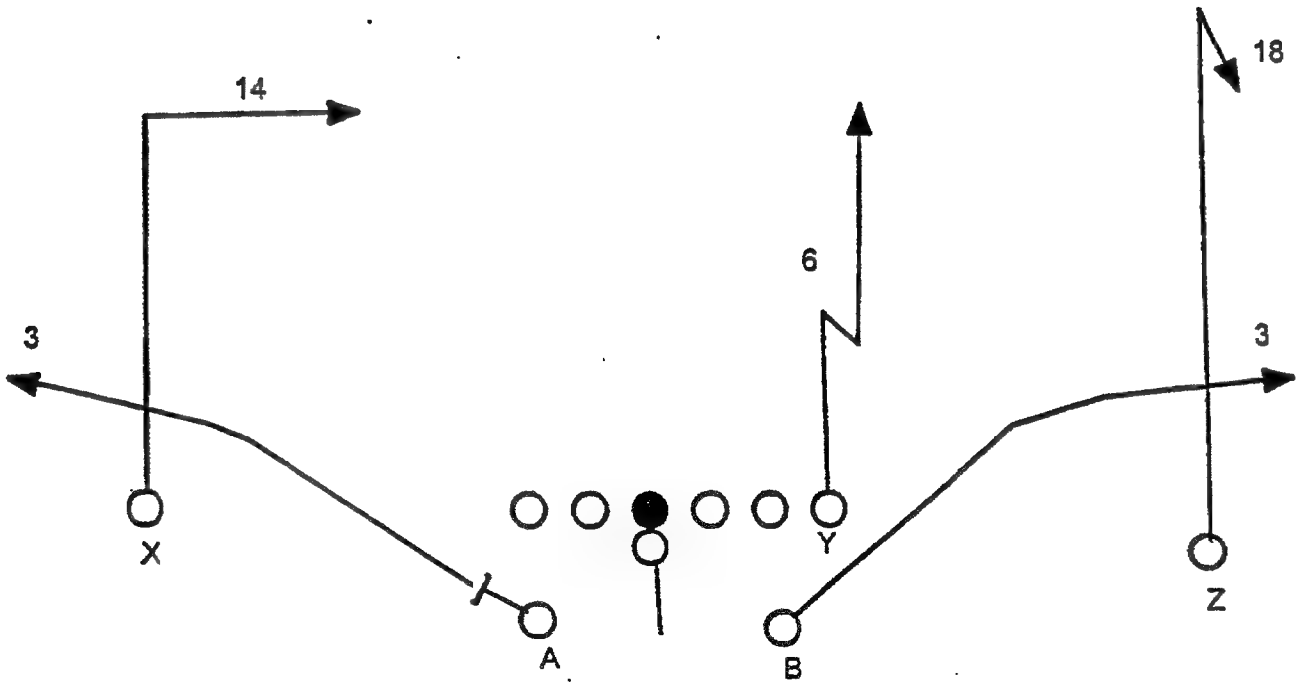
2 / 3 WIDE SLOT 62 / 63 SEMI DOUBLE HOOK



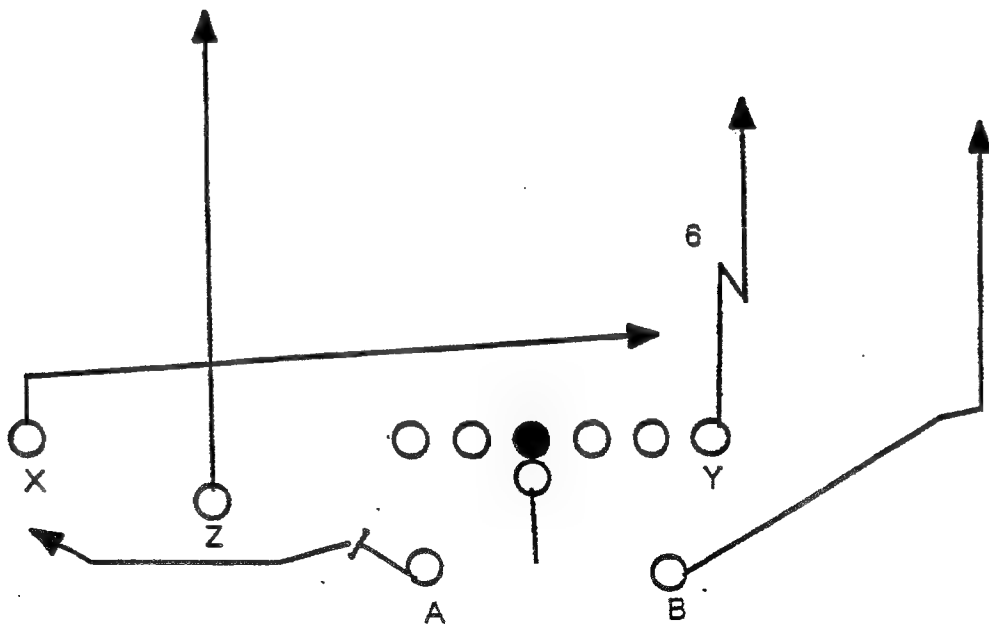
PLAY 76 / 77 SEMI DBL HOOK R 2 / 3 SPLIT A FLY



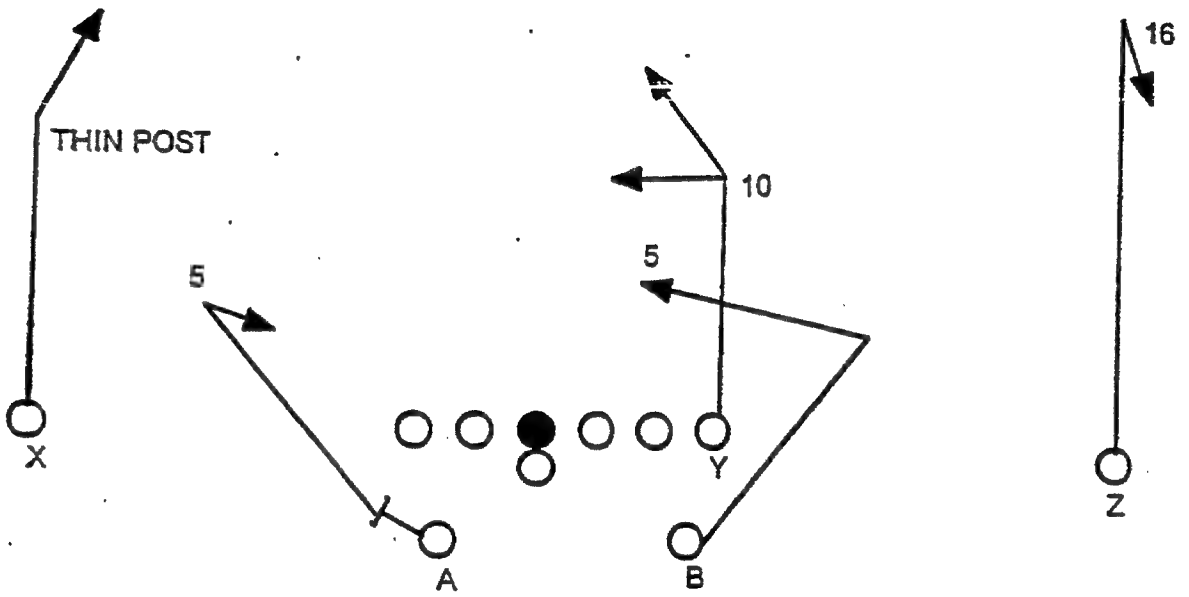
6 / 7 62 / 63 HARD Y HOOK GO



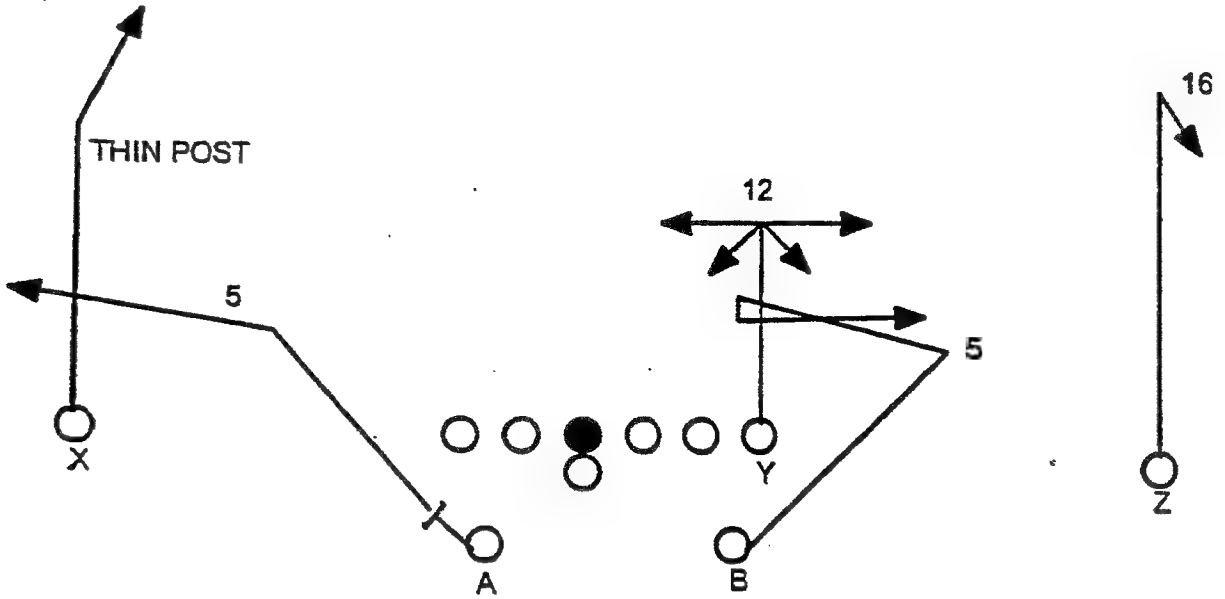
6 / 7 62 / 63 Y HOOK GO B WHEEL



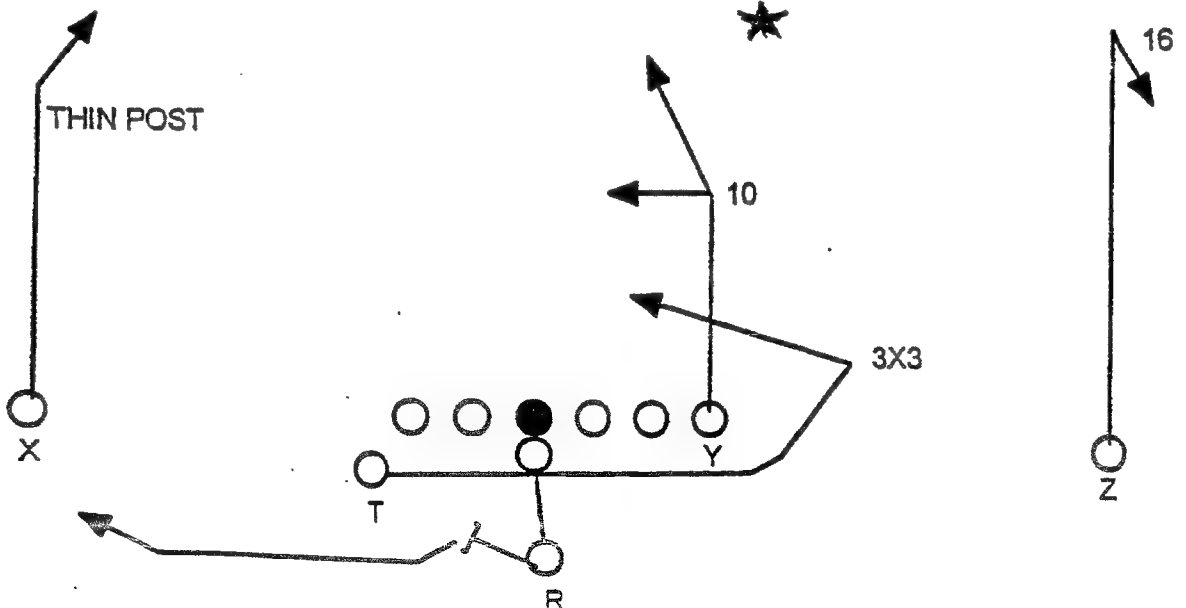
6 / 7 62 / 63 SEMI B ANGLE



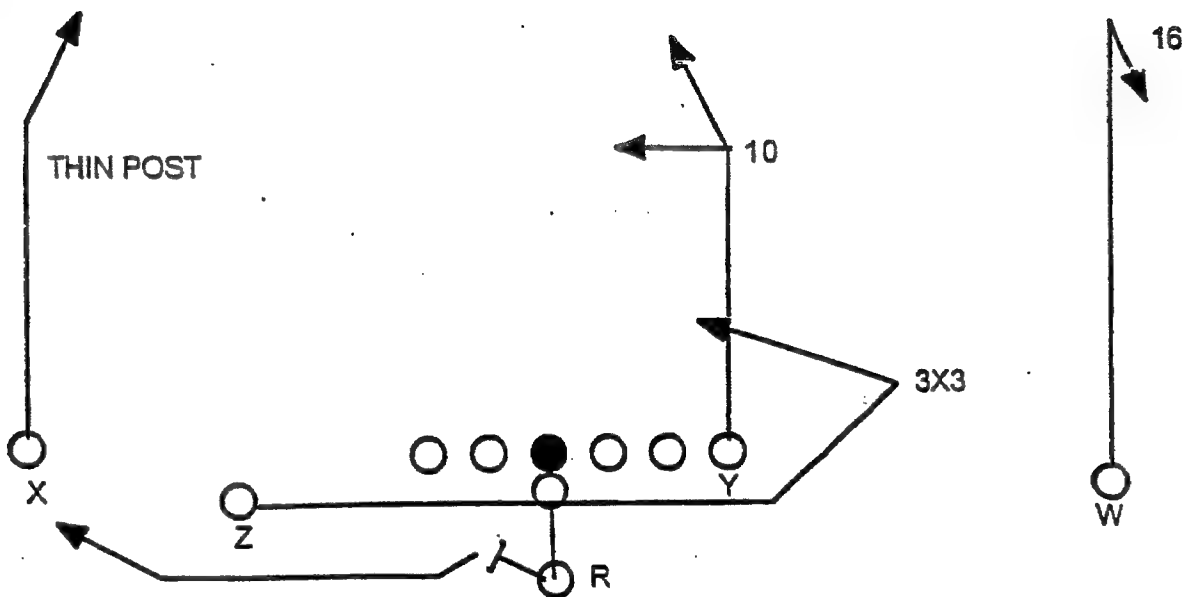
5 / 7 62 / 63 B ANGLE RETURN



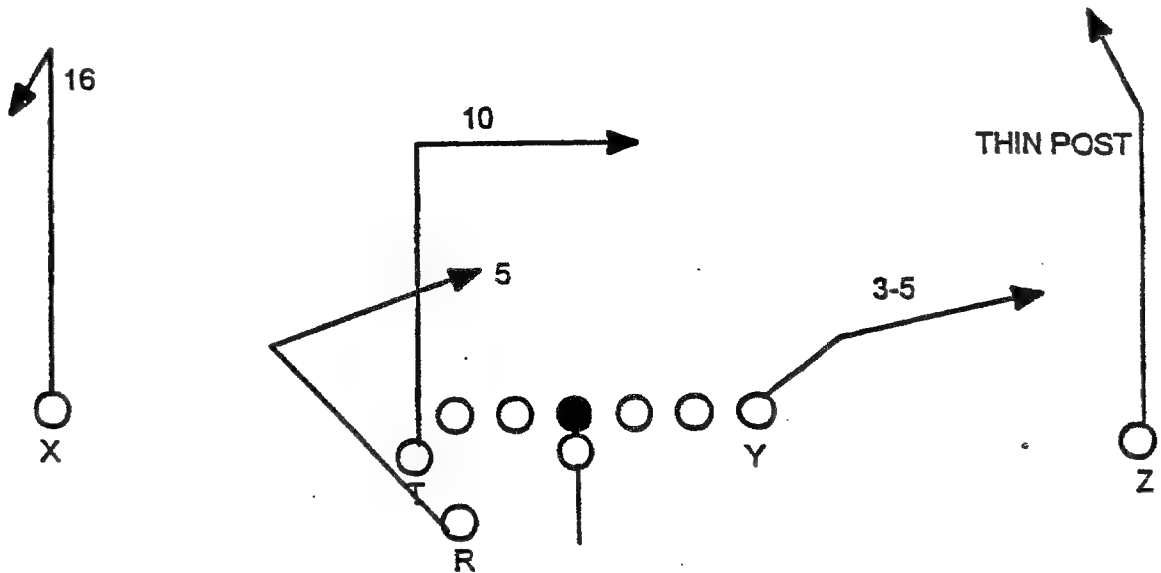
0 / 1 UP T MO 62 / 63 SEMI T ANGLE



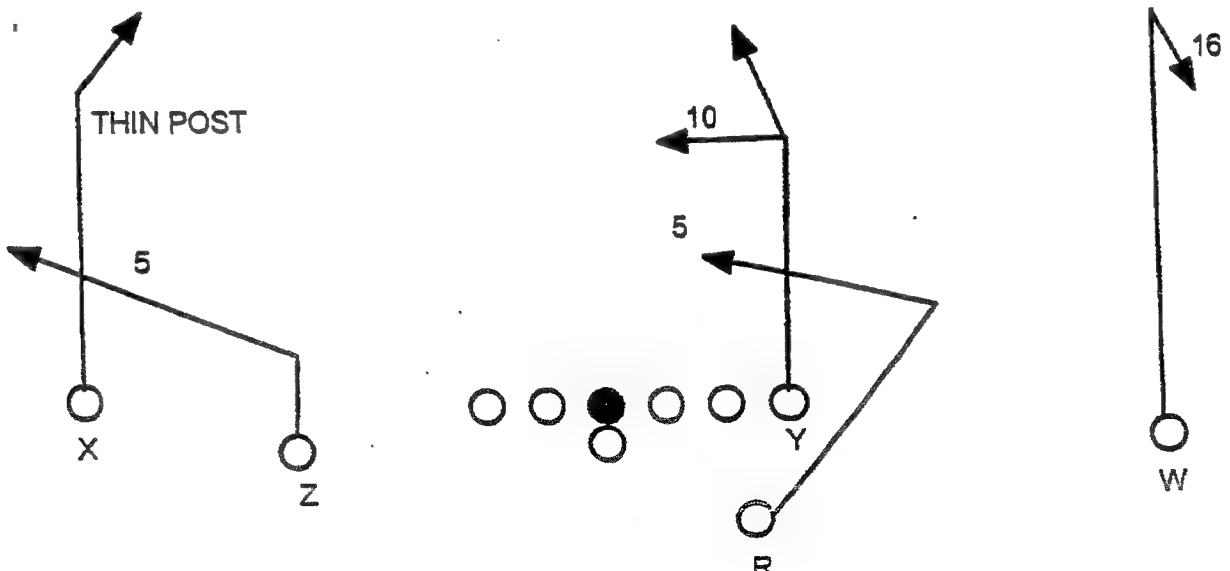
0 / 1 WIDE SLOT 62 / 63 SEMI Z ANGLE

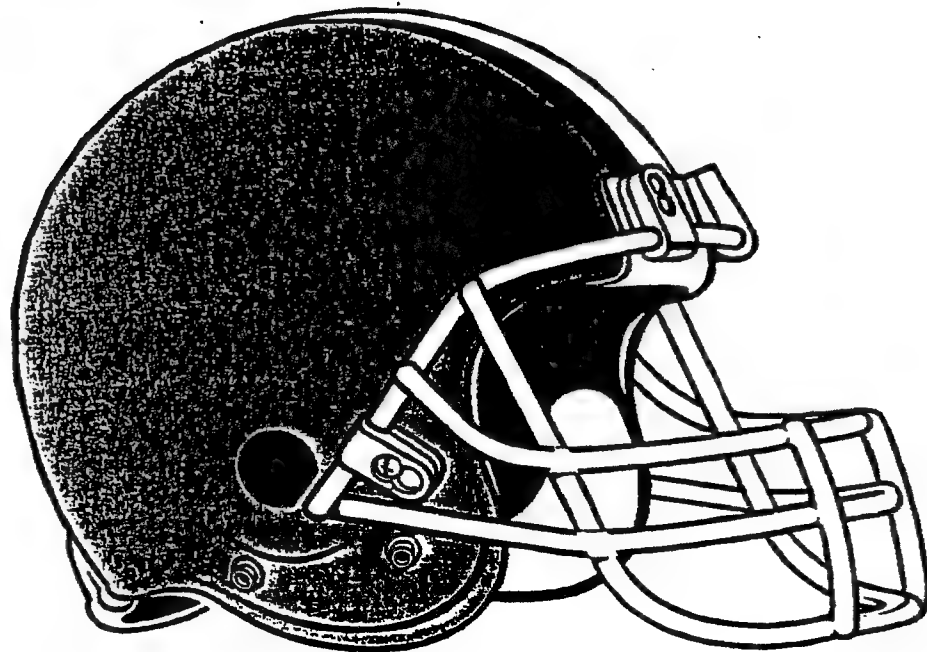


2 / 3 UP 62 / 63 SCAT R ANGLE



8 / 9 WIDE SLOT 76 / 77 SCAT R ANGLE

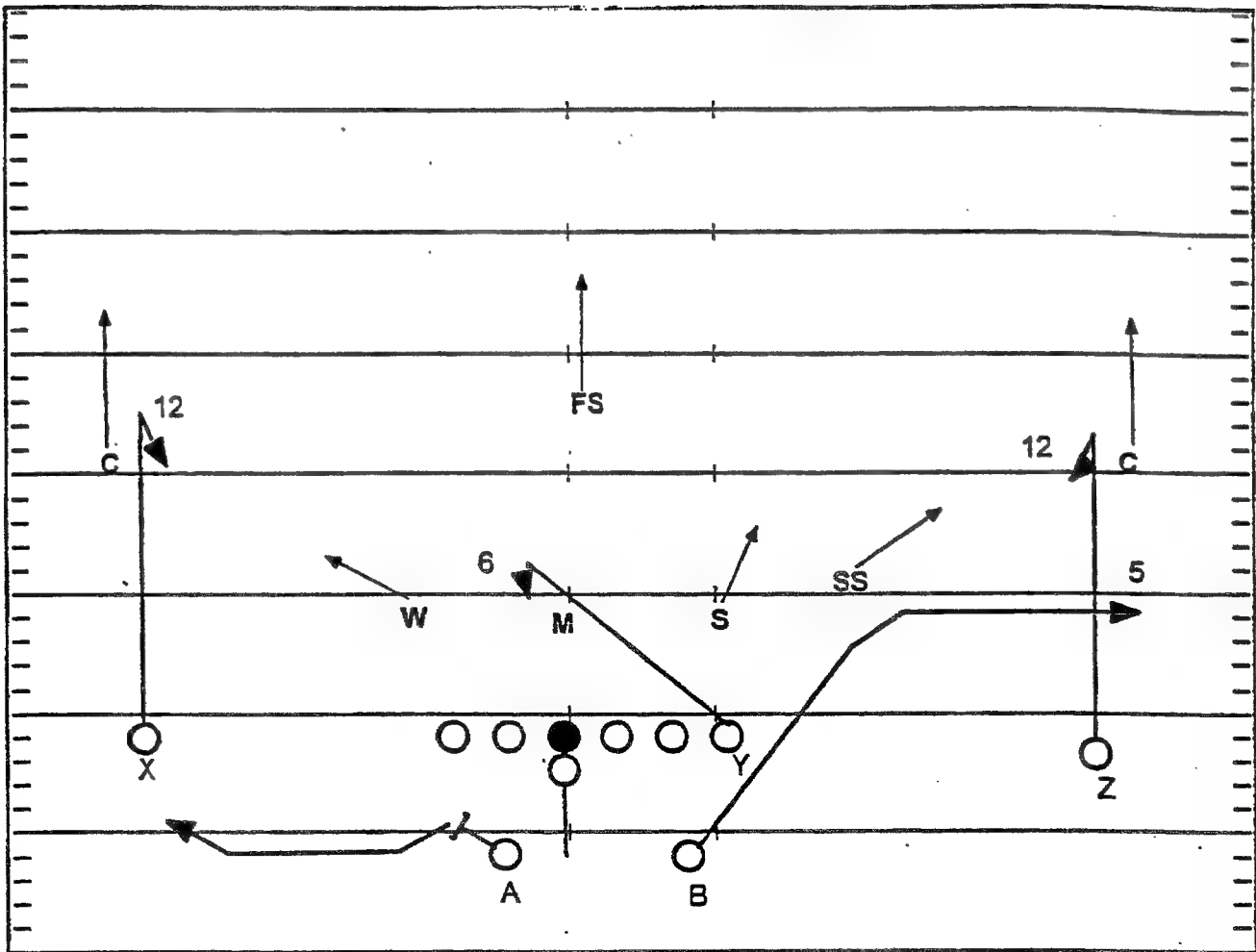




CLEVELAND BROWNS

CURL PASS

6 / 7 62 / 63 SEMI CURL



QB: 5 Step Drop - Go Y to Z to B

X: Minimum Split - Execute a Semi Curl Route

Z: Minimum Split (10 Yards from Y) - Execute a Semi Curl Route

Y: Inside- Release - Look for ball now. Try to get inside Mike Hook up over opposite Guard at 6 yards. Can't get inside - work for 6 yards depth, Hook up. Vs. Man - look and drag, use Whip Technique, settling in Tackle Box.

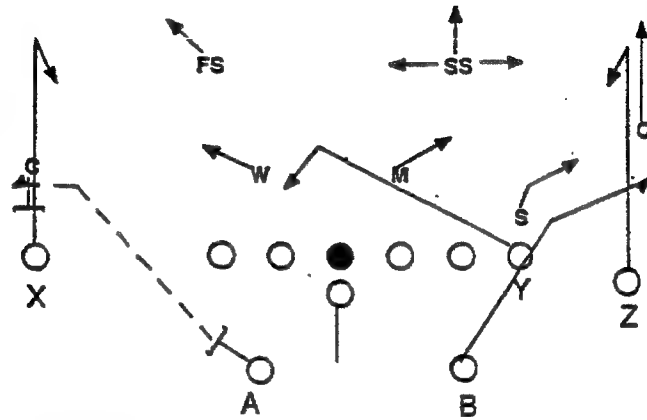
A: Block Protection Rule - N/T Run a Swing

B: Free Release - Execute an Arrow Route at 3 yards.

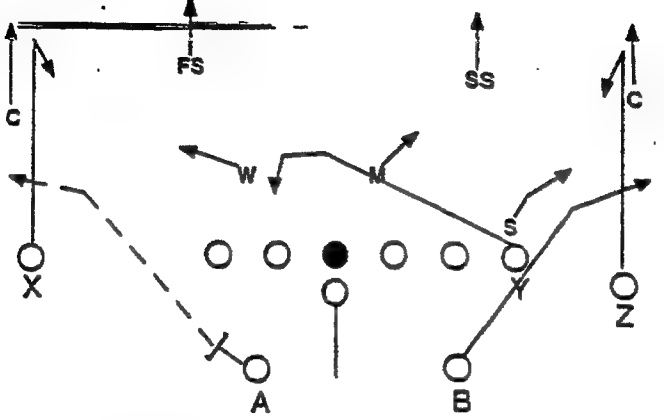
FORMATION(S): 2/3 Flood, 0/1 Flood

6 / 7 62 / 63 SEMI CURL

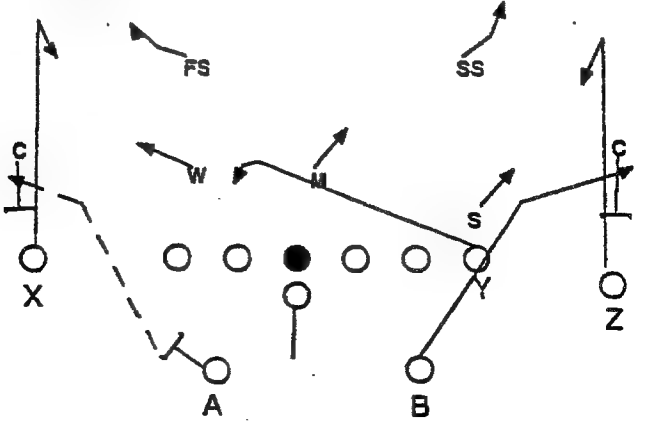
COVER 0/2



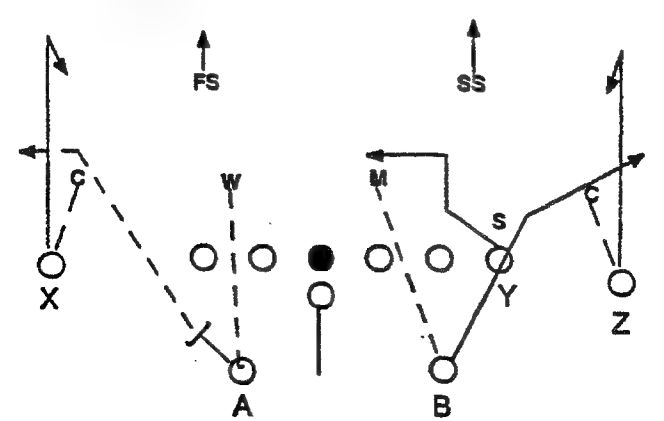
COVER 0



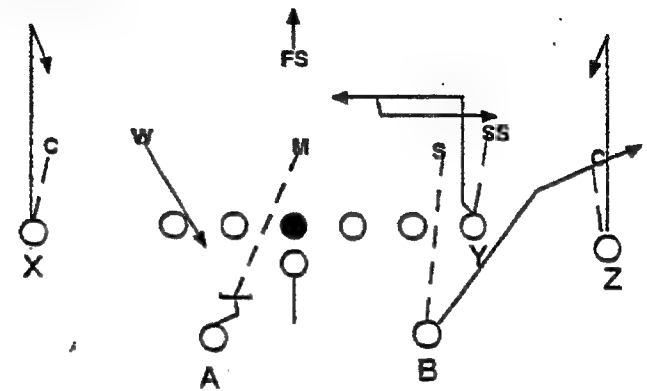
COVER 2



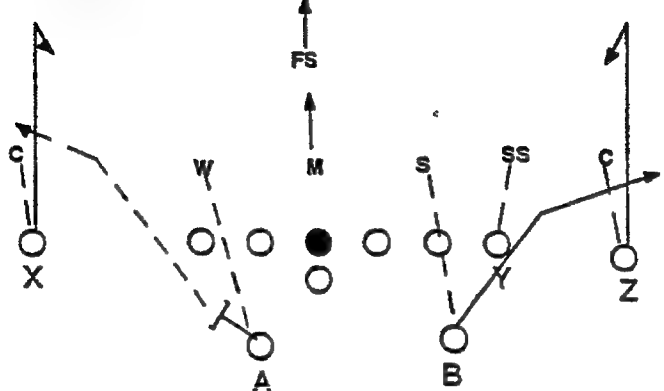
COVER 2 MAN



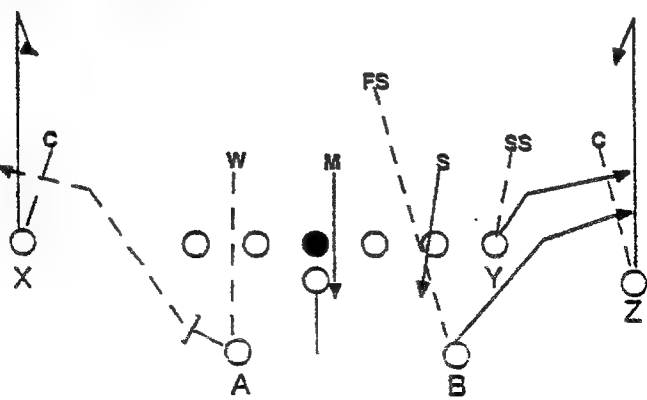
COVER 1 FREE PRESS



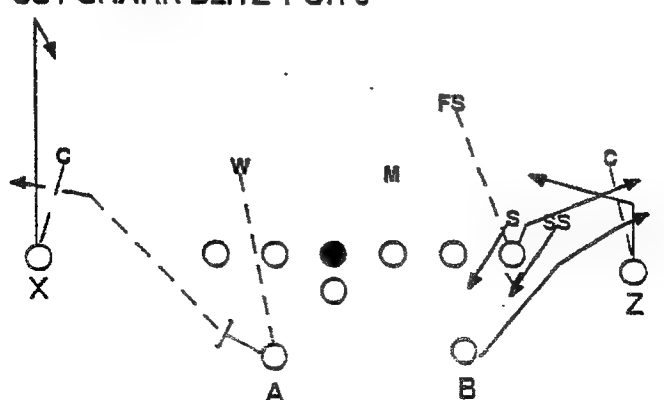
COVER 1



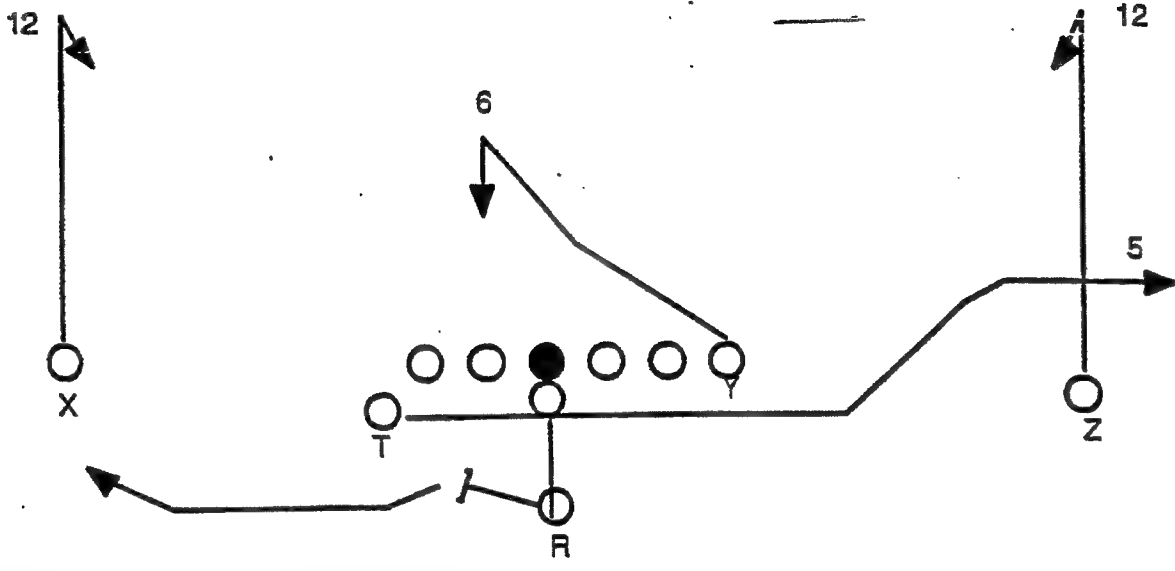
MIKE SAM COV. BLITZ 1 OR 9



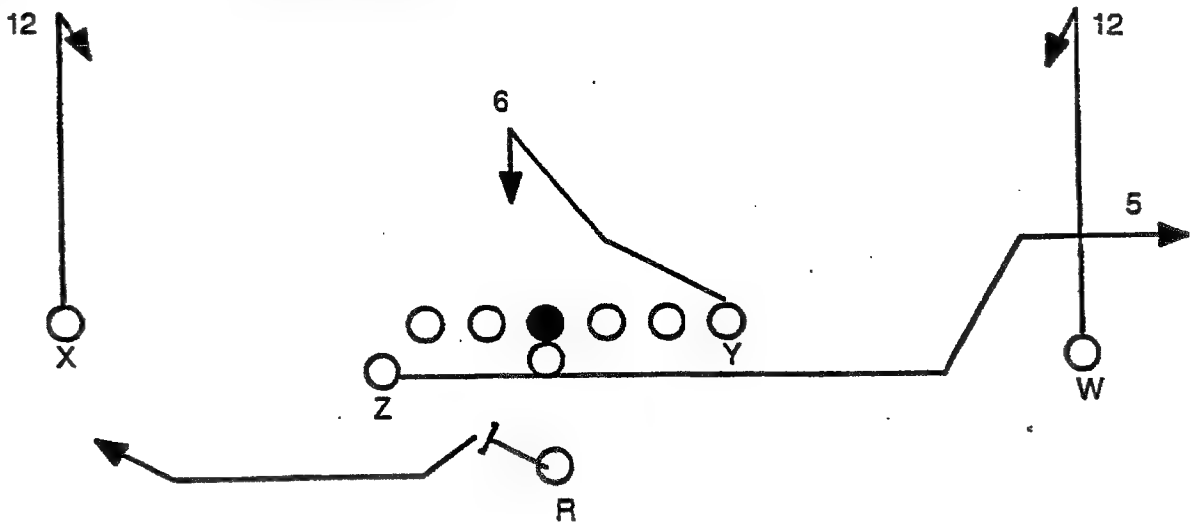
SS / SHARK BLITZ 1 OR 9



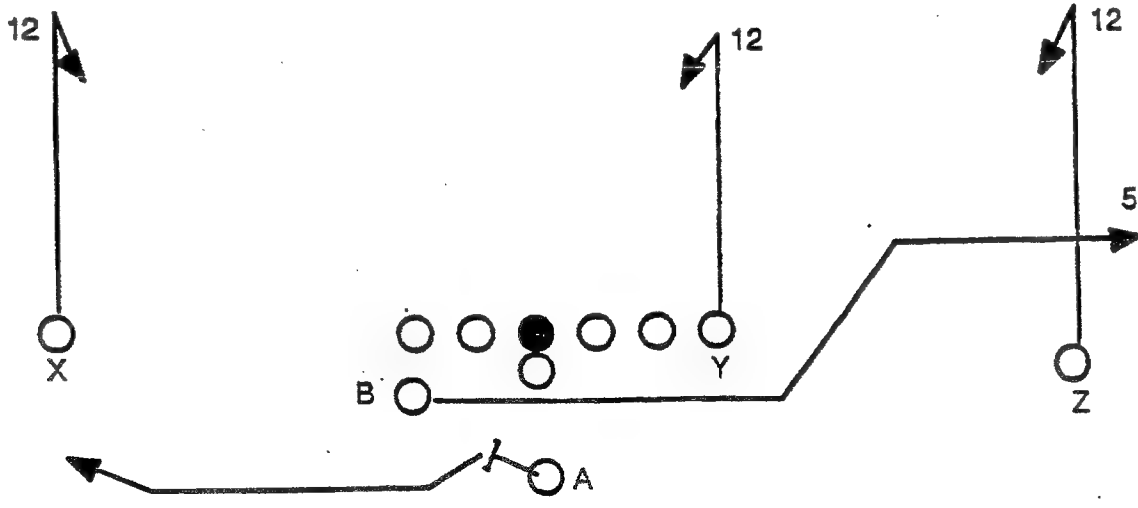
0 / 1 UP T MO 62 / 63 SEMI CURL



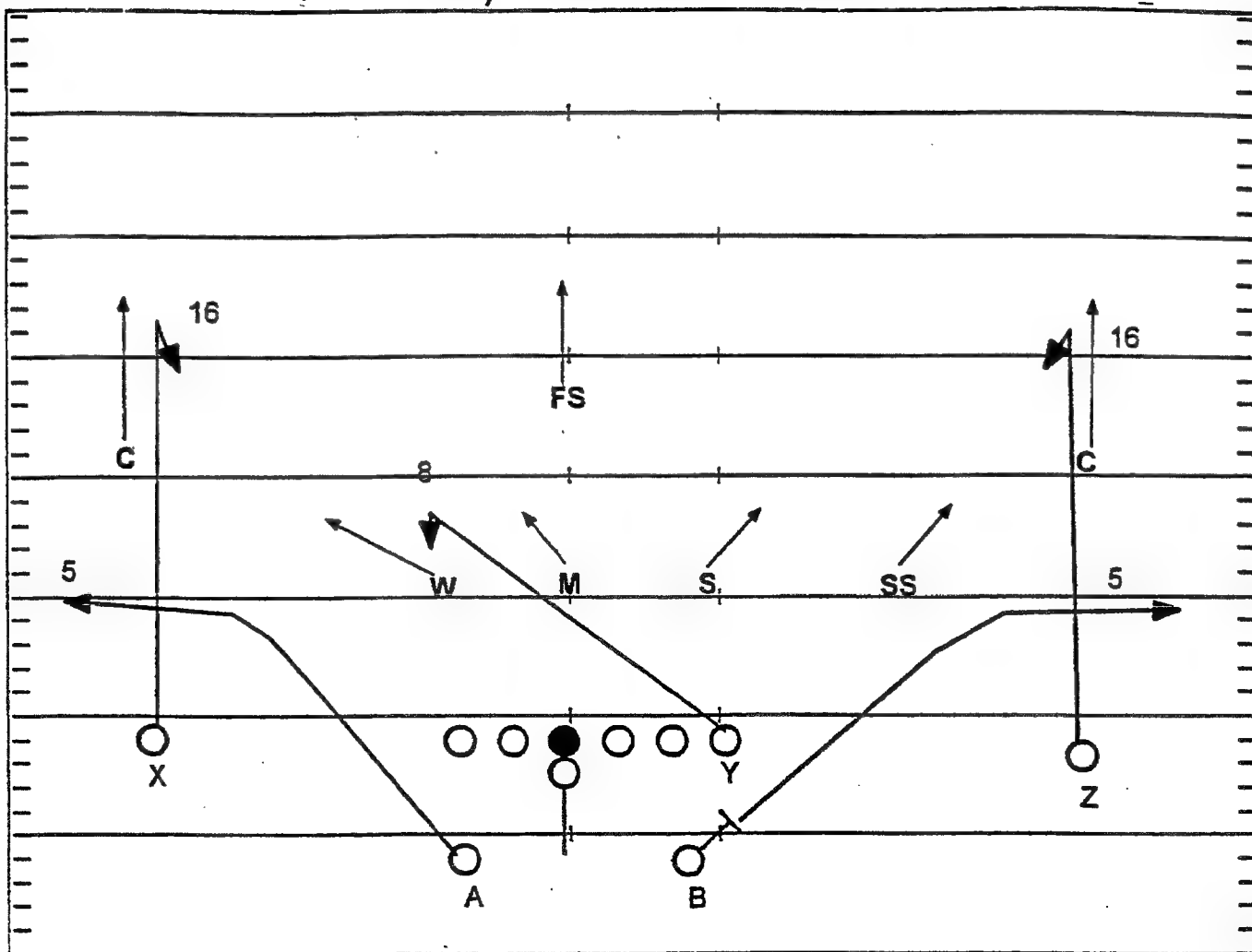
0 / 1 WIDE SLOT Z MO 62 / 63 SEMI CURL



0 / 1 WEAK B MO 62 / 63 SEMI CURL SPECIAL



6 / 7 74 / 75 CURLY REPLACE



QB 7 to 5-Step Drop - Area Read the Curl Area. If W is Underneath the Curl then Hit the A. if the J is Underneath the Curl then Hit the Y. order of WR's Coming Open: A-X-Y-Z vs. Man Go A-Y-Z. Will be Game Planned.

X Minimum Split - Execute 16 Yd Curl. Q Adjustment vs. 2, 2 Man

Z Maximum Split - Execute 16 Yd Curl. Q Adjustment vs. 2, 2 Man

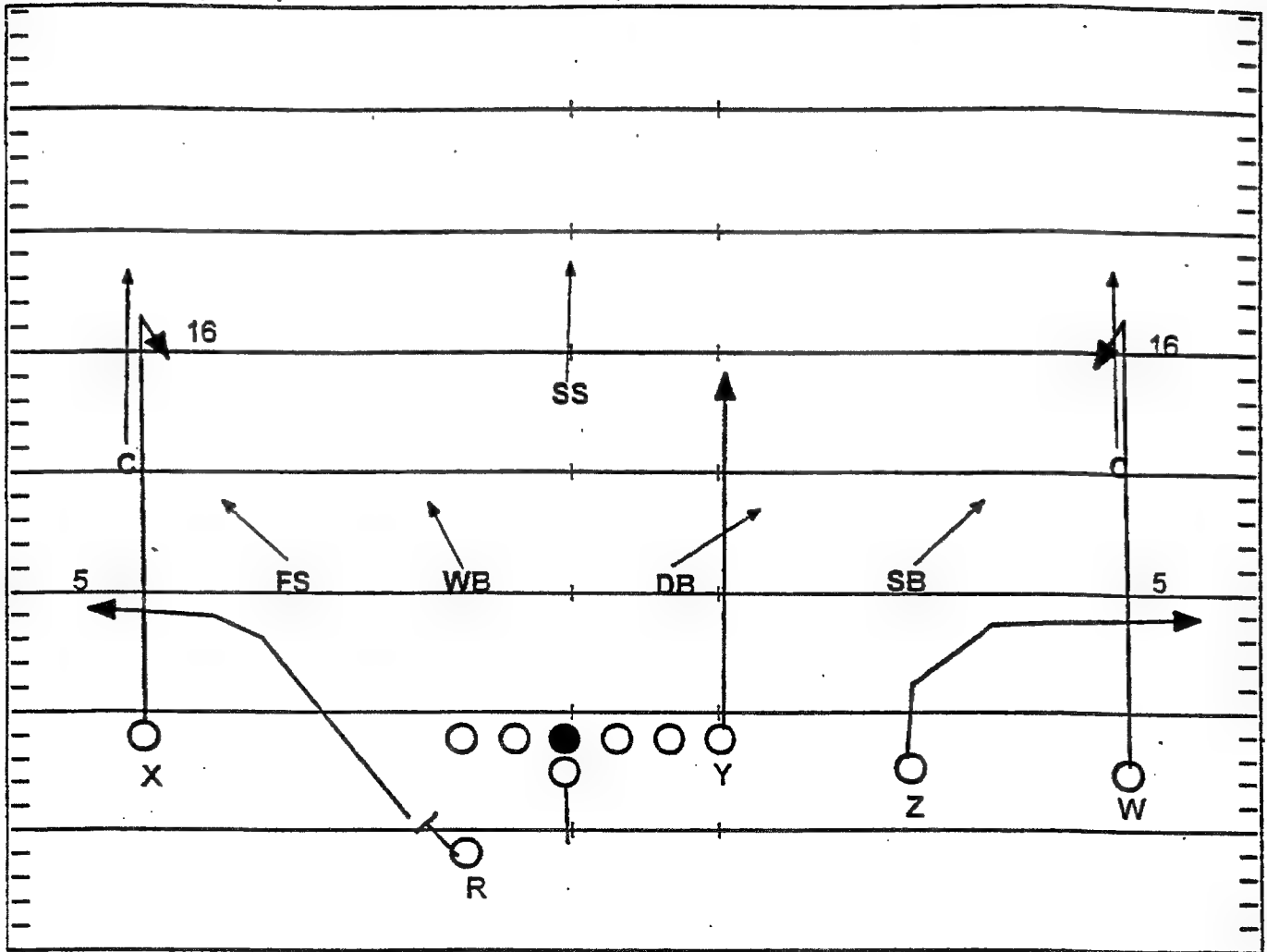
Y Inside Release Under Mike. As Soon as You Clear M, Work Upfield to 8 Yds and Replace W. vs. Man continue on Drag.

A Free Release - Execute a Diagonal

B Block Protection Rule - N/T Execute a Diagonal

FORMATION(S): 0/1 Up, 0/1 On, 0/1 Up Slot Z Mot (Any 2/2 Formation)

2 / 3 WIDER 62 / 63 Z FLAT CURL

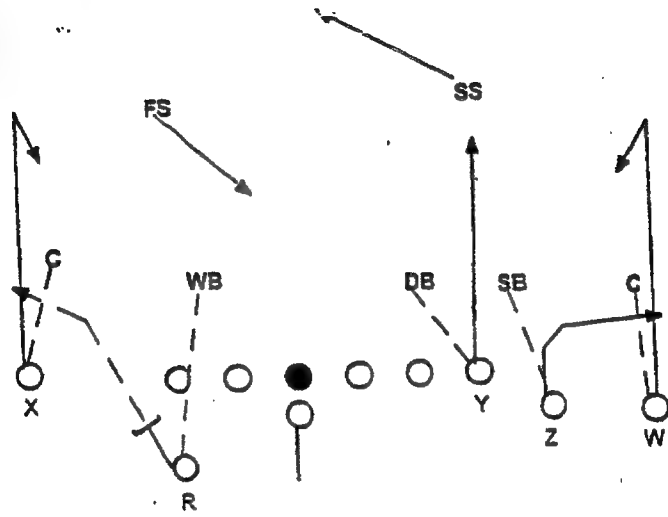


- QB 5-Step Drop – Read Curl to Flat
vs. Cover 2 – Read 3 on 2 Ball
- X Maximum Split – Execute 16 Yd Curl. Normal Conversions
- Z Execute a Diagonal Route
- Y Execute a Seam Read
- W Maximum Plus Split – Execute a 16 Yd Curl. Normal Conversion
- R Block Protection – N/T Execute a Diagonal Route

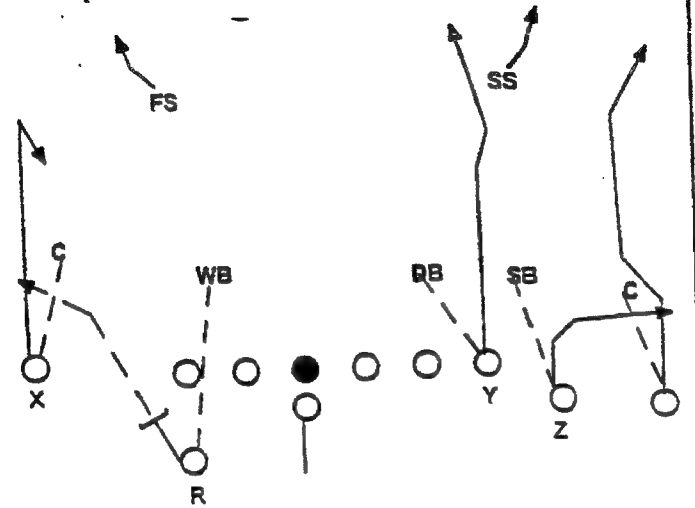
FORMATION(S): 2/3 Slot Wide Z Motion

2 / 3 WIDER 62 / 63 Z FLAT CURL

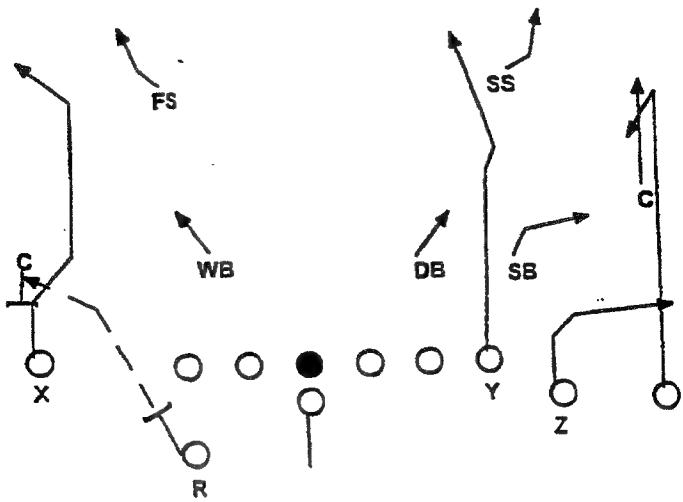
1 FREE 1 ROBBER



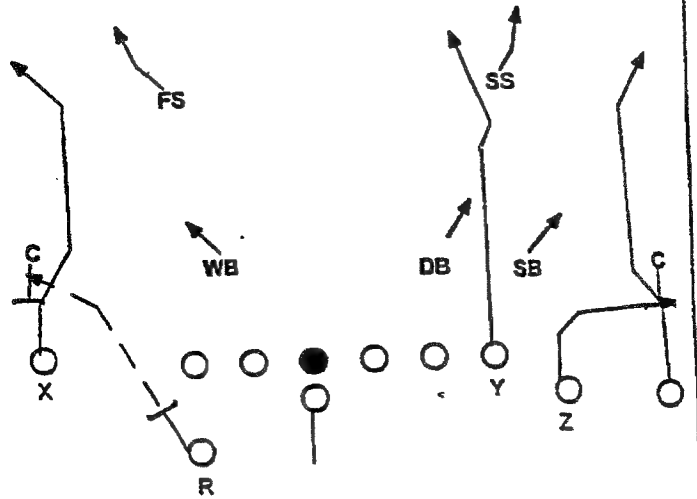
22 MAN



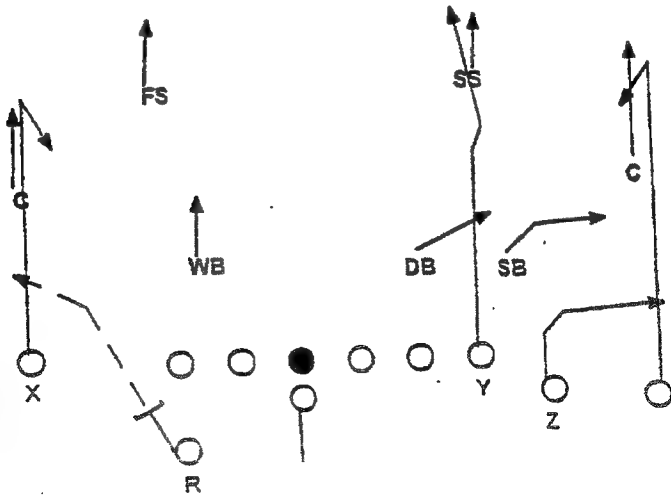
0/2



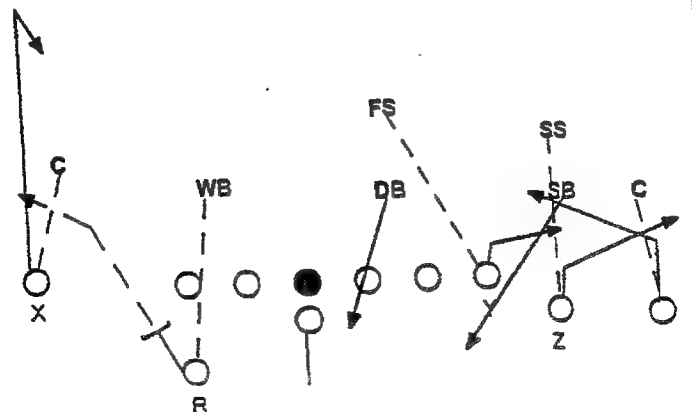
22



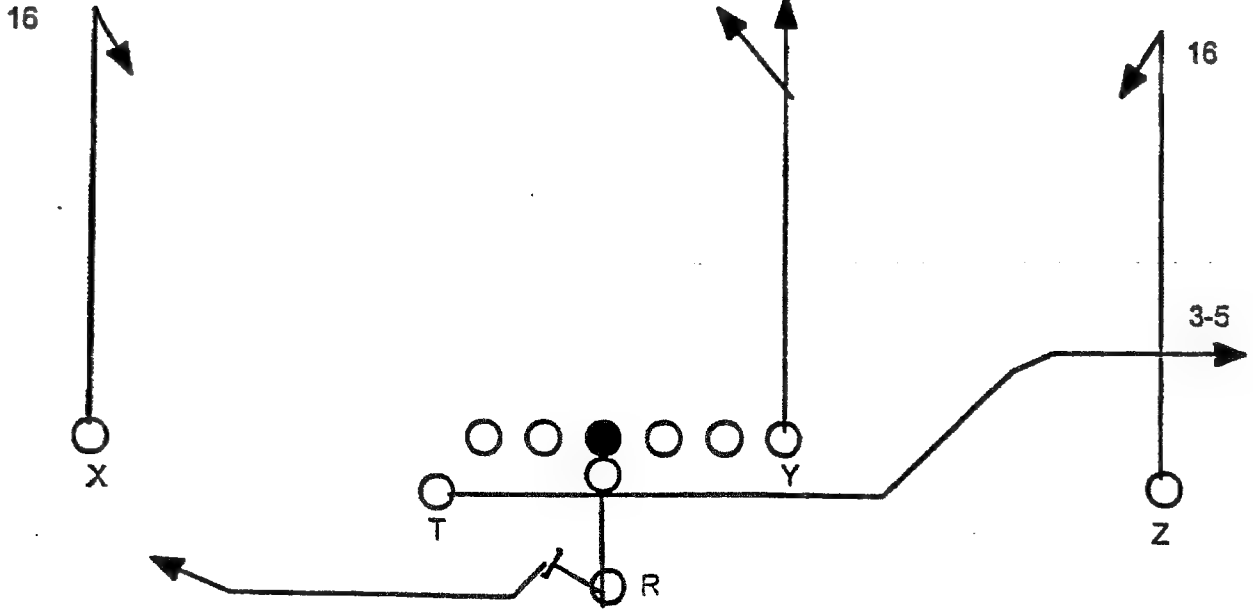
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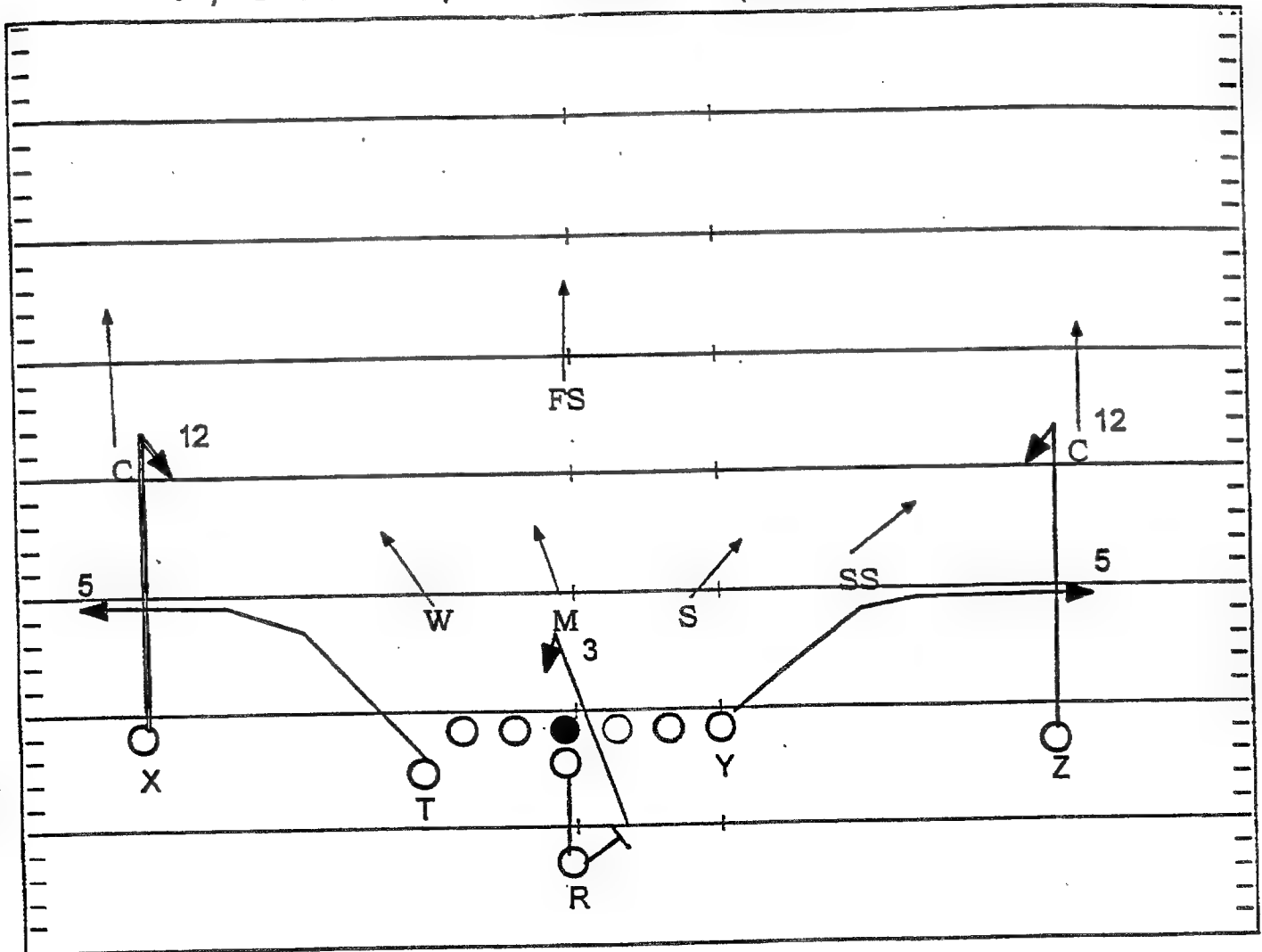
BLITZ 11



0 / 1 UP T MOT 62 / 63 T FLAT CURL



0 / 1 UP 74 / 75 SEMIDIAGONAL CURL



QB 5-Step Drop - Directional Read

X Semi Curl Split - Execute a 12 Yd Curl. No Adjustment vs. 2, 2 Man, Press

Z Semi Curl Split - Execute a 12 Yd Curl. No Adjustment vs. 2, 2 Man, Press

Y Execute an Arrow Route

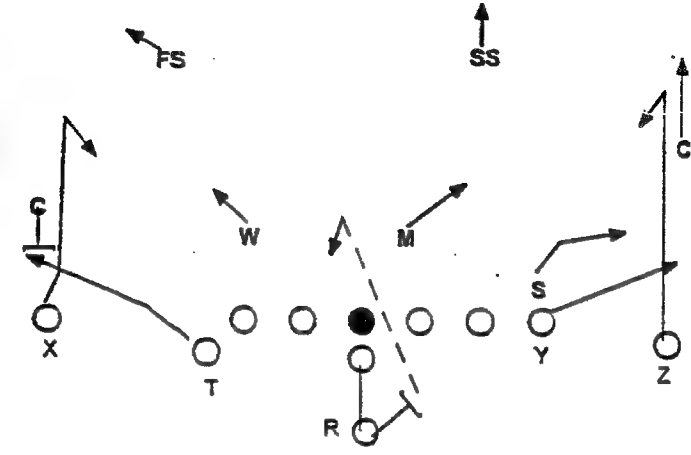
T Execute an Arrow Route

R Block Protection Rule. N/T Execute Check Down

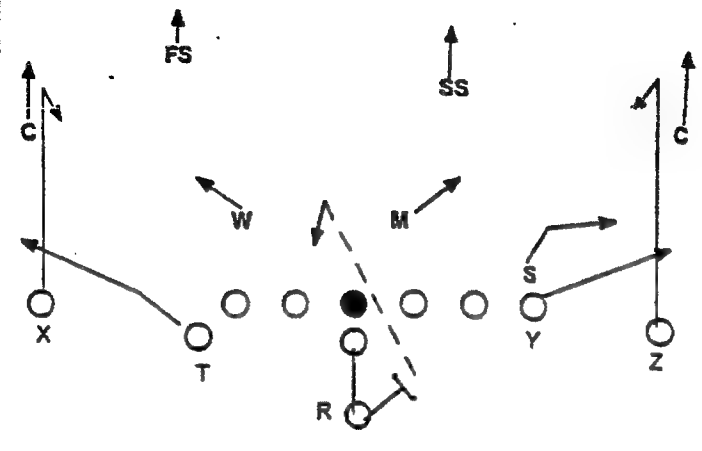
FORMATION(S): 0/1 Slot Wide, 0/1 Flood B Fly, 0/1 On, 0/1 Wider Z Fly

0 / 1 UP 74 / 75 SEMI DIAGONAL CURL

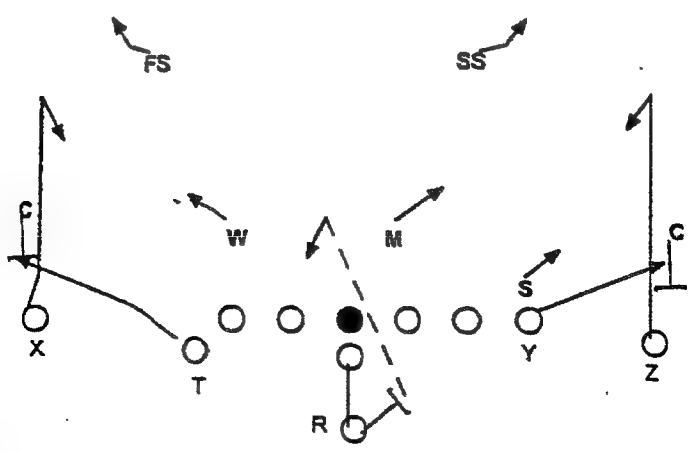
COVER 0/2



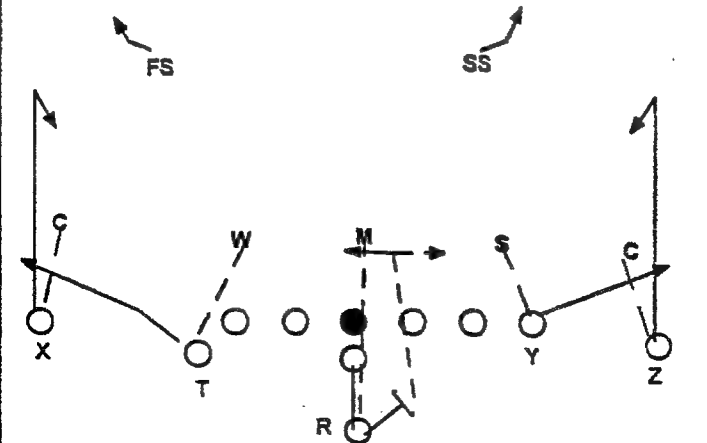
COVER 0



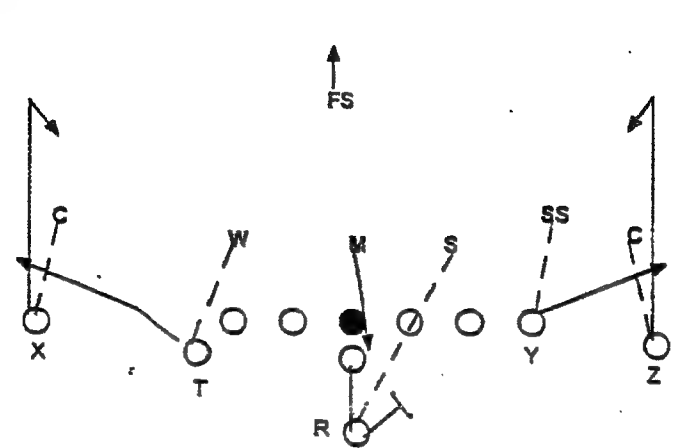
COVER 2



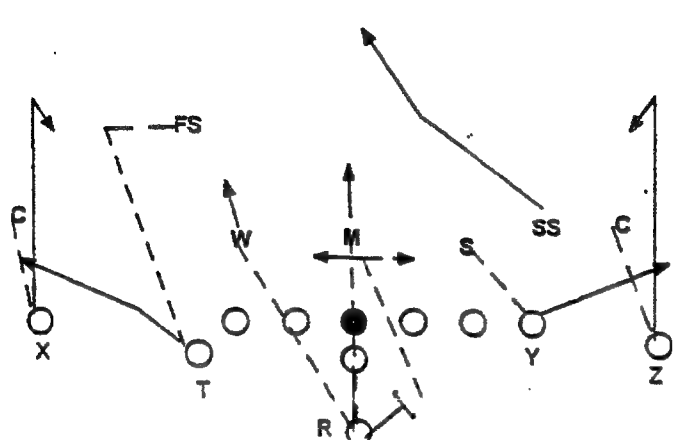
COVER 2 MAN



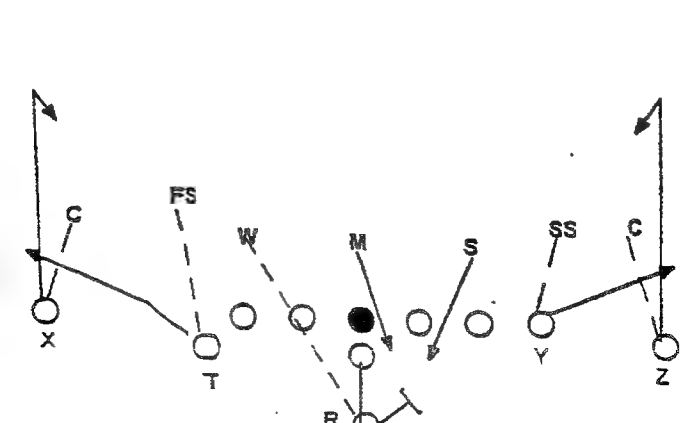
COVER 1 FREE



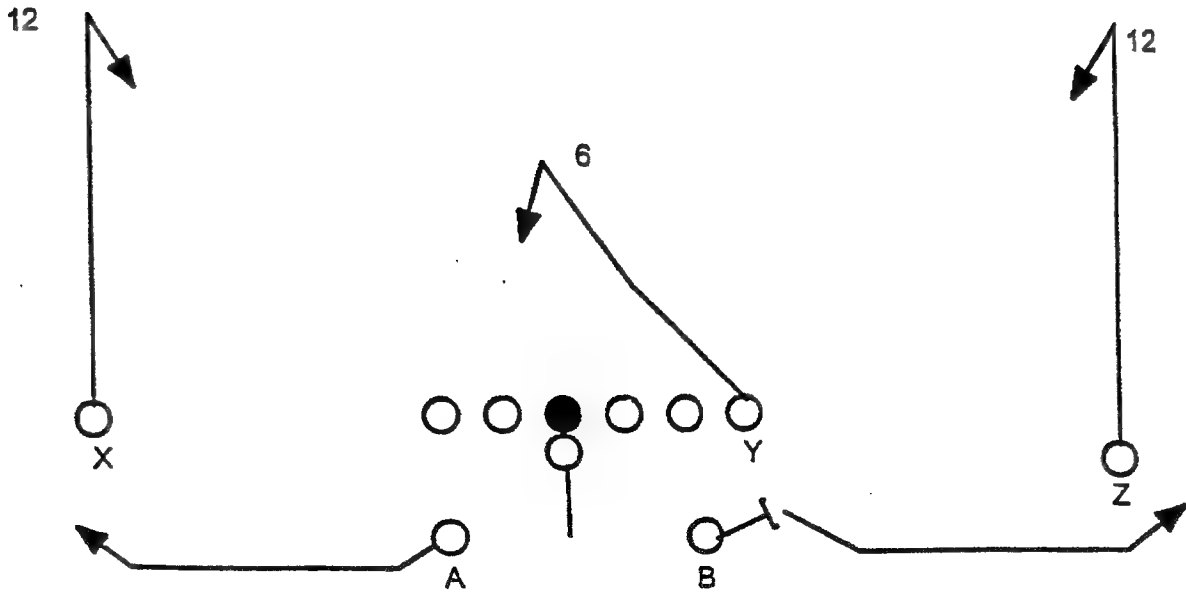
COVER 1 FREE



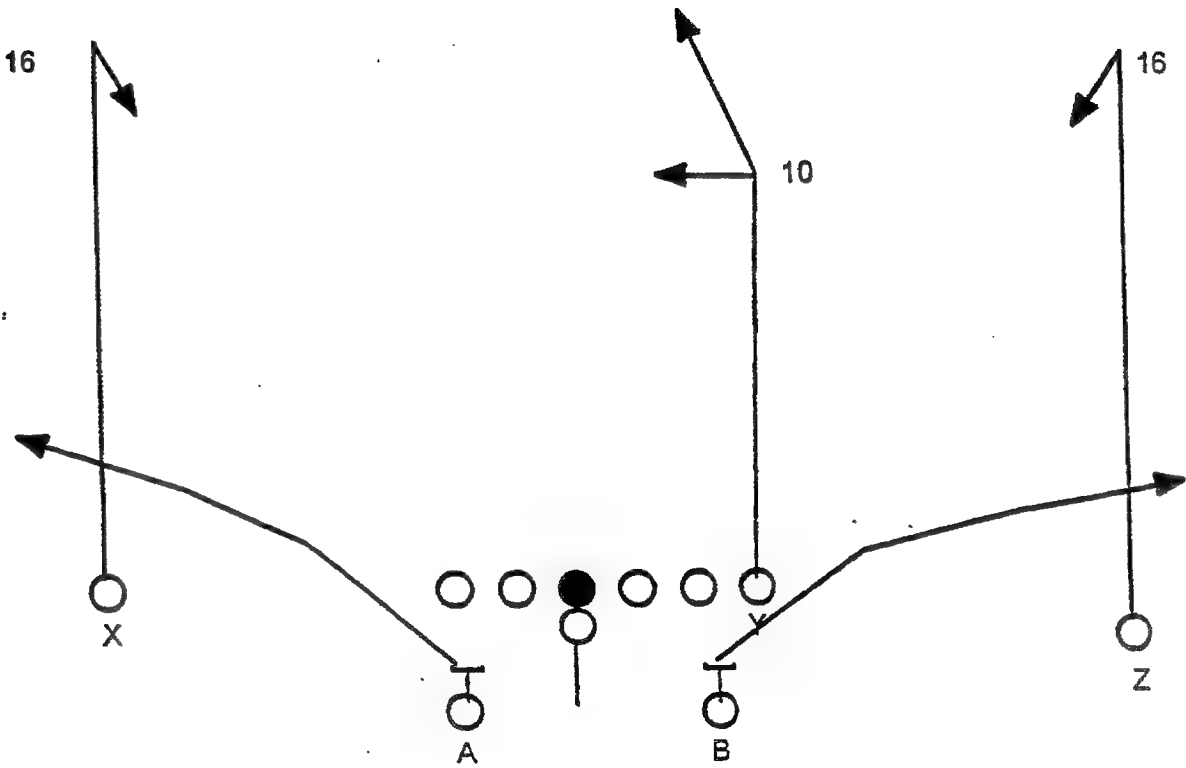
MIKE SAM COVER 1



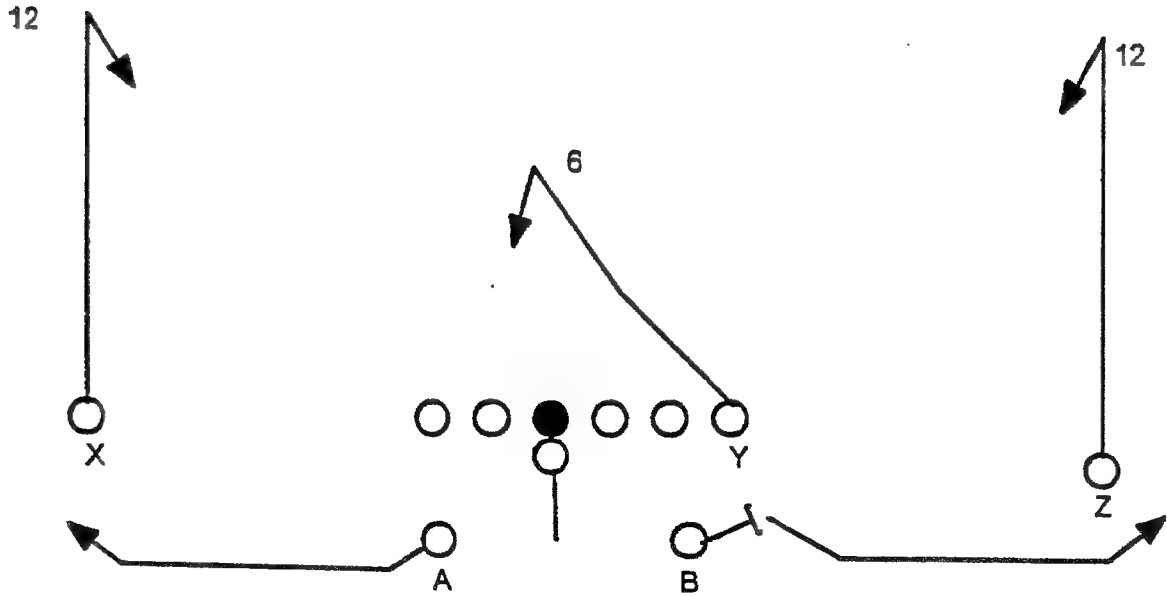
6 / 7 74 / 75 SEMI CURL



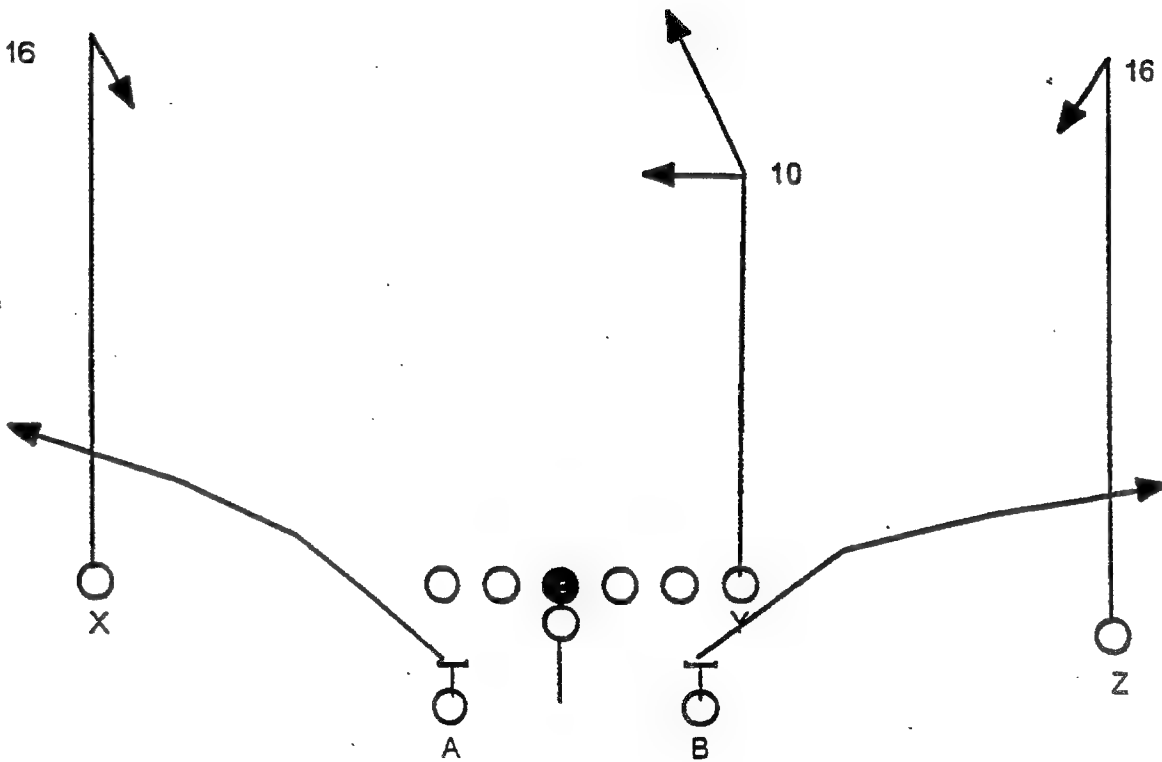
6 / 7 82 / 83 CURL



6 / 7 74 / 75 SEMI CURL



6 / 7 82 / 83 CURL





CLEVELAND BROWNS

QUICK PASS

THE QUICK GAME PACKAGE

These plays will be run from multiple formations.
Protections - 90/91, 92/93, 94/95, 74/75 Firm 62/63 Firm.

RULES

Call protection (the play is built into the protection call, if not, it will follow the protection call).

PLAY CALL MECHANICS

1. Call 90/91 in 1 Back formation and 92/93 in a 2 Back formation. (Not thrown, continue with Middle Read.)
2. Call 90/91 Hitch, in 1 Back formation and 92/93 hitch in a 2 Back formation. The outside Receivers will run a Hitch. The inside Free Release Receiver will run a quick look. Not thrown, continue with Middle Read.
3. Call 94/95 in a 2 Back formation, the outside Receivers will run Slants and the Free Release inside Receivers will run the diagonals. The protection Receivers will protect first then run a check down or a diagonal.
NOTE: Call 94/95 - The protection Receiver that protects first to the 2nd Receiver side and will run a check down. Back away from TE side will check protection and run an Arrow Route.
4. 90/91 Now in 1 Back formation and 92/93 Now in a 2 Back formation. The outside Receivers will run a 1 step hitch and expect the ball right now. The QB will take a 1 step drop and the PL knows that they must be firm up front. The inside Receiver runs the same as 90/91 Hitch.
5. call 74/75 or 62/63 Firm Slant which will be like 94/95 but the protection will be a 6 man firm protection. The outside Receivers will run 3 step Slants and the Free Release inside Receivers will run the diagonals with the protection Back running a check down between the two ILB's.

2 BACK PLAYS

6/7 92/93
6/7 92/93 Hitch/Now
6/7 92/93 Slant Y Return
6/7 94/95

6/7 Over ZHM
92/93 X Fade Out

1 BACK PLAYS

0/1 Wider or 0/1 Slot Wide 90/91
0/1 Wider or 0/1 Slot Wide 90/91 Hitch/Now
2/3 Wider or 0/1 Slot Wide 62/63 or 76/77
Firm Slant
0/1 Up 74/75 or 2/3 FLD 62/63 Firm Slant

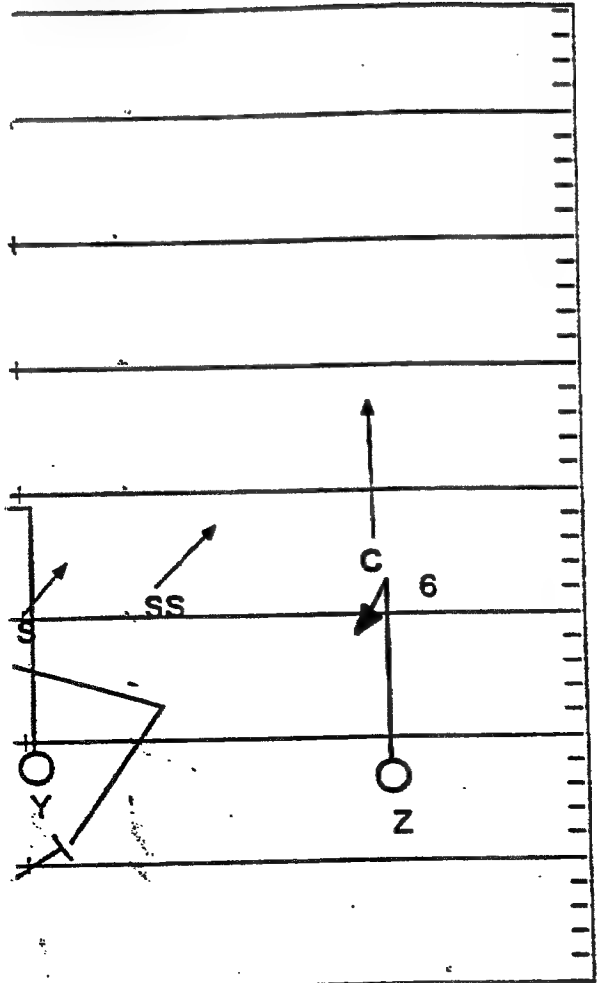
HOT RULES

Not Hot

NOTE: QB reads are all directional reads
Receivers will adjust according to cover
Hitch = Fade vs. 2 Cover and Press

Slant = No Adjustment
Diagonal = No Adjustment

HITCH



1. When the... Additional...
 2. When the... Additional...
 3. When the... Additional...
 4. When the... Additional...
 5. When the... Additional...
 6. When the... Additional...
 7. When the... Additional...
 8. When the... Additional...
 9. When the... Additional...
 10. When the... Additional...

Now Away From Drop Safety. Read corner

Hitch. Do Not Come Back to Ball.

Hitch. Do Not Come Back to Ball.

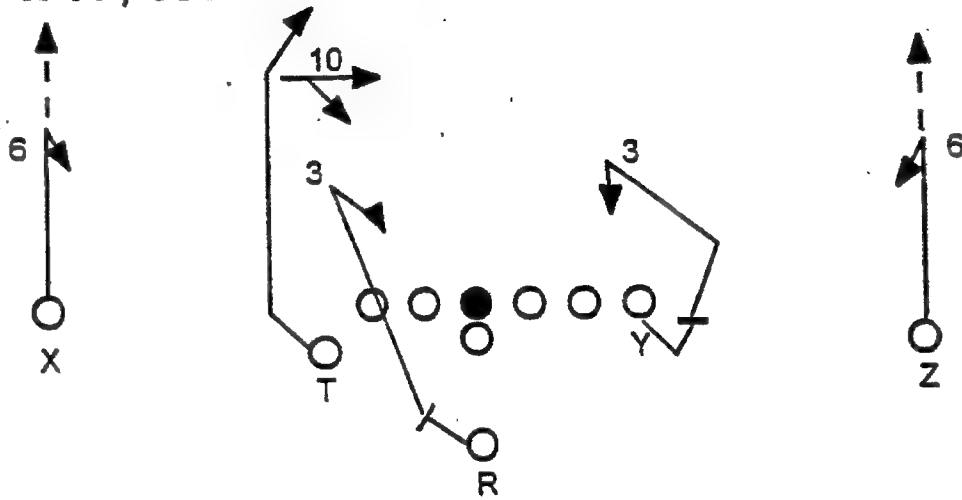
Not Thrown, Continue on Middle

Quick Stop.

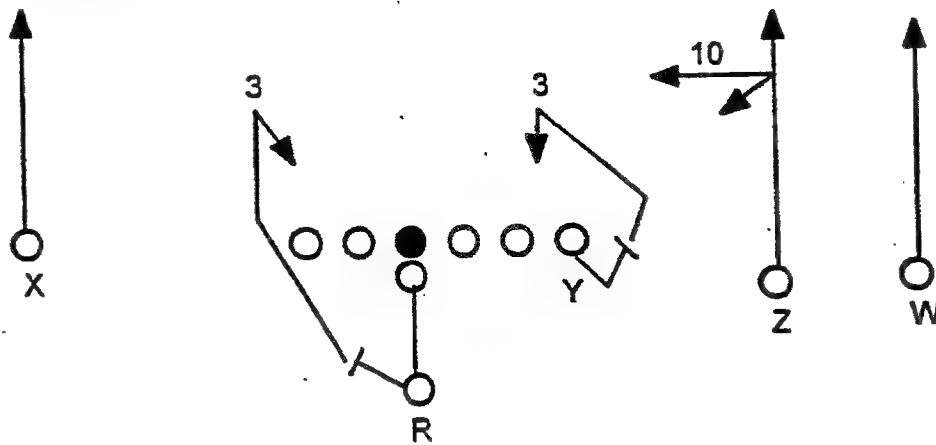
Quick Stop.

SECTION 15. On: Weav. 0. 1. P. 1. 2.

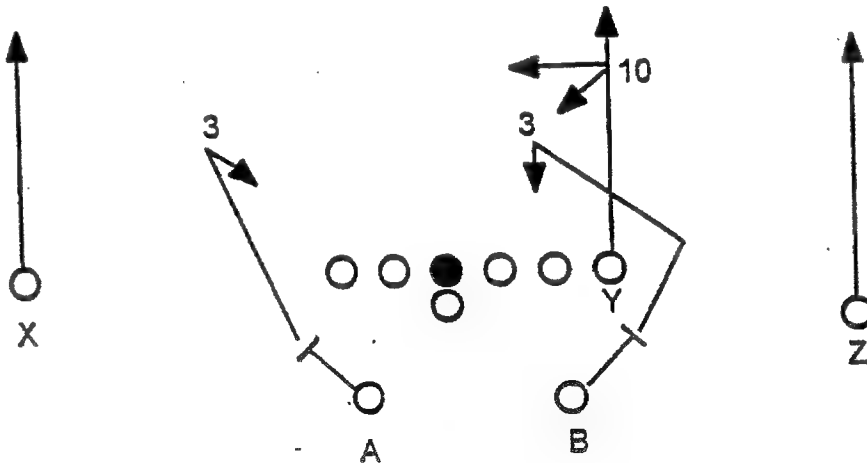
0 / 1 UP 90 / 91 HITCH



0 / 1 WIDER 90 / 91 GO

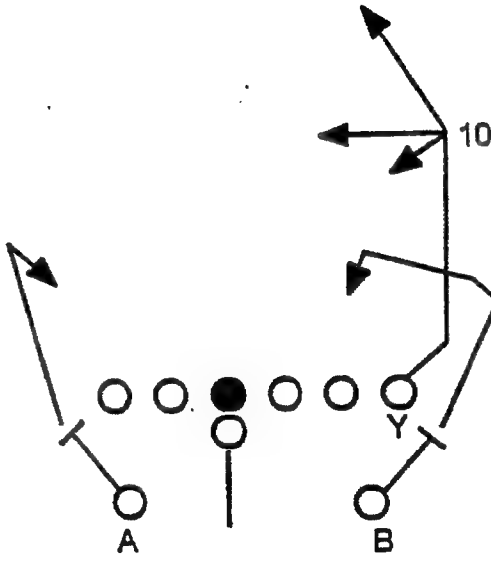


6 / 7 92 / 93 GO



6 / 7 92 / 93 NOW

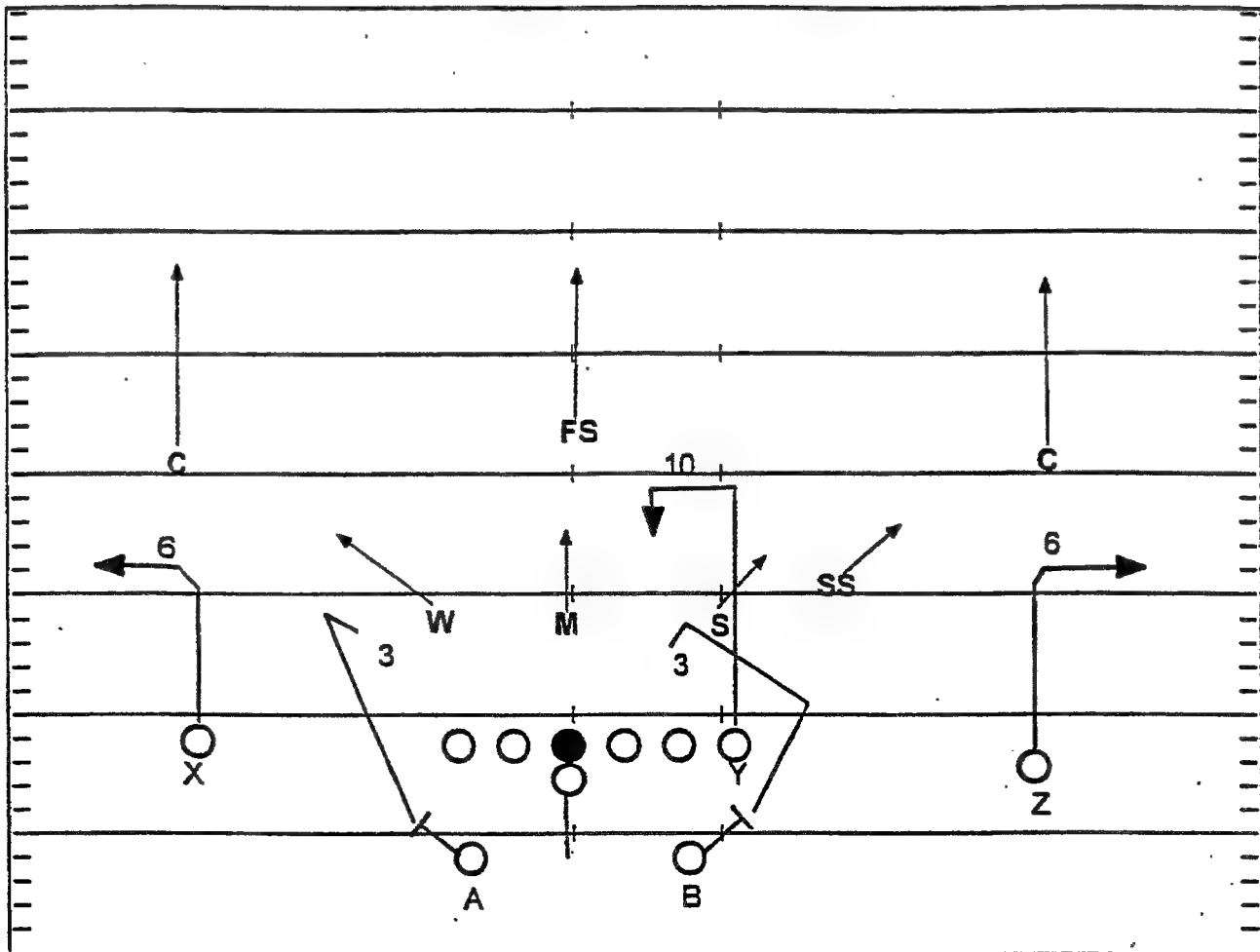
1 STEP



1 STEP



6 / 7 92 / 93 QUICK OUT

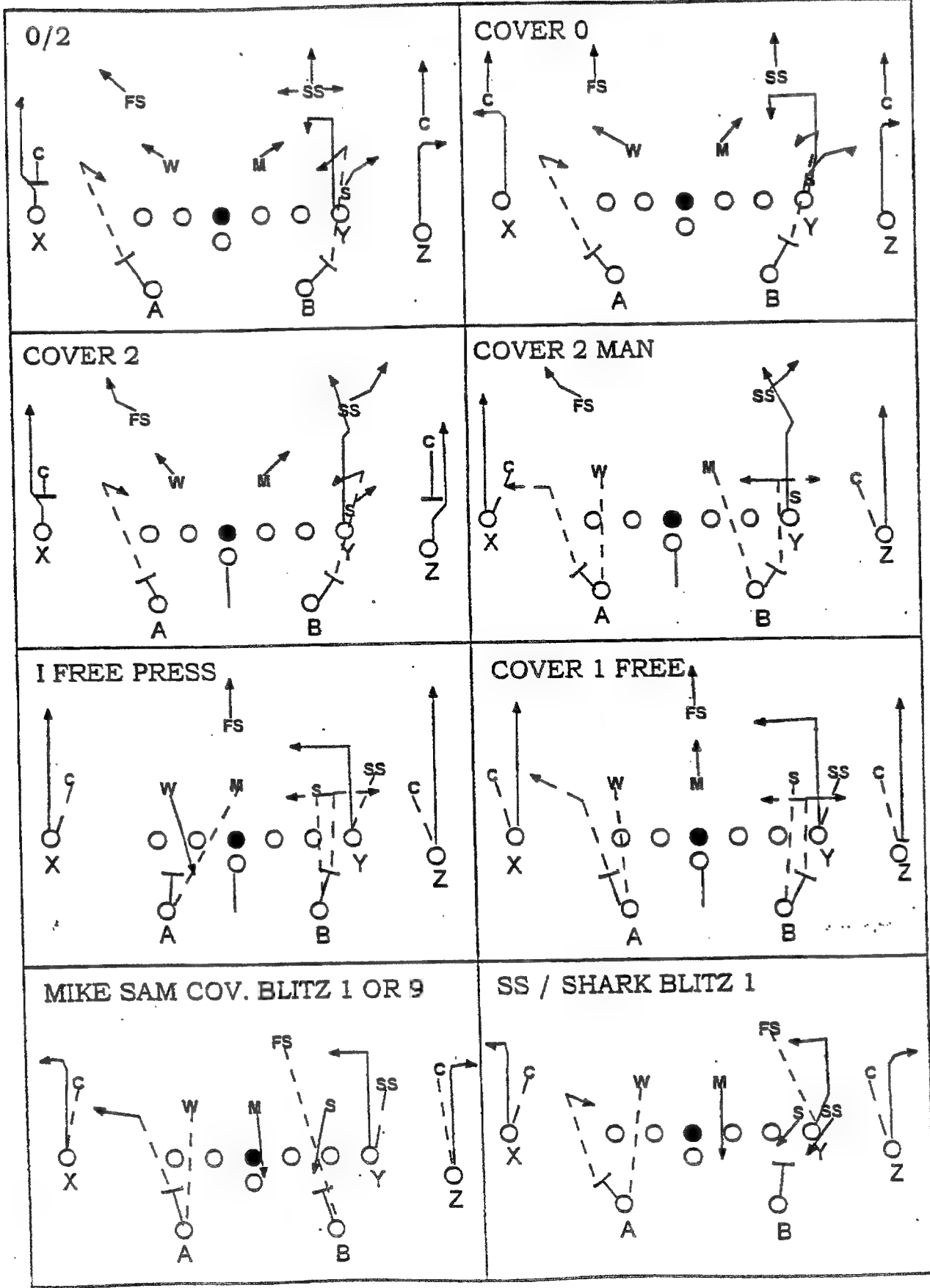


QB: 3 Step Drop - Directional Read - Throw Away From Drop Safety. Read Outside In. Vs. Man - Go to Softest Corner (CP No Sight Adjust With 90's) Vs. Cover 2 - Read 3 on 2 Ball

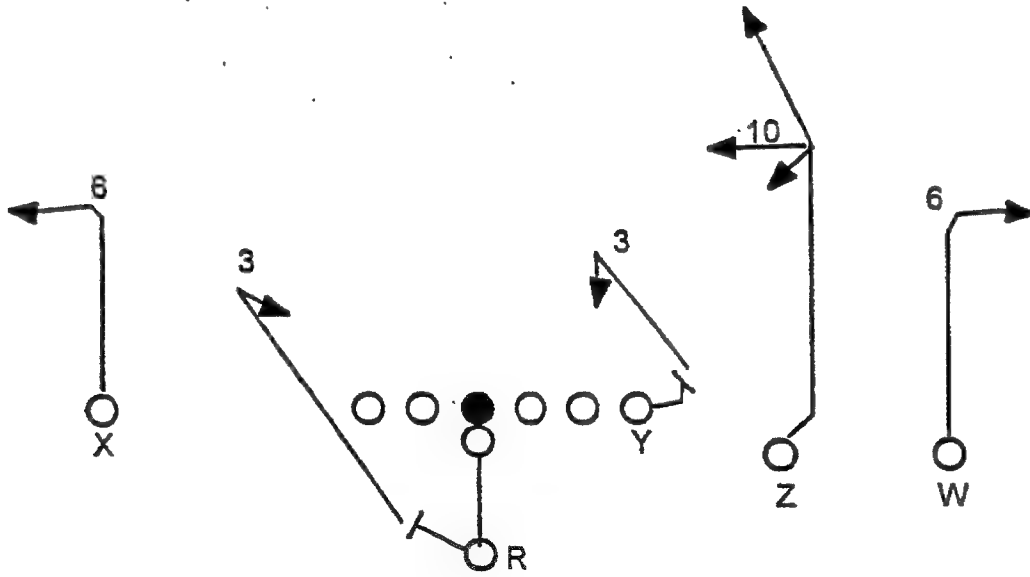
- X: Maximum Split - Execute a Quick Out. Fade vs. 2, 2 Man, Press.
- Z: Maximum Split - Execute a Quick Out. Fade vs. 2, 2 Man, Press.
- Y: Best Release. Look for Ball Quickly. N/T Execute Middle Read.
- A: Block Protection Rule - N/T Execute Quick Stop.
- B: Block Protection Rule - N/T Execute Quick Stop.

FORMATION (S): 0/1, 2/3, 0/1 Slot Wide, 0/1 Up, 0/1 Slot Wider

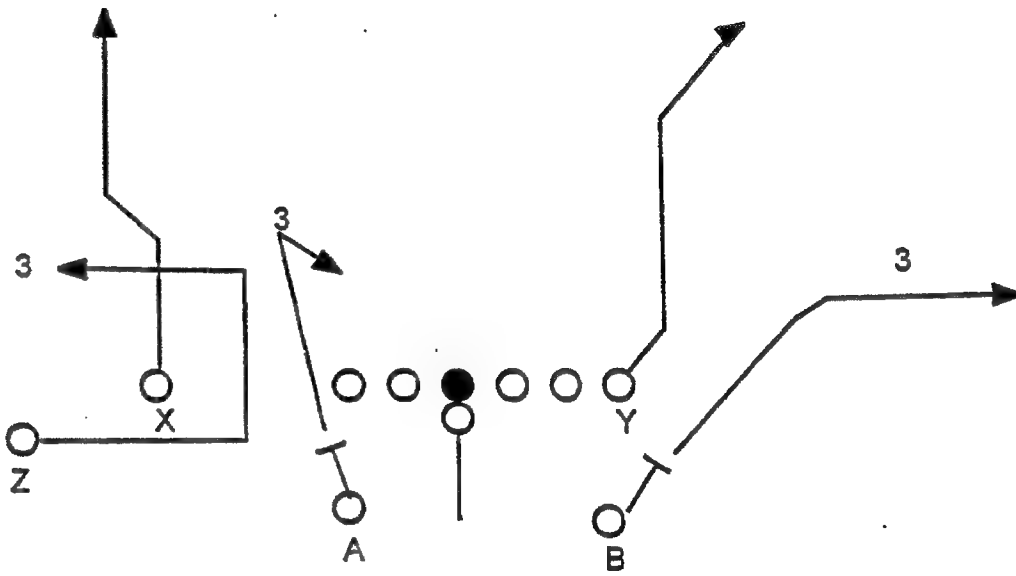
6 / 7 92 / 93 QUICK OUT



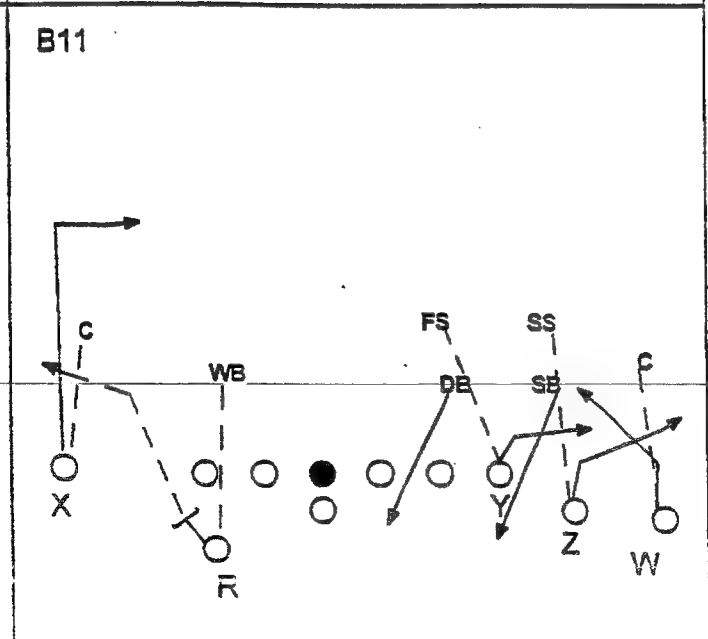
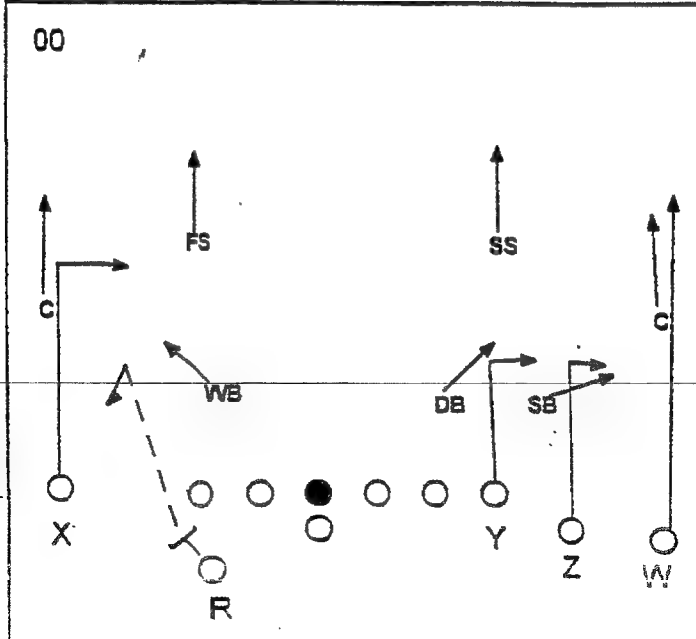
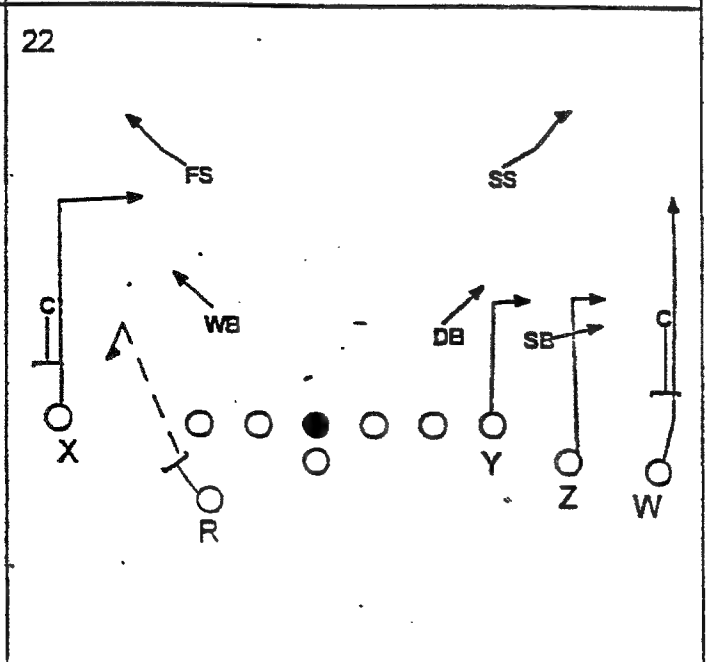
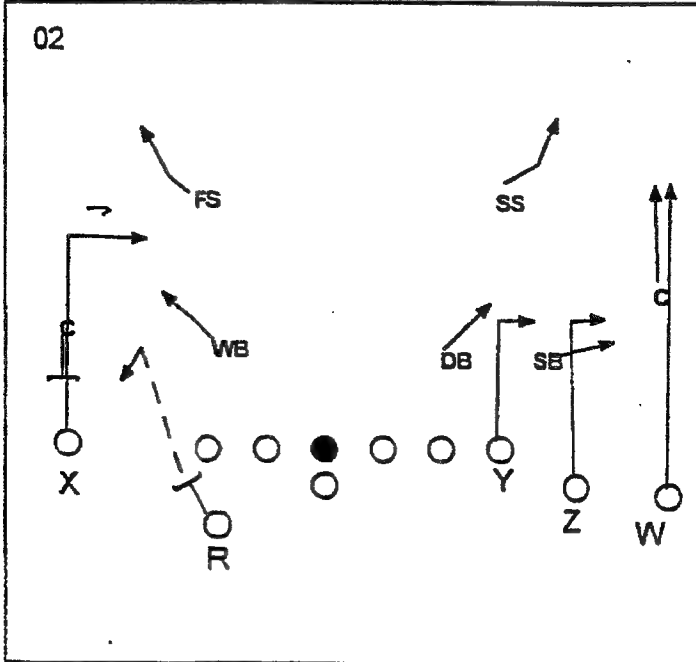
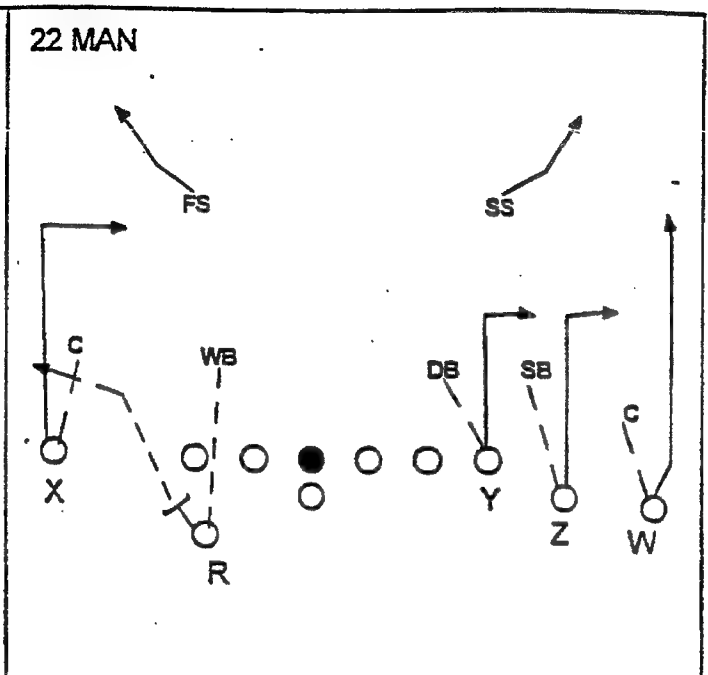
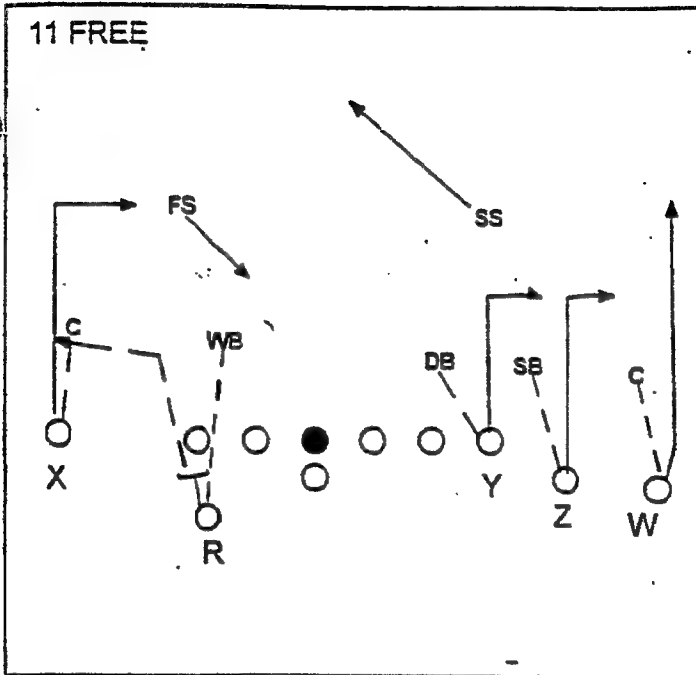
0 / 1 WIDER 90 / 91 QUICK OUT



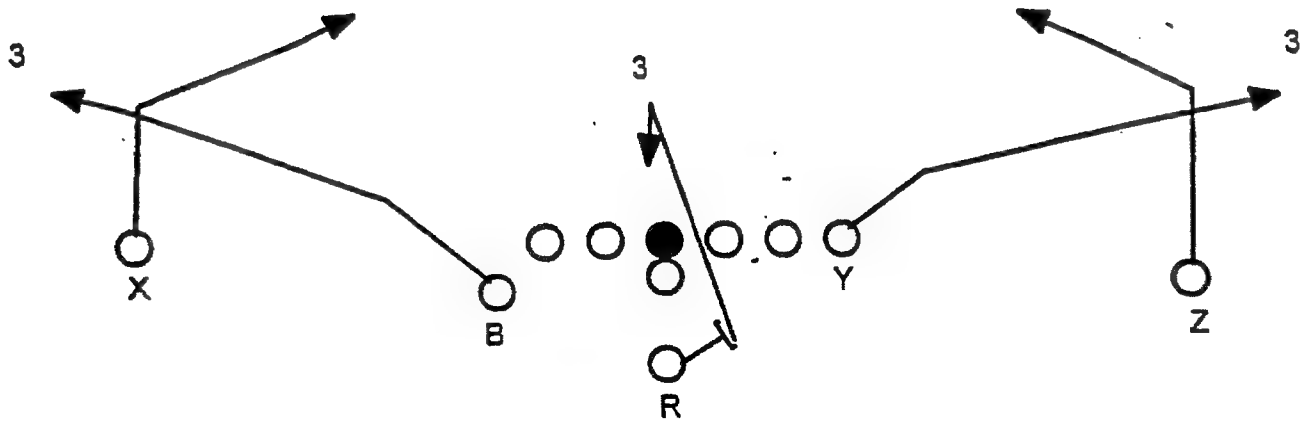
6 / 7 OVER Z HALF MO 92 / 93 X FADE OUT



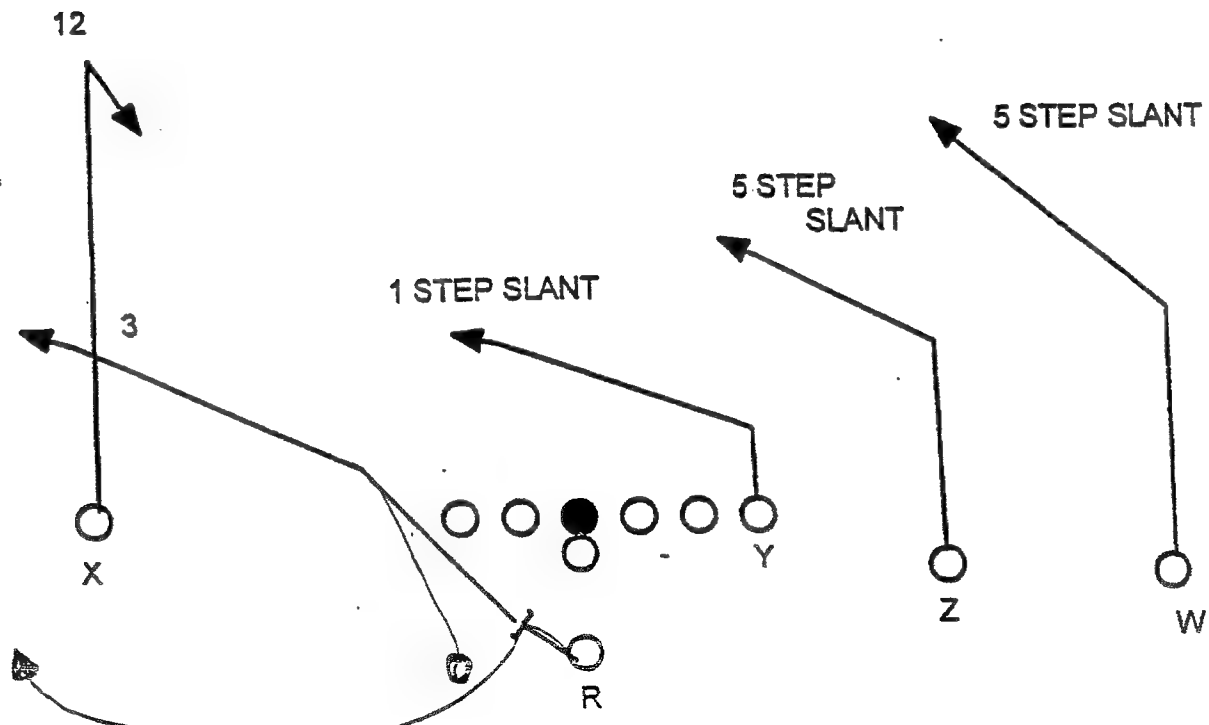
2 / 3 WIDER 62 / 63 FIRM DOUBLE OUT



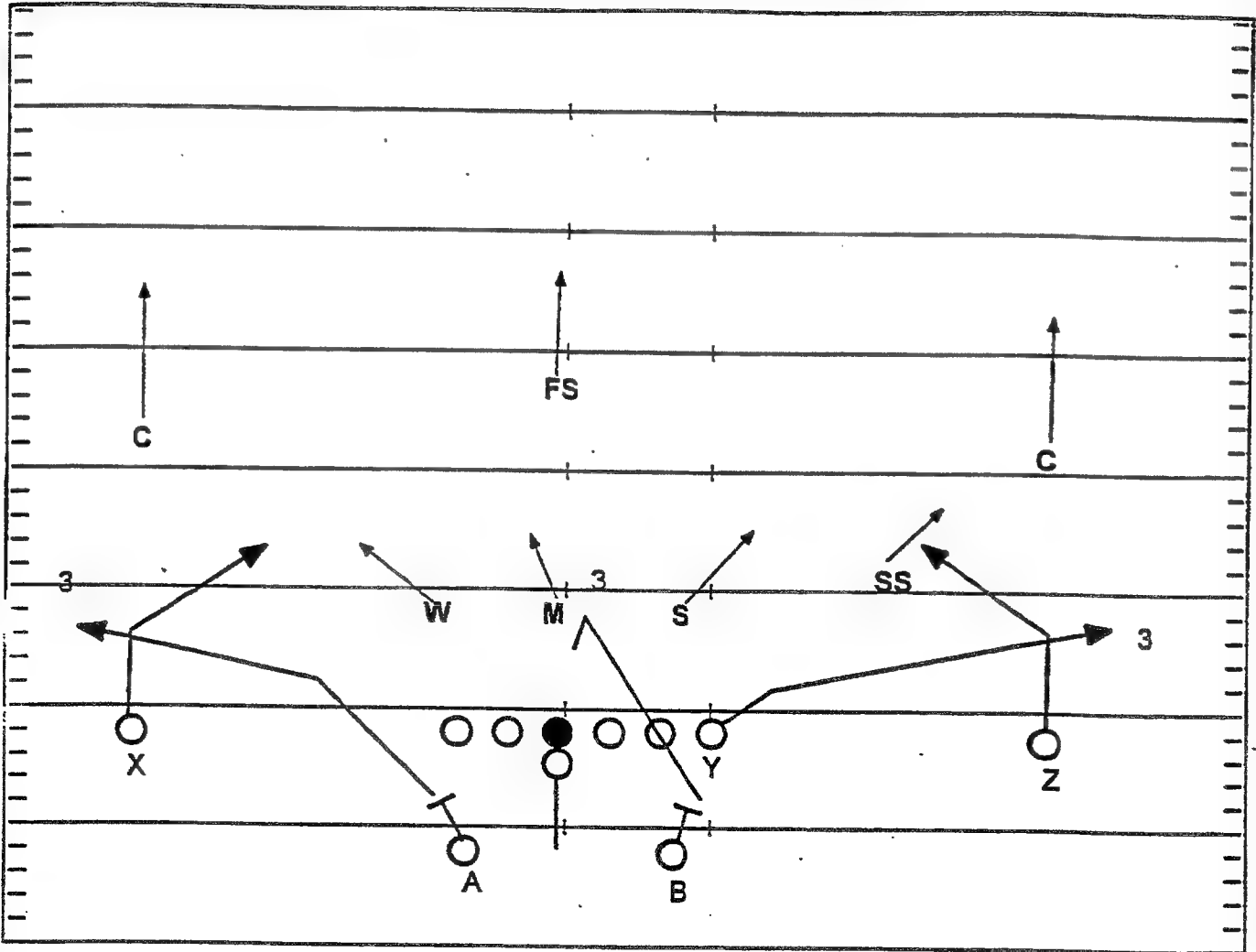
0 / 1 UP 74 / 75 FIRM DIAGONAL SLANT



2 / 3 WIDER 62 / 63 FIRM TRIPLE SLANT



6 / 7 94 / 95 SLANT



QB 3-Step Drop - Directional Read - Throw Away from Drop Safety. No Conversions vs. Cover 2.

X Maximum Split - Execute a Slant Route

Z Maximum Split - Execute a Slant Route

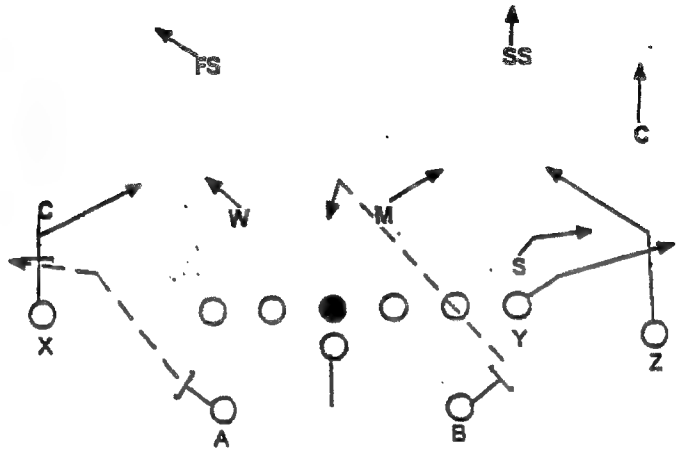
Y Execute an Arrow Route

A Block Protection Rule - N/T Execute an Arrow Route

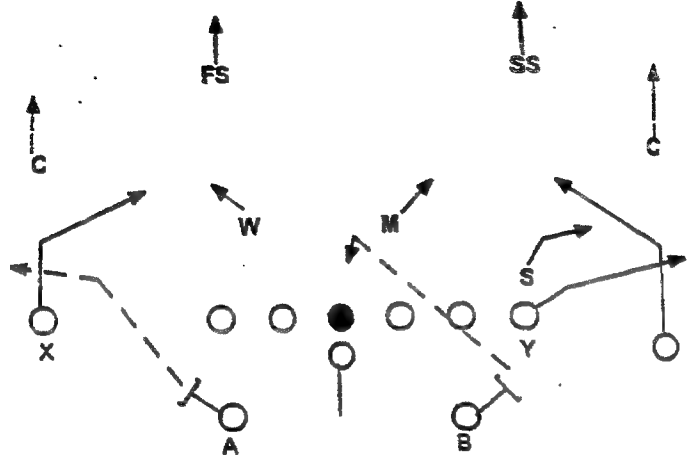
B Block Protection Rule. N/T Execute Check Down

FORMATION(S): 0/1 Weak

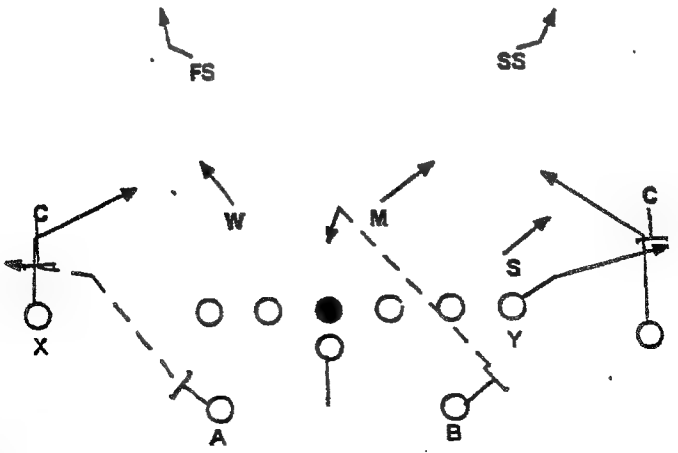
COVER 0/2



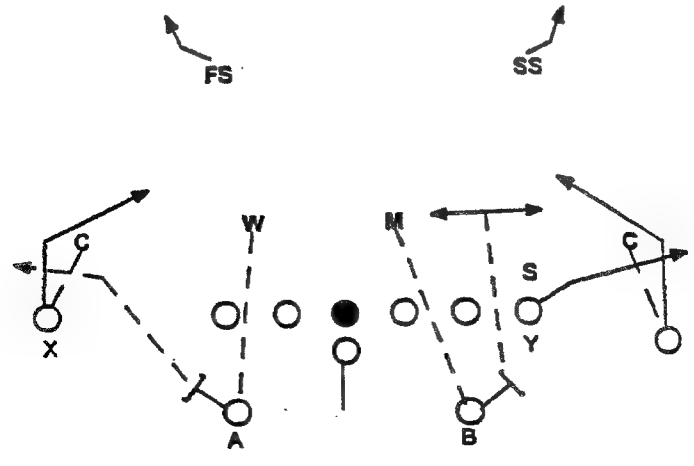
COVER 0



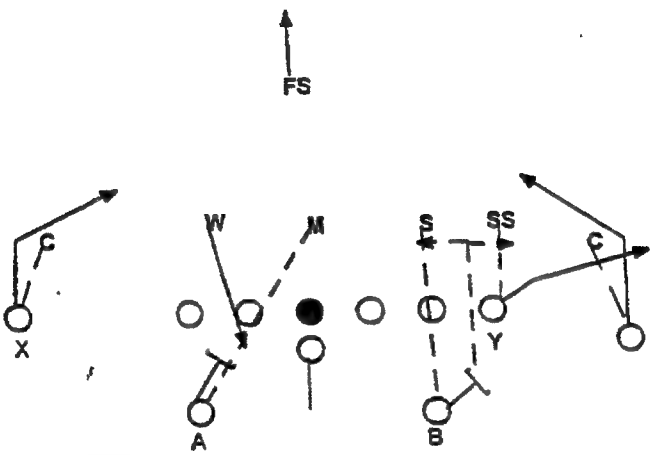
COVER 2



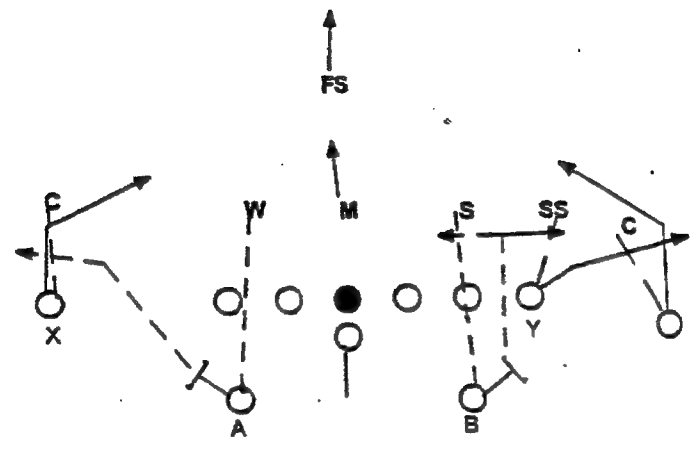
COVER 2 MAN



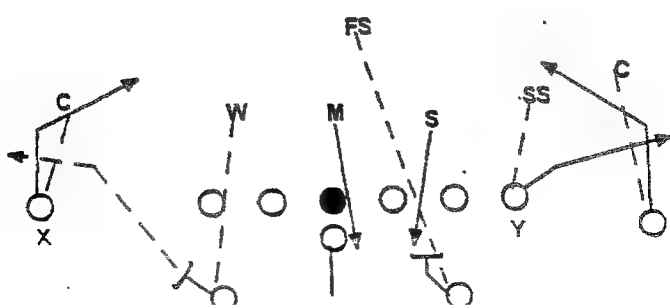
COVER 1 FREE



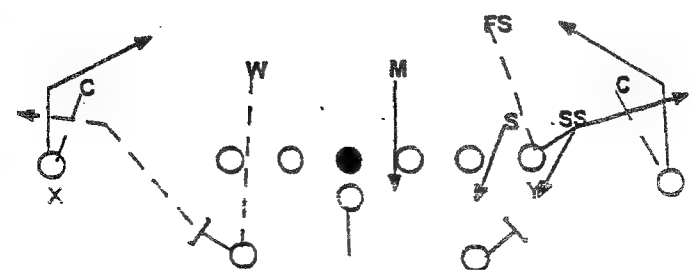
COVER 1 FREE



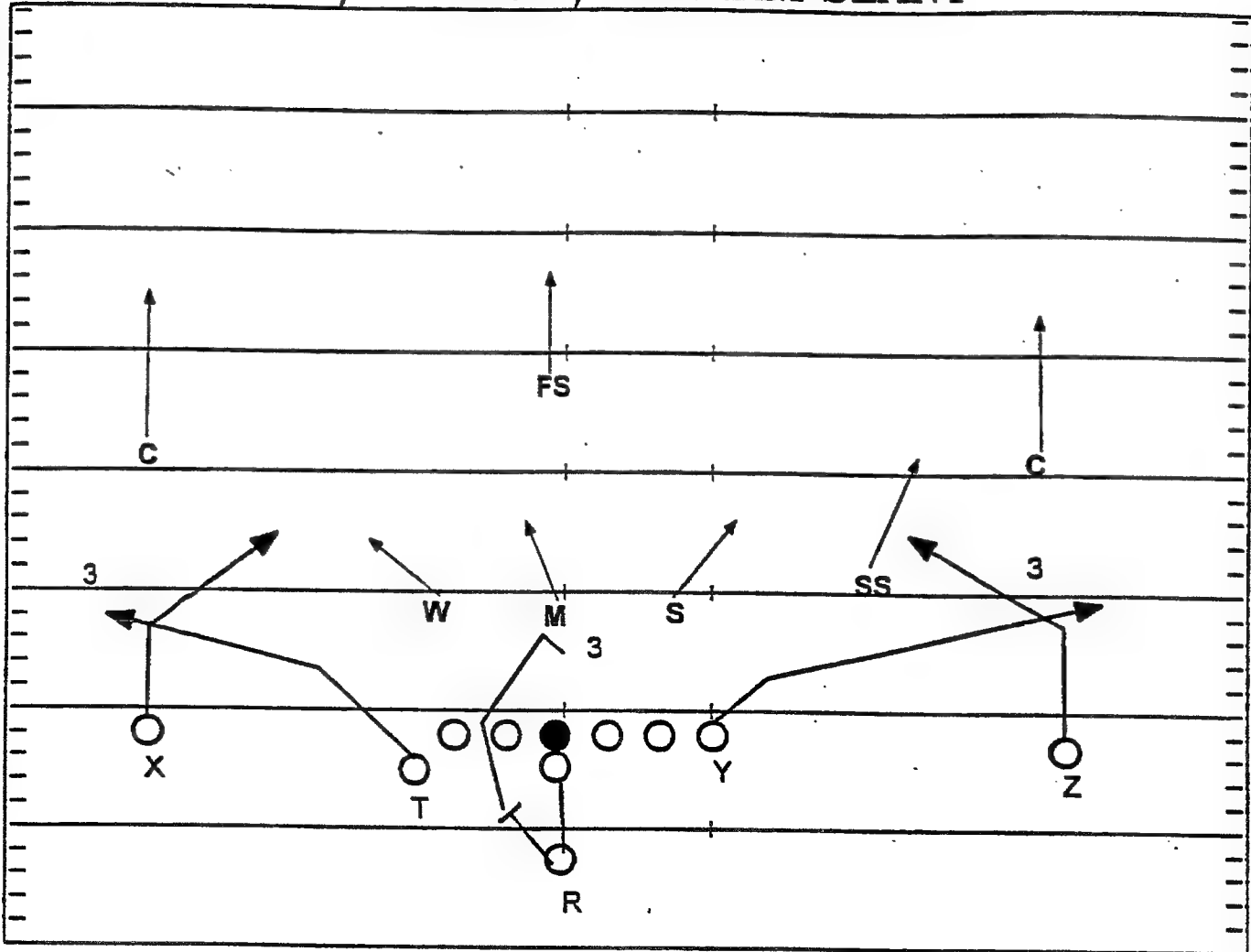
MIKE SAM COVER 1



SHARK SAM MIKE COVER 1



0 / 1 UP 62 / 63 FIRM SLANT



QB 3-Step Drop - Directional Read - Throw Away from Drop Safety. Read Outside In. No Conversions vs. Cover 2.

X Maximum Split - Execute a Slant (No Conversions)

Z Maximum Split - Execute a Slant (No Conversions)

Y Outside Release - Execute an Arrow Route

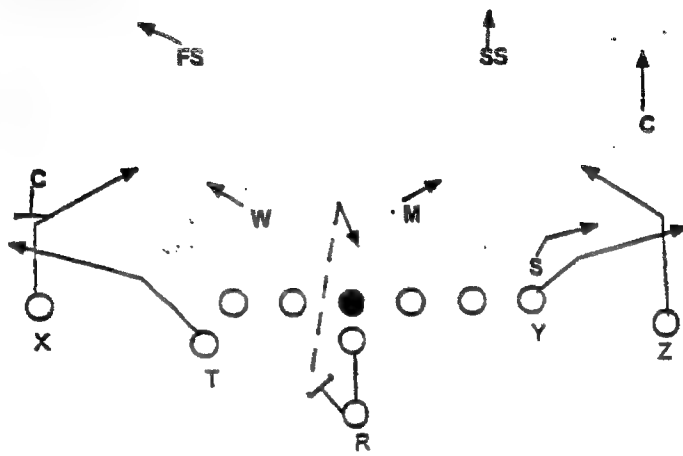
T Outside Release - Execute an Arrow Route

R Block Protection Rule. N/T Execute Check Down

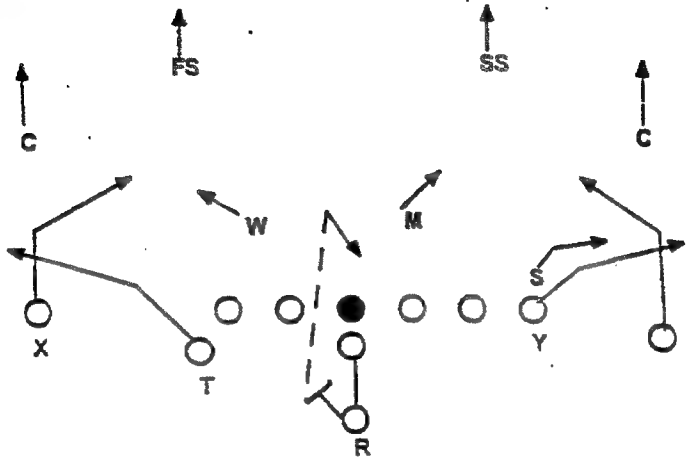
FORMATION(S): 0/1 Slot Wide

0 / 1 UP 62 / 63 FIRM SLANT

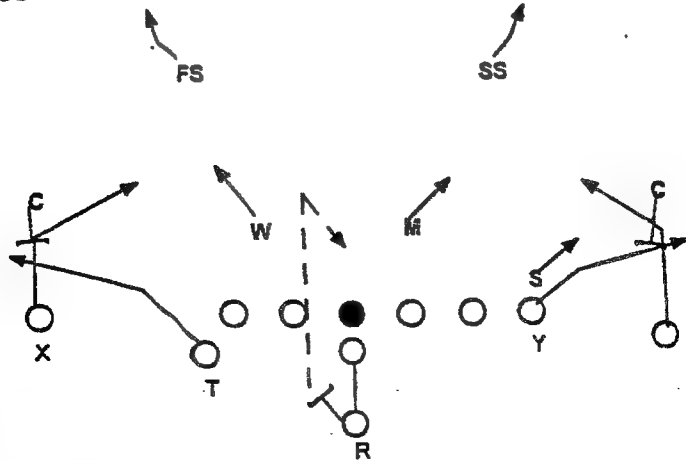
COVER 0/2



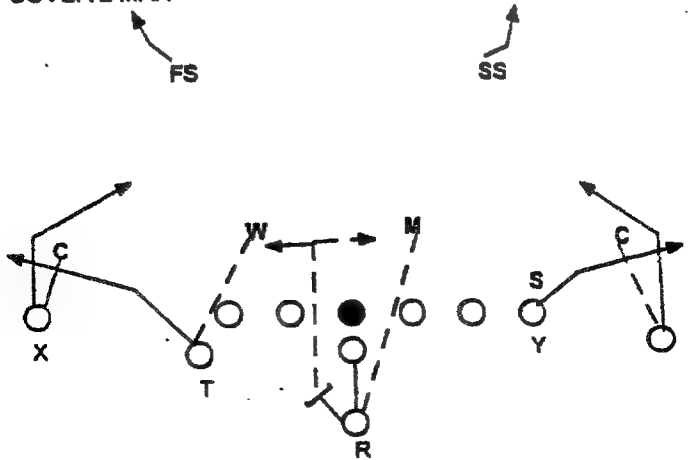
COVER 0



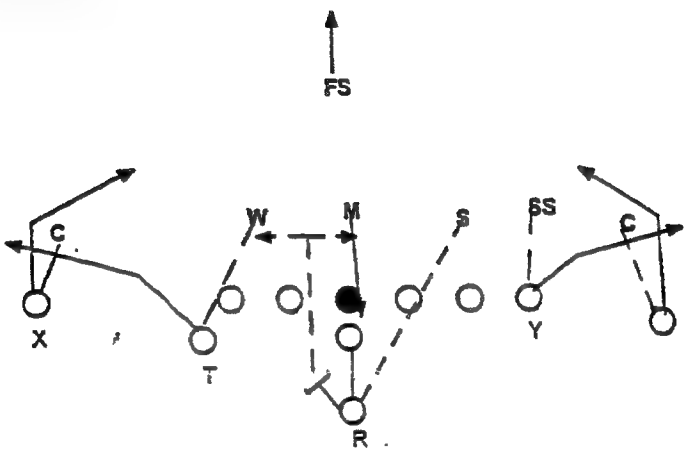
COVER 2



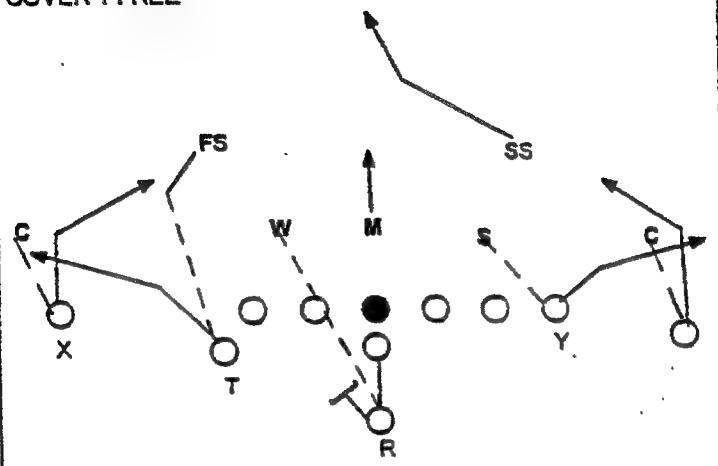
COVER 2 MAN



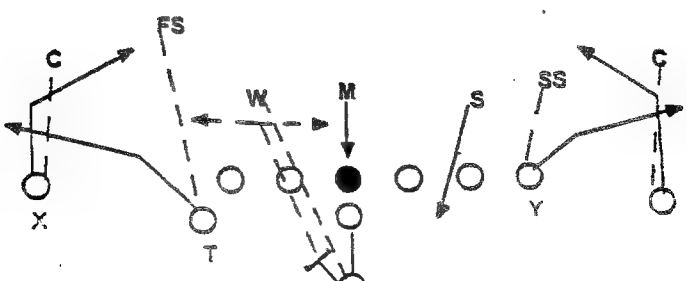
COVER 1 FREE



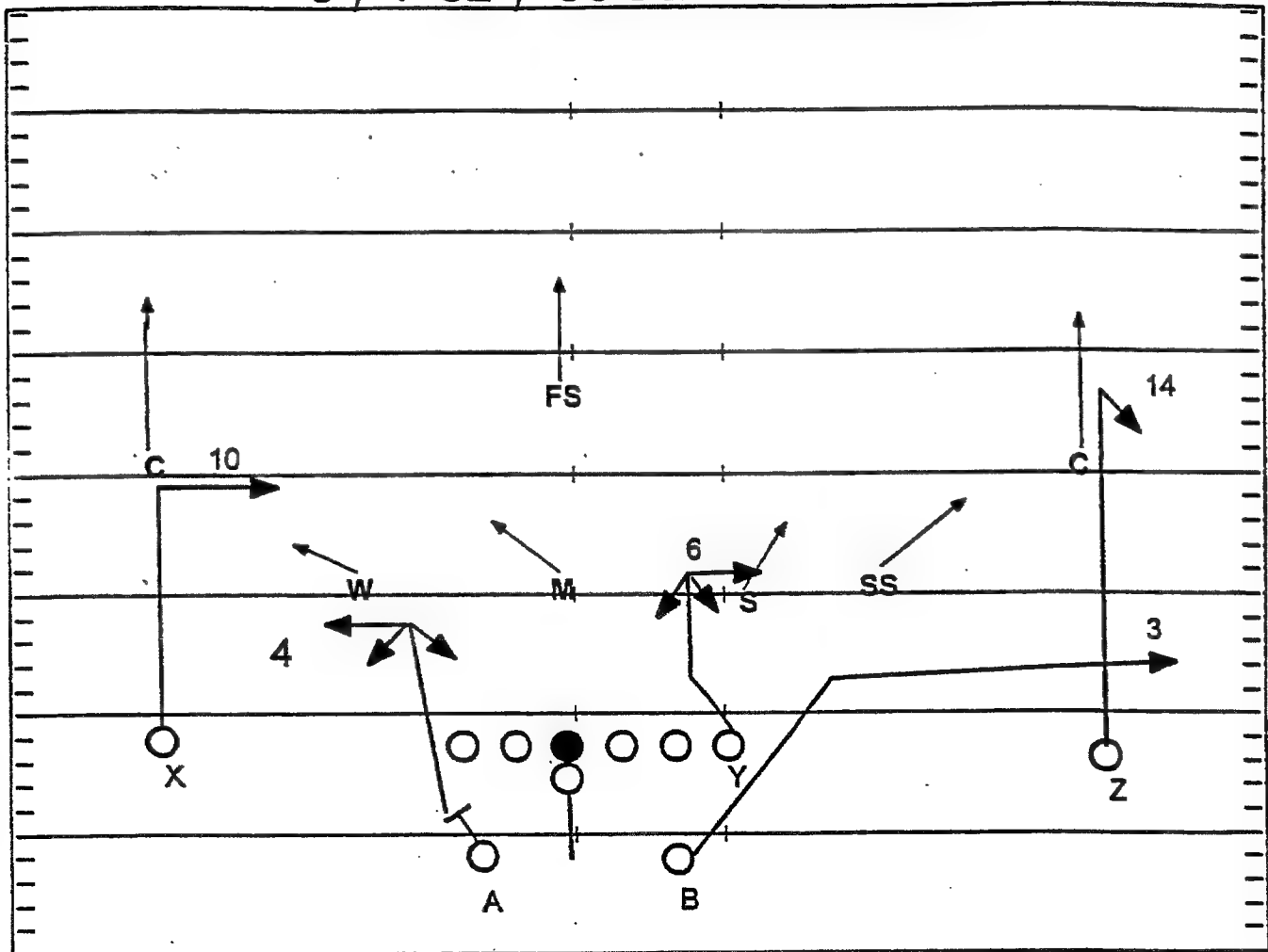
COVER 1 FREE



MIKE SAM COVER 1



6 / 7 62 / 63 FIRM Y HOOK



QB 3-Step Drop - Throw Off Flat Defender. Go B - Y - Z .

X Top of #s Alignment - Execute a 10 Yd In Route.

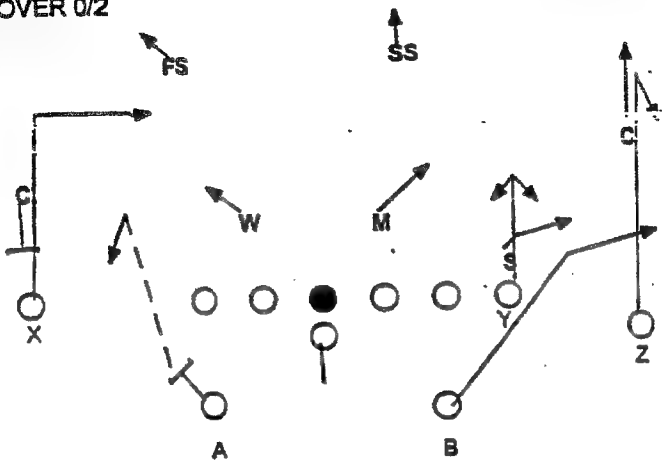
Z Minimum Split - Execute a 14 Yd Comeback.

Y Best Release - Execute a Hook. Stay on Move vs. Man.

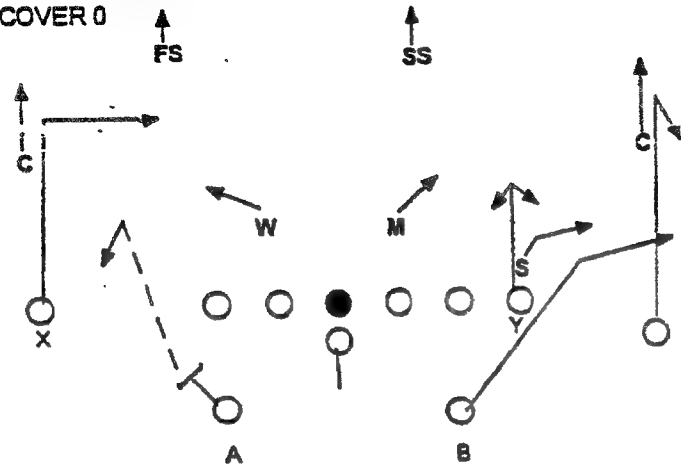
A Block Protection - N/T Execute and Option Route.

B Free Release - Execute an Arrow Route

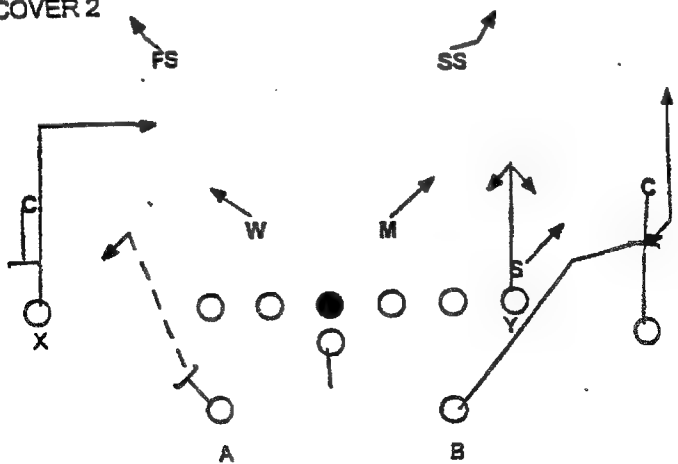
COVER 0/2



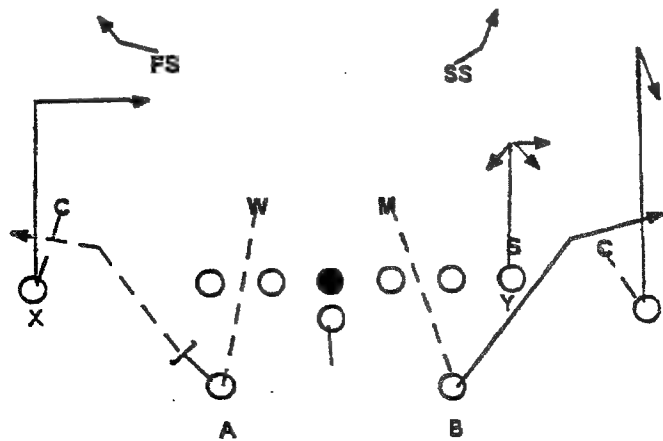
COVER 0



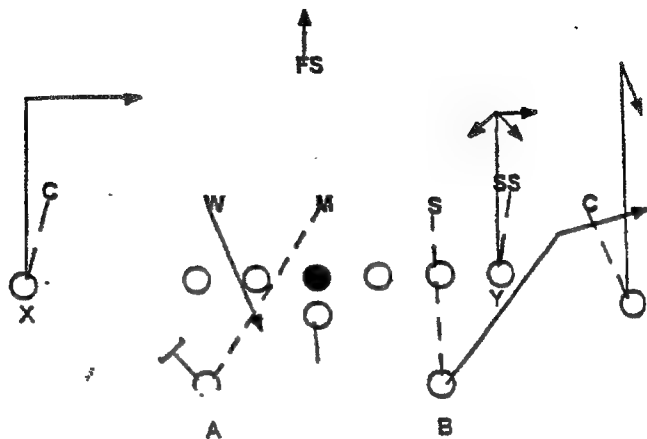
COVER 2



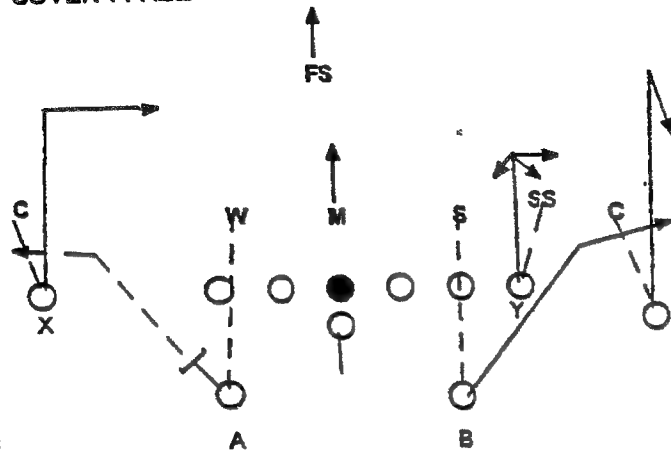
COVER 2 MAN



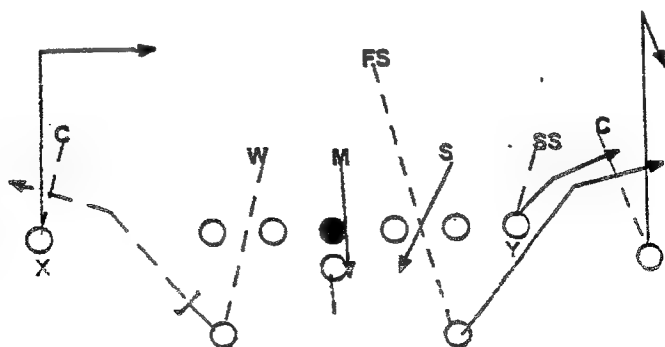
COVER 1 FREE



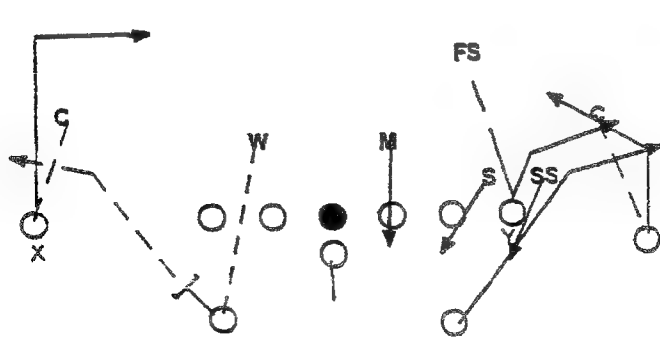
COVER 1 FREE



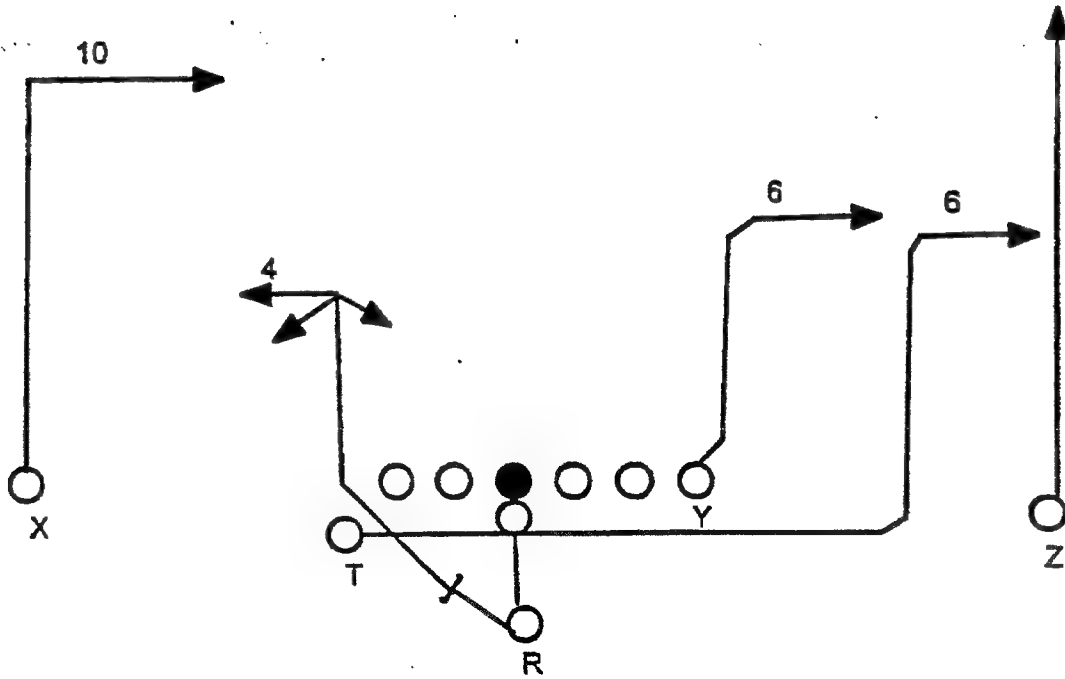
MIKE SAM COVER 1



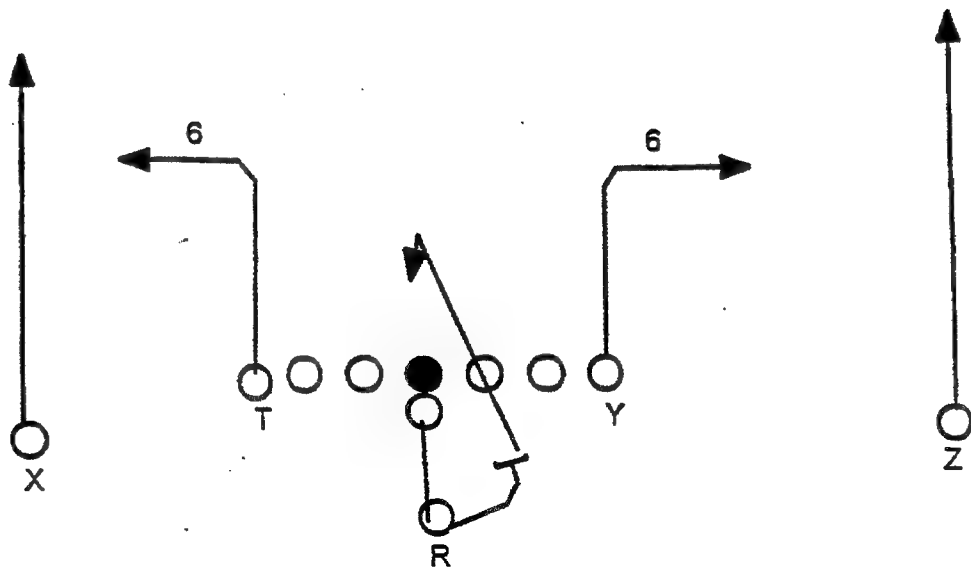
SHARK SAM MIKE COVER 1



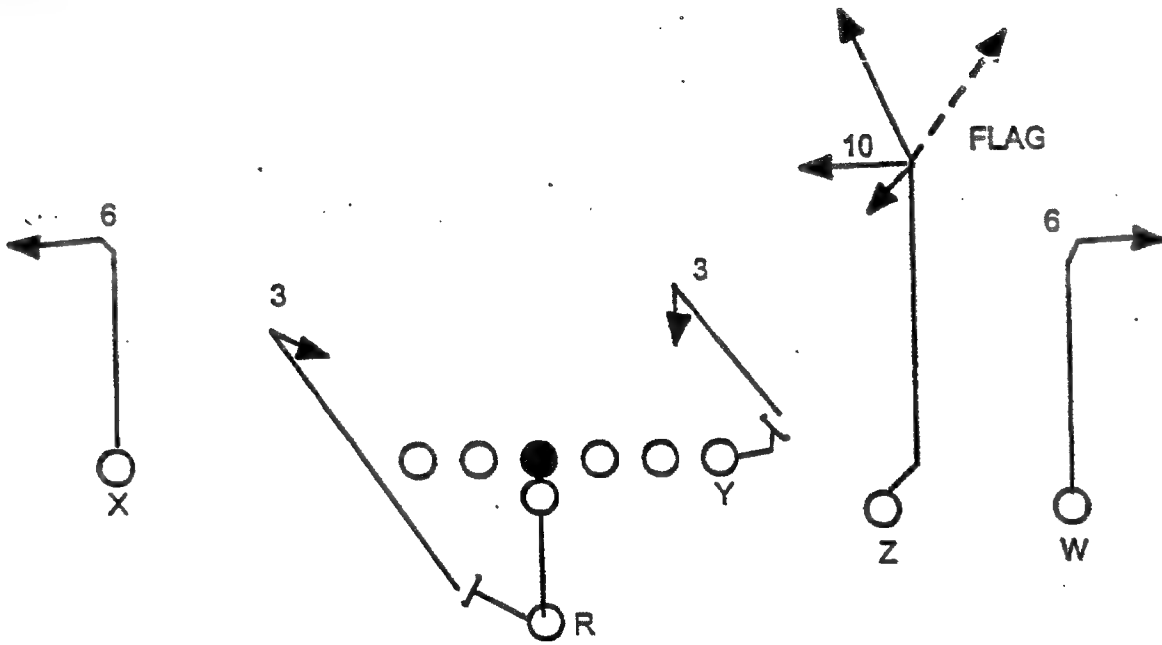
0 / 1 UP T MO 62 / 63 HARD DOUBLE OUT



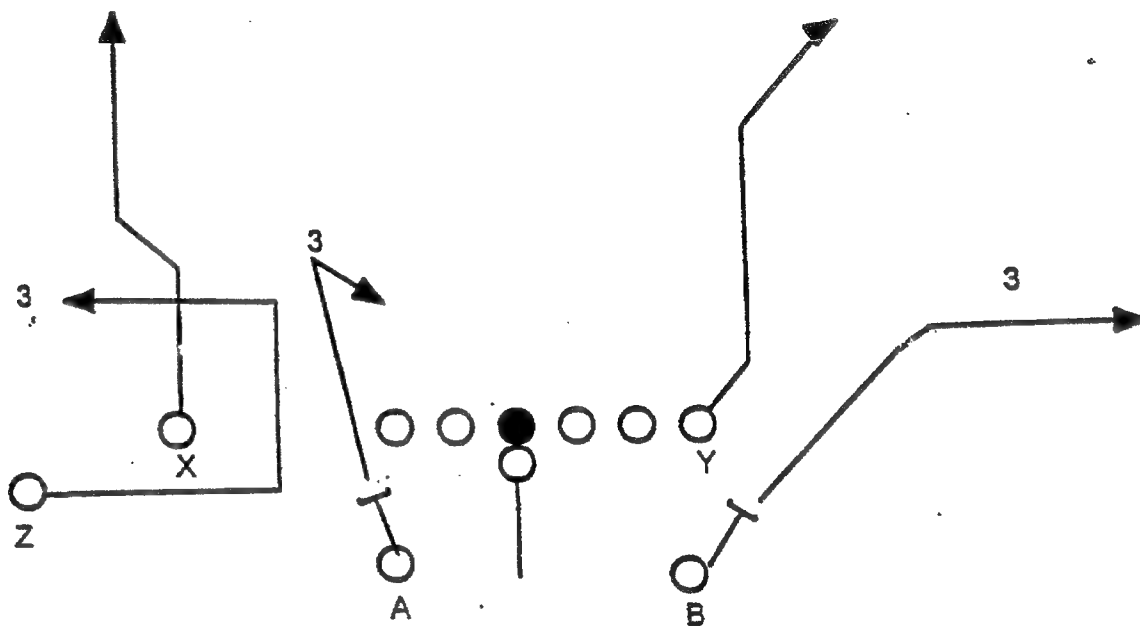
0 / 1 ON 76 / 77 FIRM DOUBLE OUT



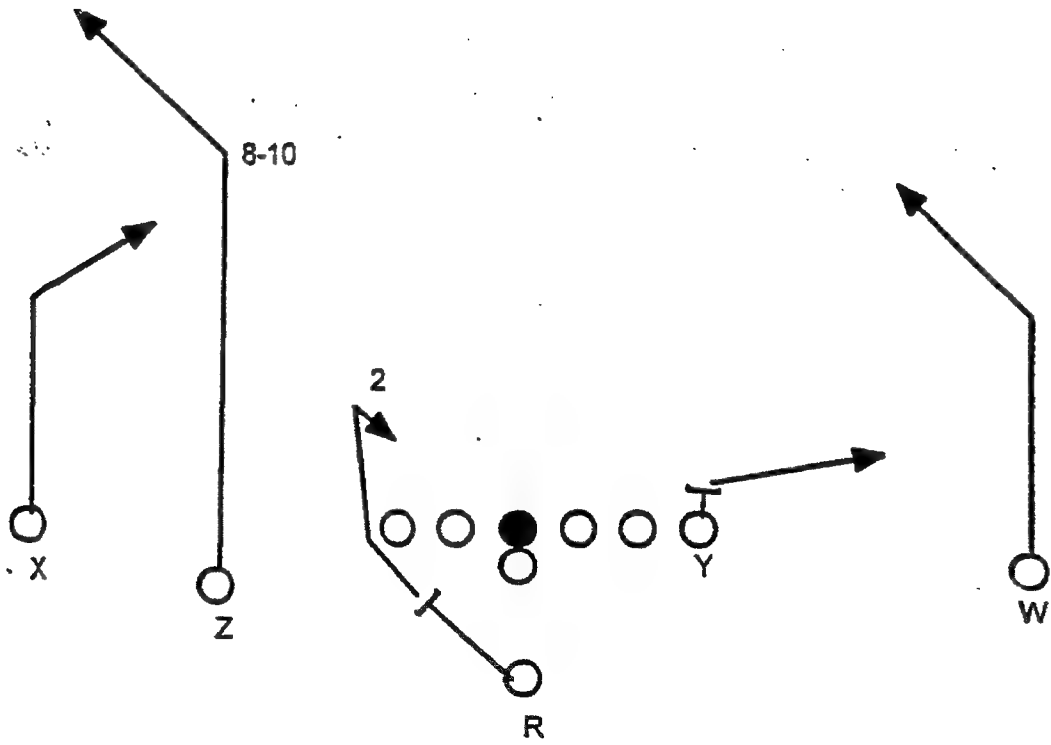
0 / 1 WIDER 90 / 91 QUICK OUT (Z FLAG)



6 / 7 OVER Z HALF MO 92 / 93 X FADE OUT



90 / 91 SLANT Z FLAG

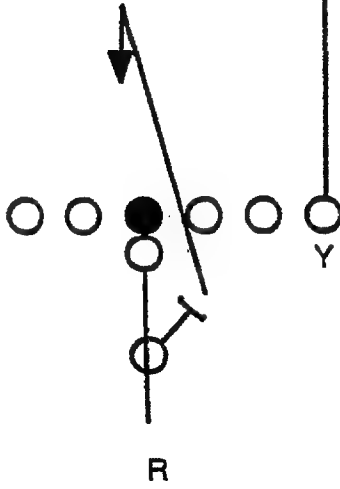




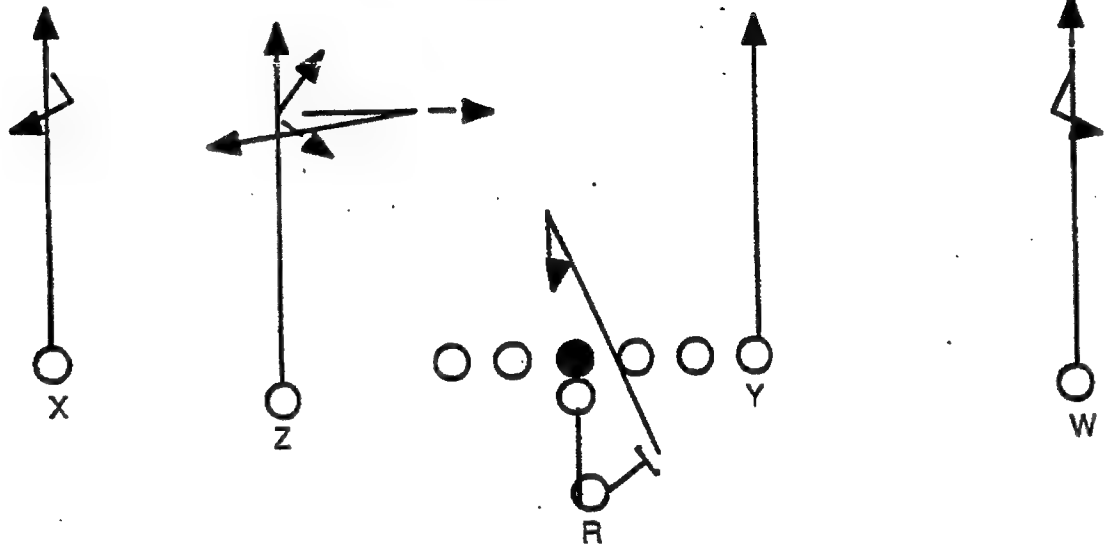
CLEVELAND BROWNS

STREAK PACKAGE

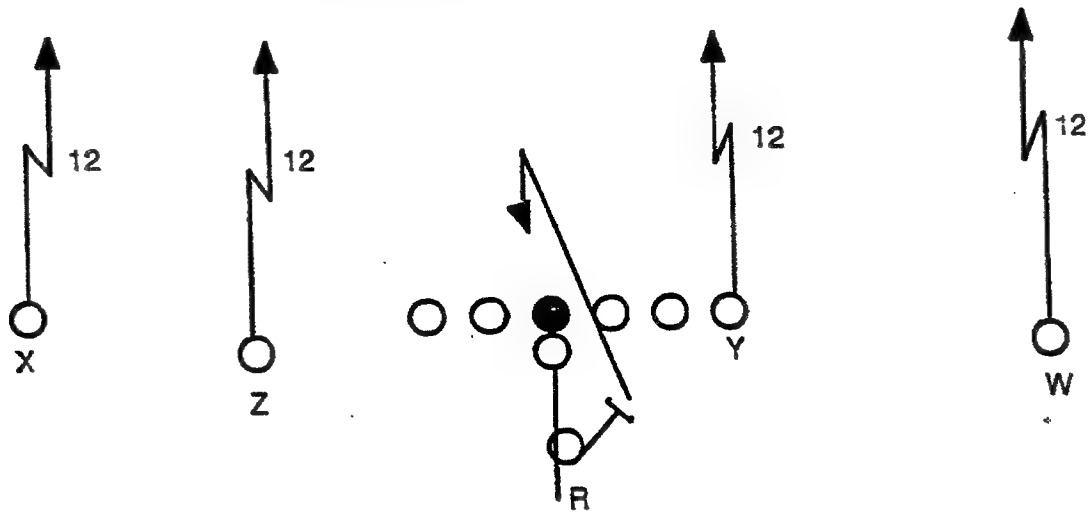
0 / 1 WIDE SLOT 76 / 77 ALL GO



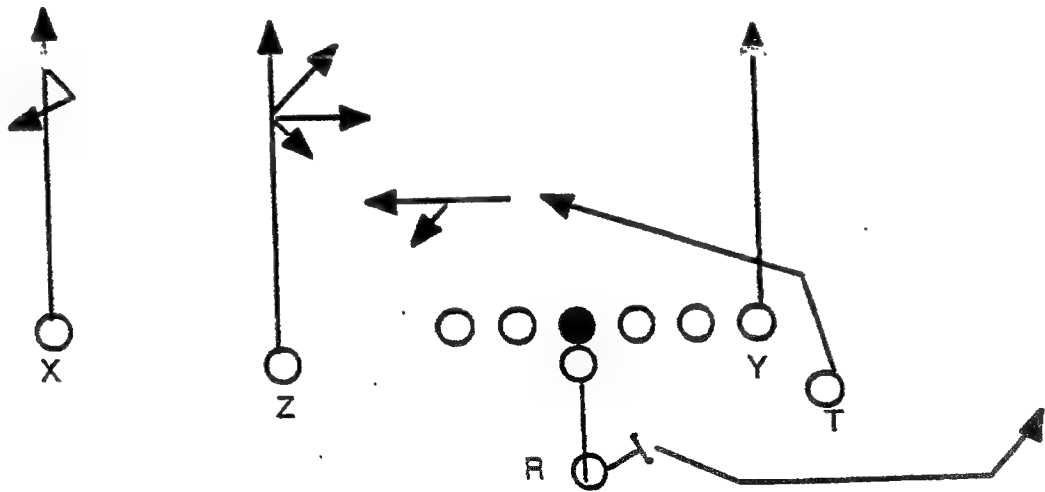
0 / 1 WIDE SLOT 76 / 77 STREAK Z WHIP



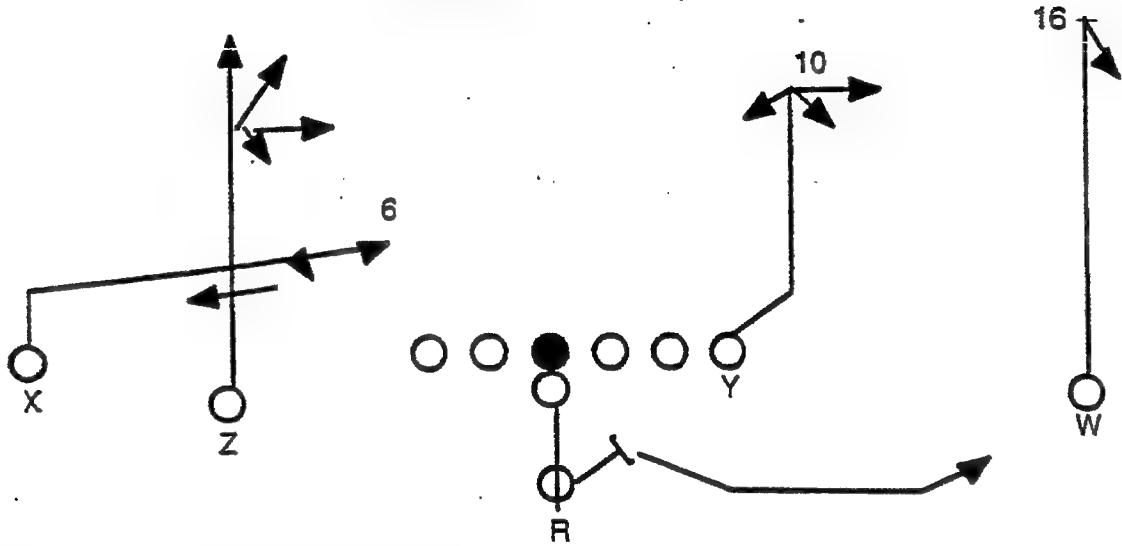
0 / 1 WIDE SLOT 76 / 77 ALL HOOK AND GO



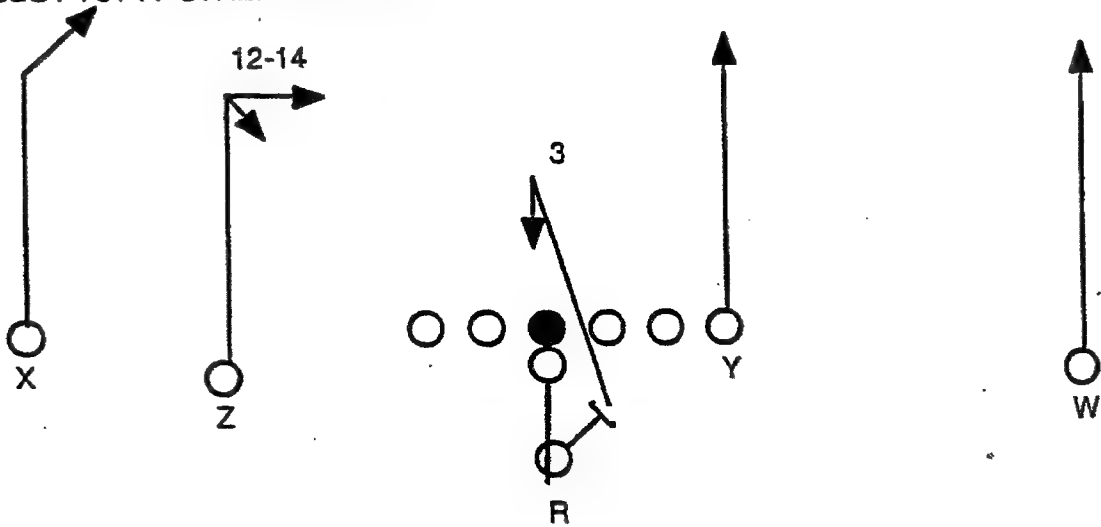
0 / 1 FLOOD SLOT 74 / 75 STREAK T SHALLOW



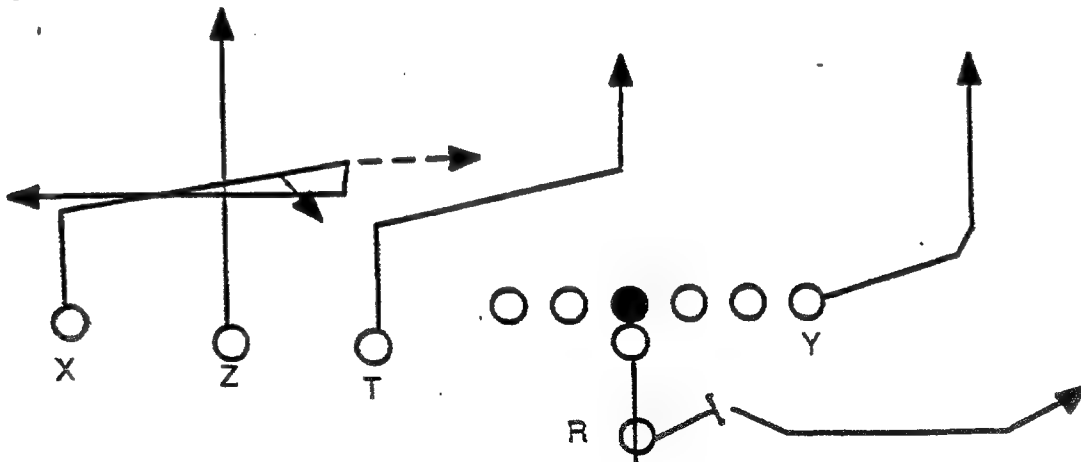
0/1 WIDE SLOT 76/77 STREAK X SHALLOW Y HOOK



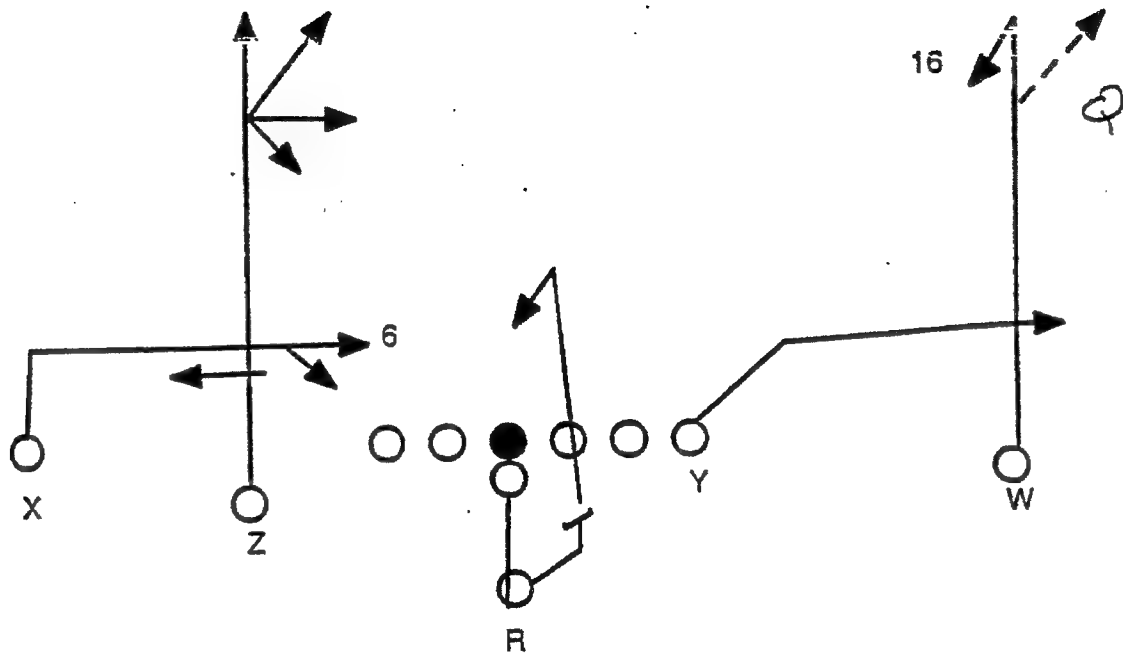
0/1 WIDE SLOT 76 / 77 STREAK X POST

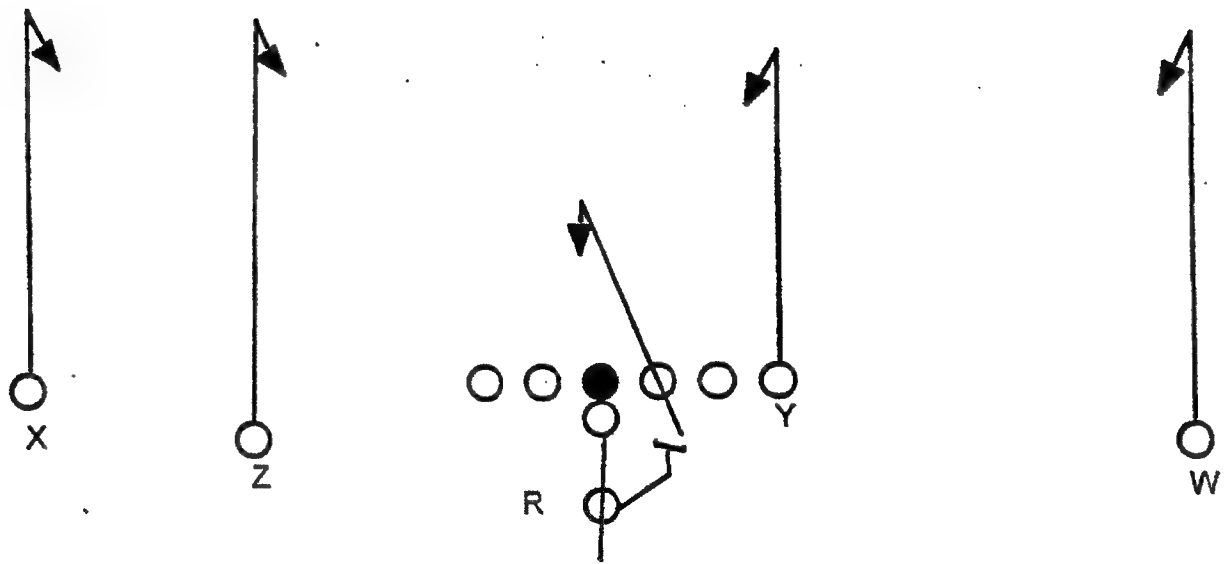


0/1 UP SLOT 72 / 75 STREAK X SHALLOW



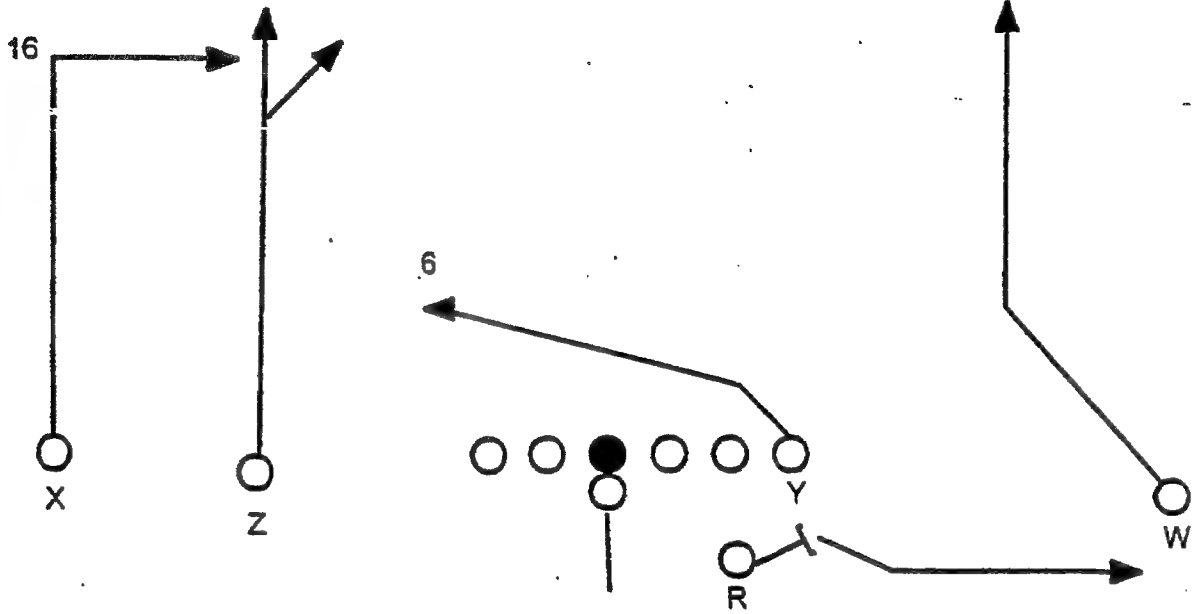
76 / 77 STREAK X SHALLOW DIAGNOL CURL



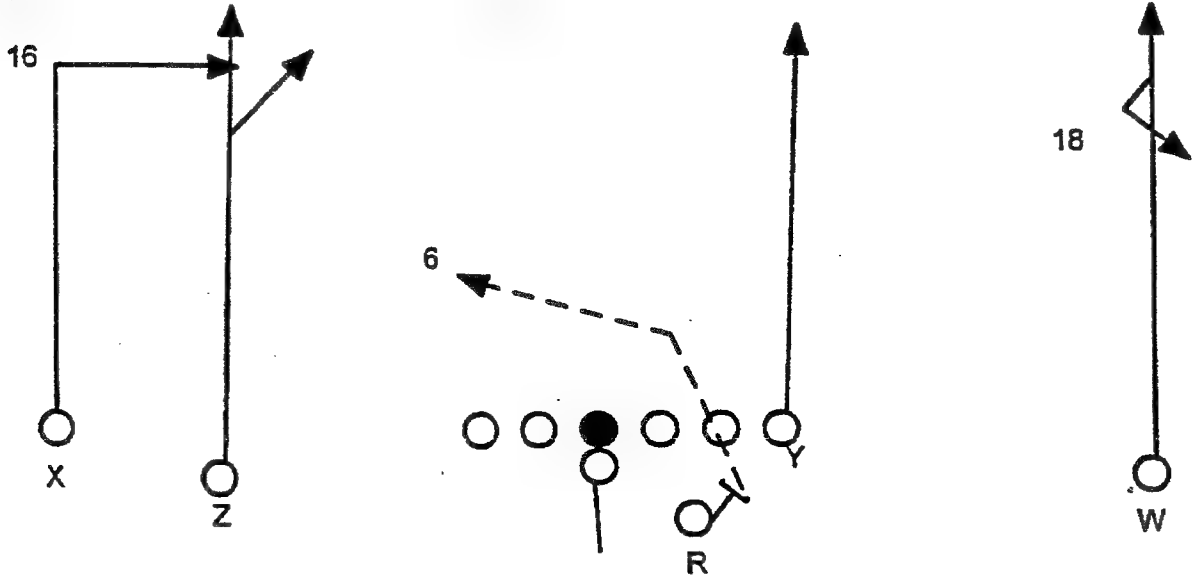


RECEIVERS HOOK UP 3 YARDS PAST FIRST DOWN MARKER

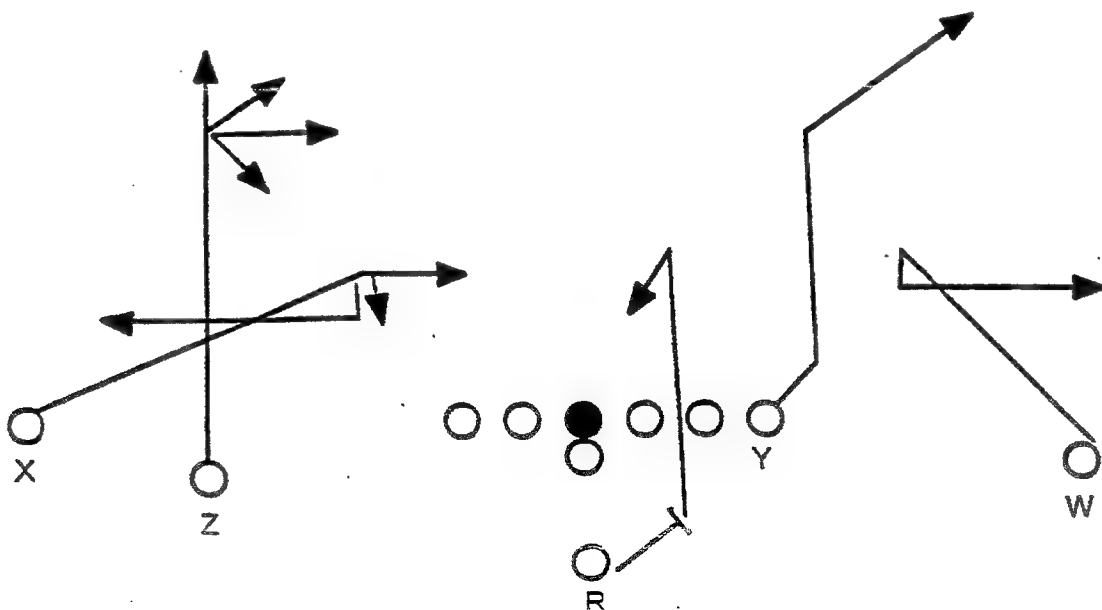
8 / 9 WIDE SLOT 76 / 77 STREAK X IN Y SHALLOW



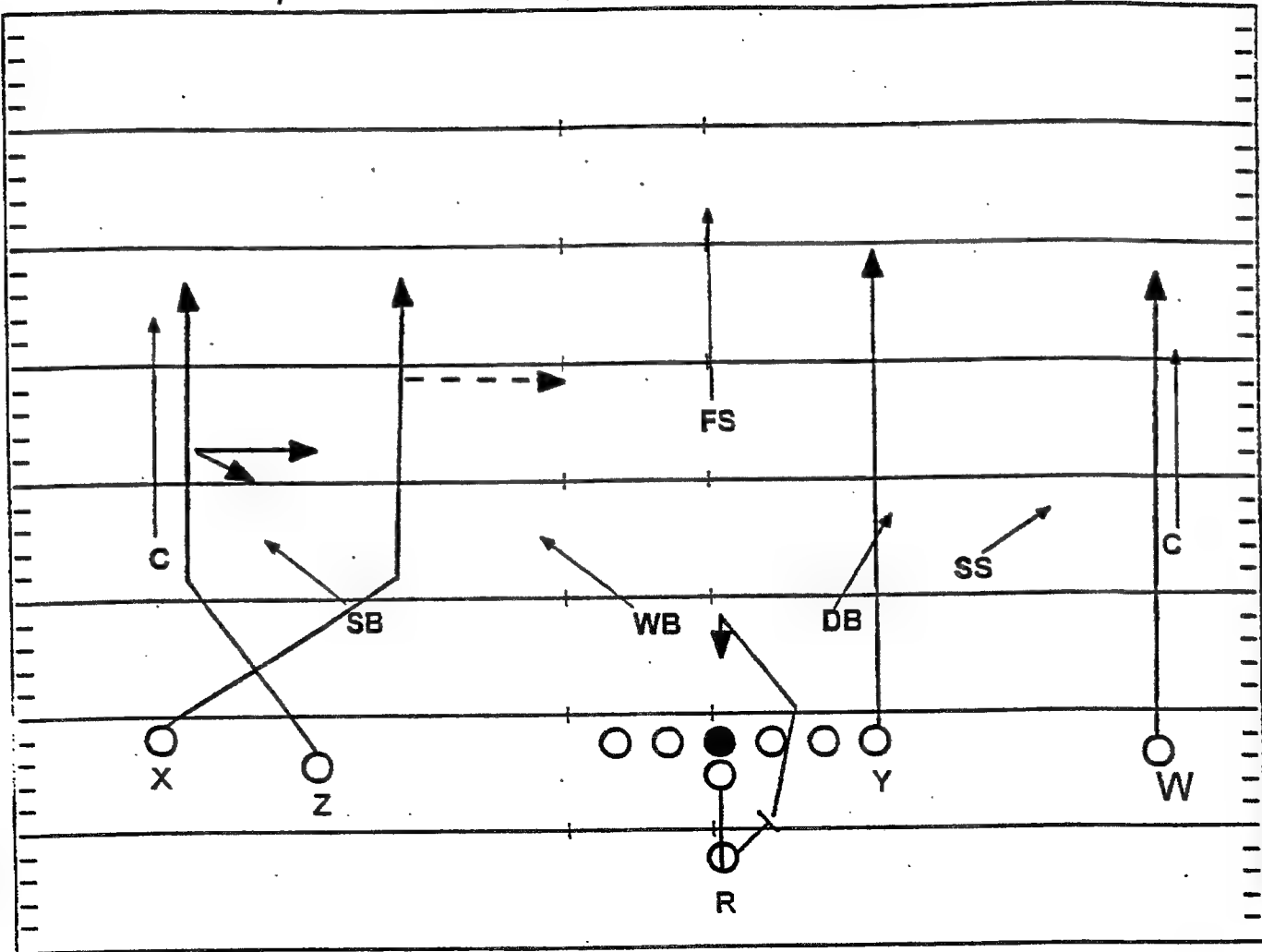
8 / 9 WIDE SLOT 76 / 77 STREAK X IN R SNEAK



0 / 1 WIDE SLOT 76 / 77 STREAK X SHALLOW W RETURN



0 / 1 WIDE SLOT 76 / 77 SWITCH

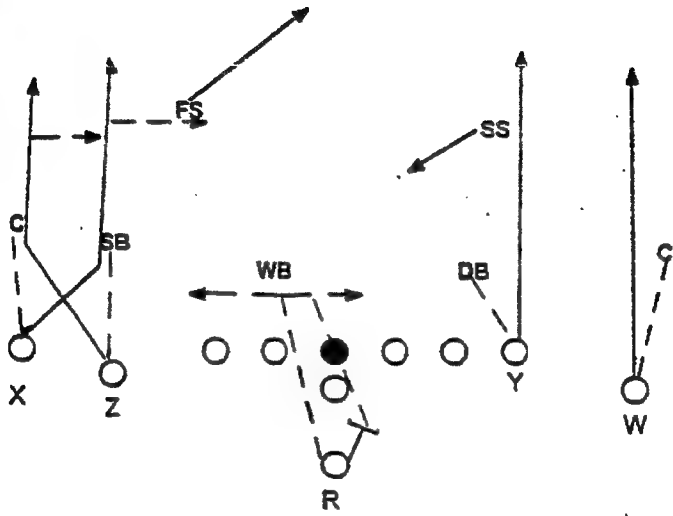


- QB 7 to 5 Step Drop
vs. Post Safety - Seam to Outside to Back
vs. Cover 2 - Read 3 on 2 Ball
- X Minimal Split - Release Inside to Seam Area
Execute Inside Streak Reads
- Z Seam Alignment - Release Outside Under X
Execute Outside Switch rules
- Y Execute a Seam Route
- W Maximum Width - Execute an outside Streak Read
- R Block Protection - N/T Execute Streak Check Down Rule

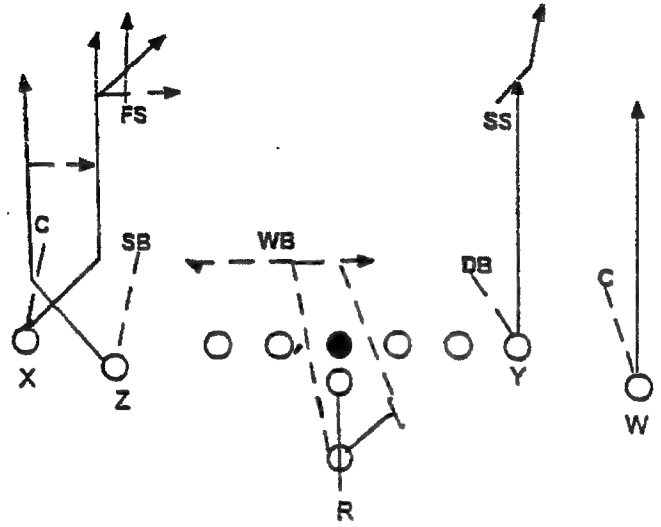
FORMATION(S): 0/1 Up, 0/1 Wider Z Fly,
0/1 Outside z 1/2 Motion, 8/9 Slot Wide

0 / 1 WIDE SLOT 76 / 77 SWITCH

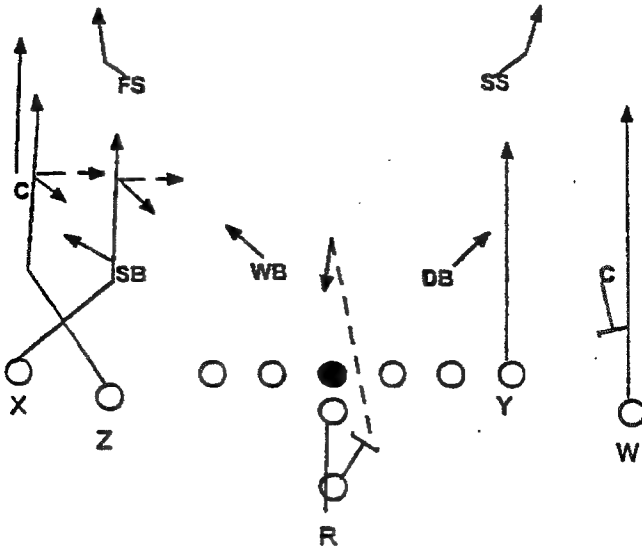
11 FUNNEL



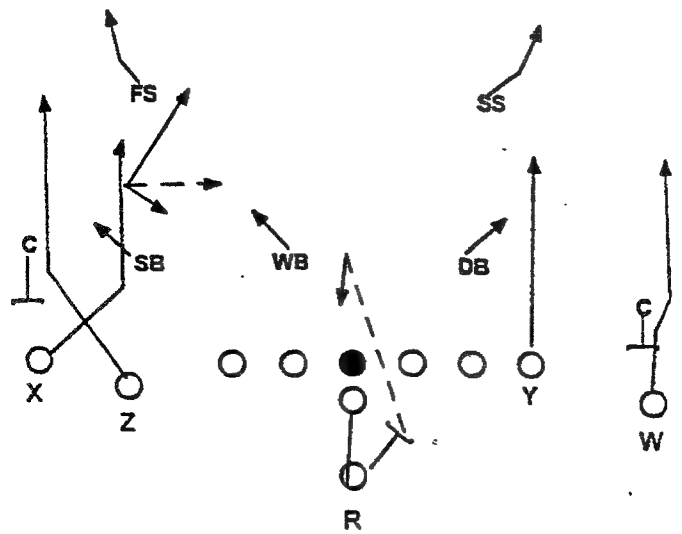
22 MAN



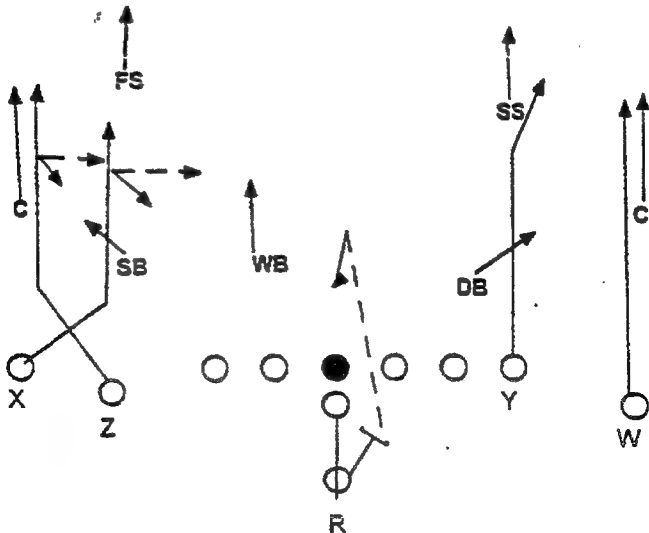
44 Q



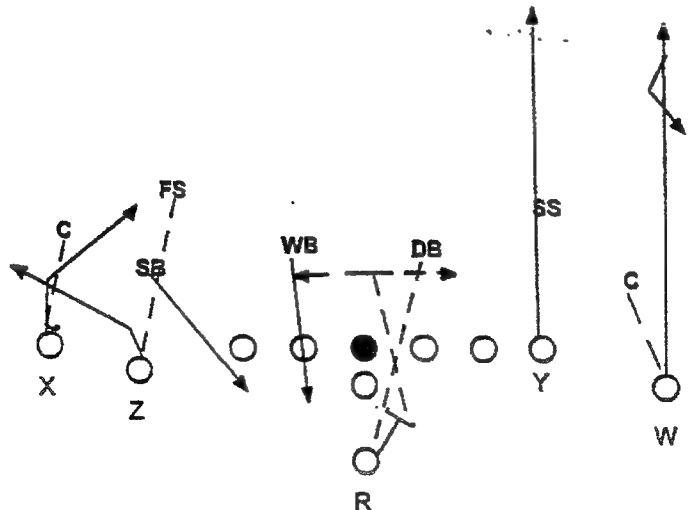
22



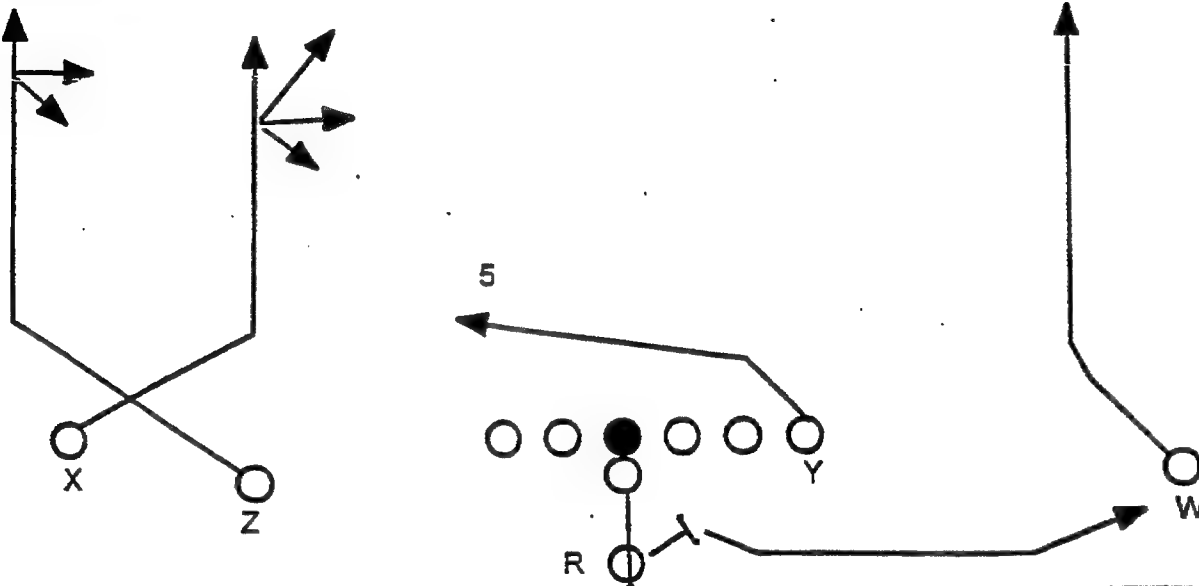
00



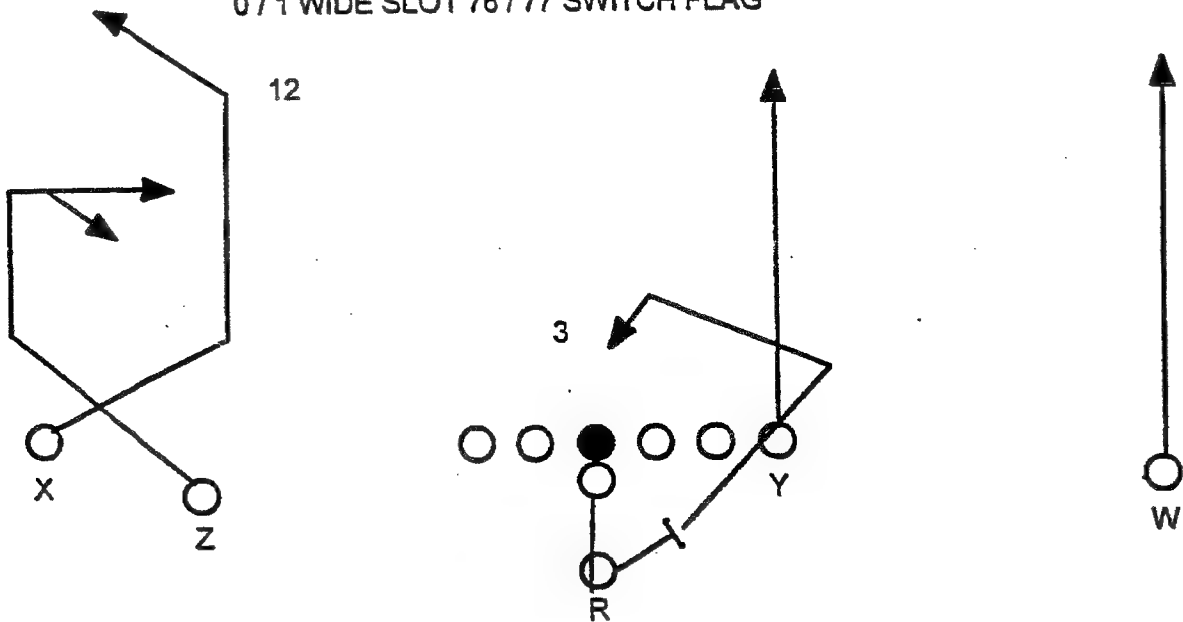
BLITZ 11



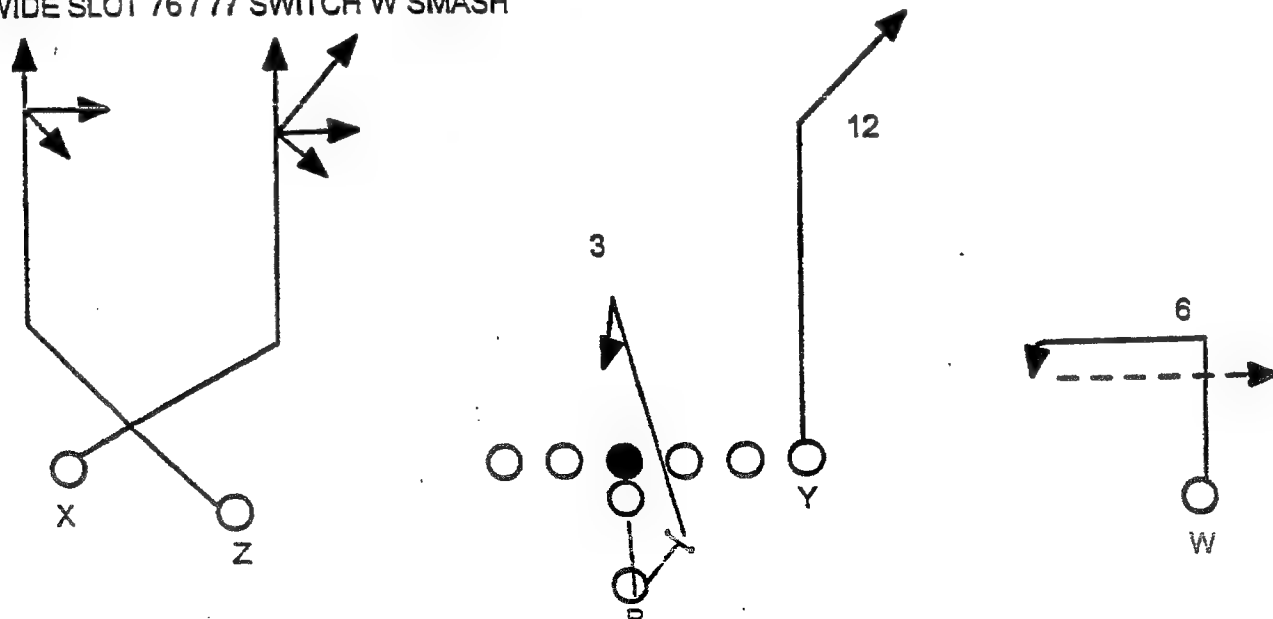
0 / 1 WIDE SLOT 76 / 77 SWITCH Y SHALLOW



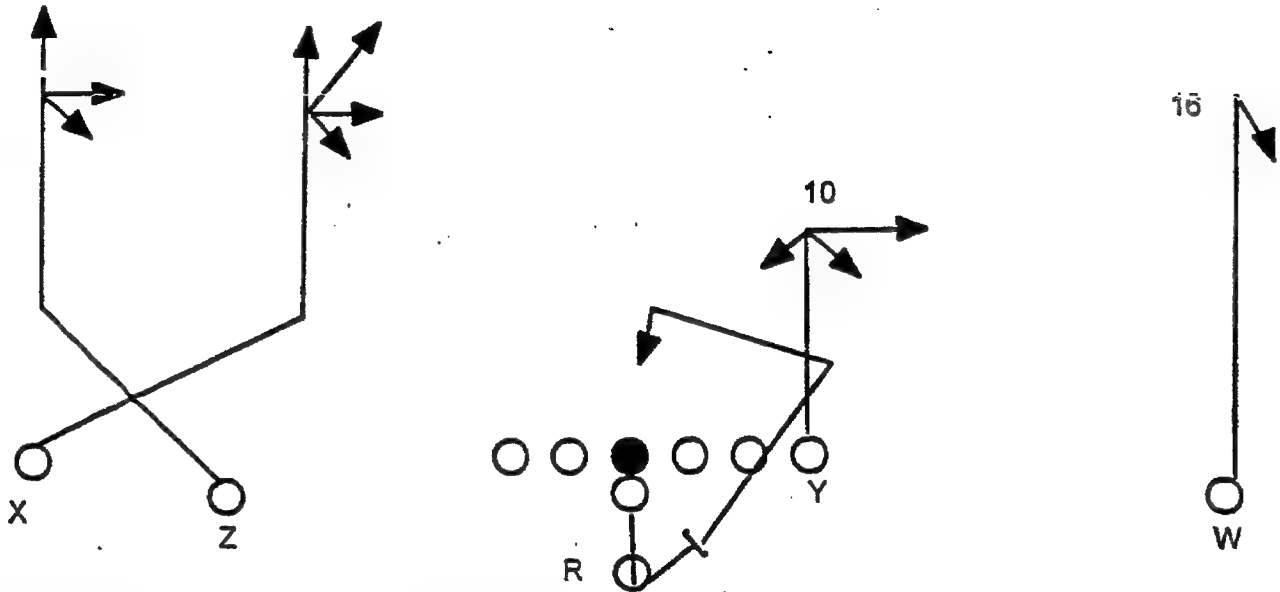
0 / 1 WIDE SLOT 76 / 77 SWITCH FLAG



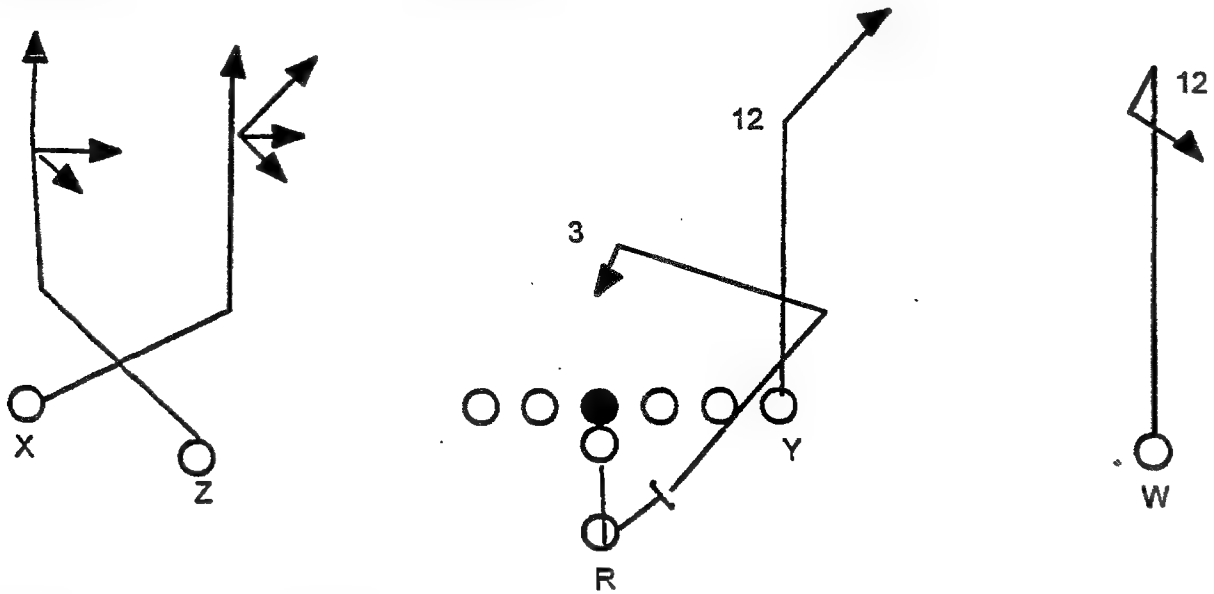
0 / 1 WIDE SLOT 76 / 77 SWITCH W SMASH



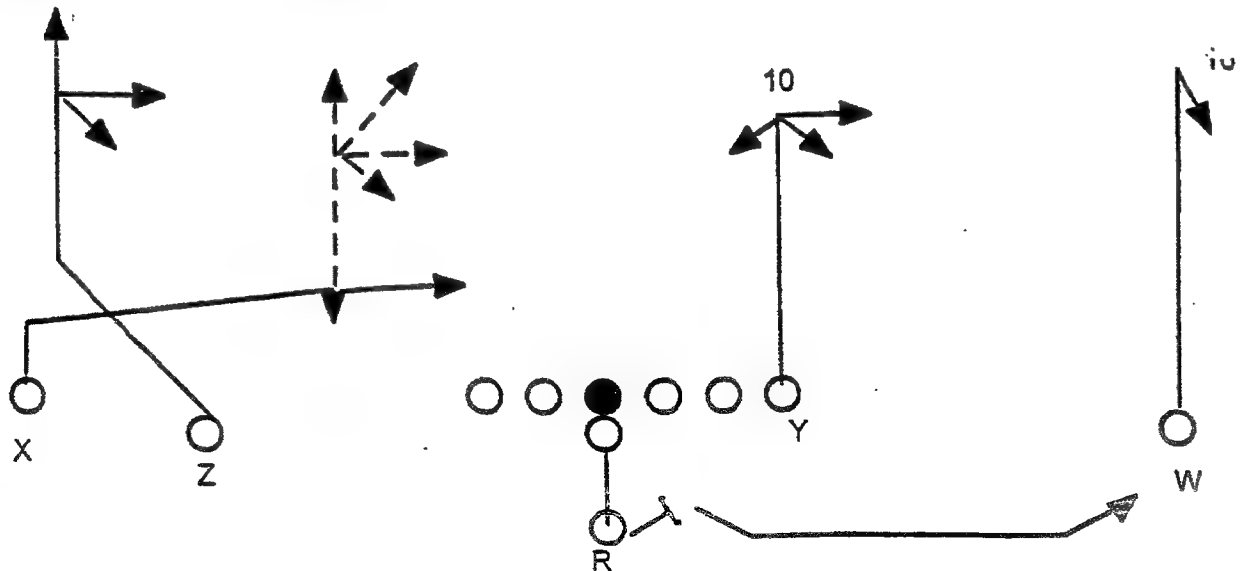
0 / 1 WIDE SLOT 76 / 77 SWITCH Y HOOK



0 / 1 WIDE SLOT 76 / 77 SWITCH W SEMI CURL



0 / 1 WIDE SLOT 76 / 77 SWITCH RUB Y HOOK



THE STRONG STREAK PACKAGE

These plays will be run from multiple 3-1 or 2-2 sets. Protection 62/63.

PLAY MECHANICS

1. Strong Streak - The number 1 and number 2 receiver to the call side are considered Strong. They will now run the Streak reads.
2. The number 3 receiver to the call side on a 3-1 Set or number 2 Weak in a 2-2 Set and the backside outside receiver are considered weak side receivers. They will run backside Streak reads.

RULES OF STRONGSIDE RECEIVERS

1. The Outside Receiver - will run an outside Streak read.
2. the Inside Receiver - will run an inside Streak.

RULES OF WEAKSIDE RECEIVERS

1. The Outside Receiver - will run an outside Streak read.
2. The Inside Receivers - will run a weak Seam.

BACKS RULES

The protection Back will use block protection rules first. N/T, run a check down vs. Zone. Stay on the mover vs. Man cover.

PLAYS

3-1 SET

- 0/1 Wider 62/63 Strong Streak
- 0/1 Wider 62/63 Strong Streak Y Diagonal
- 0/1 Wider 62/63 Strong Steak W Shallow
- 0/1 Wider 62/63 Strong Streak Z Shallow
- 0/1 Wider 62/63 Strong Switch (W Flag)

2-2 SET

- 0/1 Up 62/63 Strong Streak
- 0/1 Up 62/63 Strong Streak T Shallow
- 0/1 Slot Wide 62/63 Strong Streak Z Shallow

HOT/SIGHT ADJUSTMENTS

Regular 62/63, 76/77 Hot Rules

- FS + 1 Weak = SA
- SS + 1 Strong = SA
- Sam + Mike = Hot

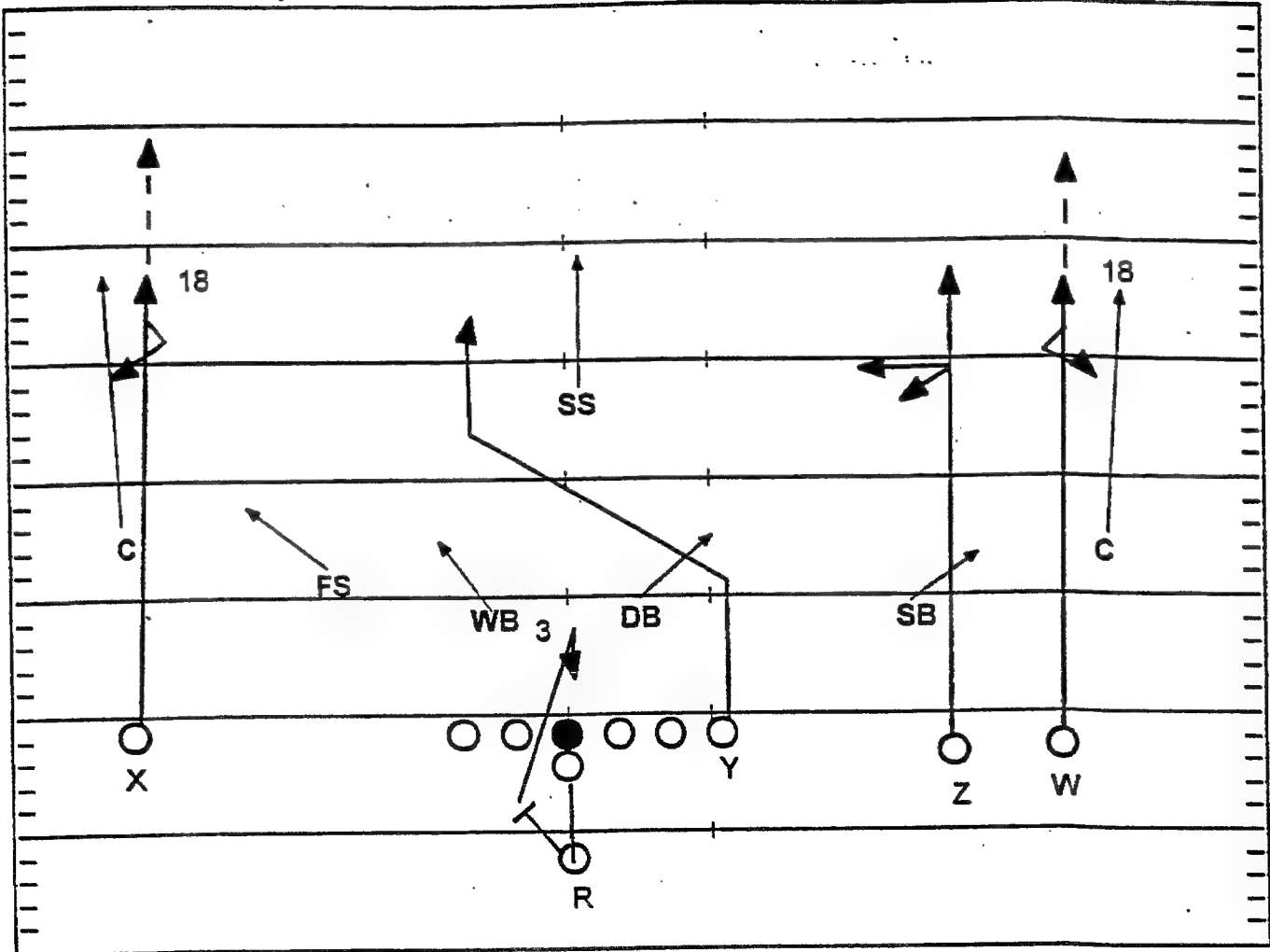
Diamond = 2 off the TE = SA

VARIATIONS = SHALLOW OR SWITCH

PROTECTION RULES

The protection Back will block protection first, N/T run a Swing route.

0 / 1 WIDER 62 STRONG STREAK

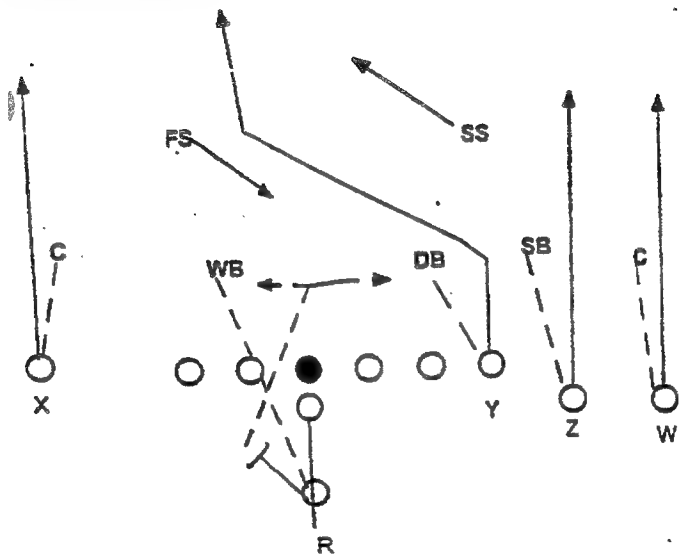


- QB 7 to 5 Step Drop - Read Off FS to Seams to Streak
vs. Post Safety - Seam to Outside to Back
vs. Cover 2 - Read 3 on 2 Ball
- X Maximum Width - Run an Outside Streak Read
- Z Align Inside Edge of Numbers - Run an Inside Streak Read
- Y Execute a Weak Seam
- W Maximum Plus Width - Execute an Outside Streak Read
- R Block Protection - N/T - Execute Streak Check Down Rule

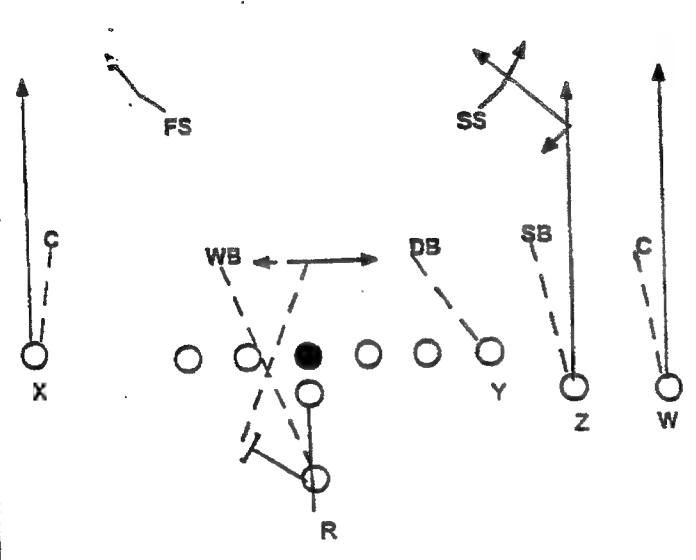
FORMATION(S): 0/1 Up, -/1 Wide, 0/1 Out, 0/1 Slot Wide

0/1 WIDER 62 STRONG STREAK

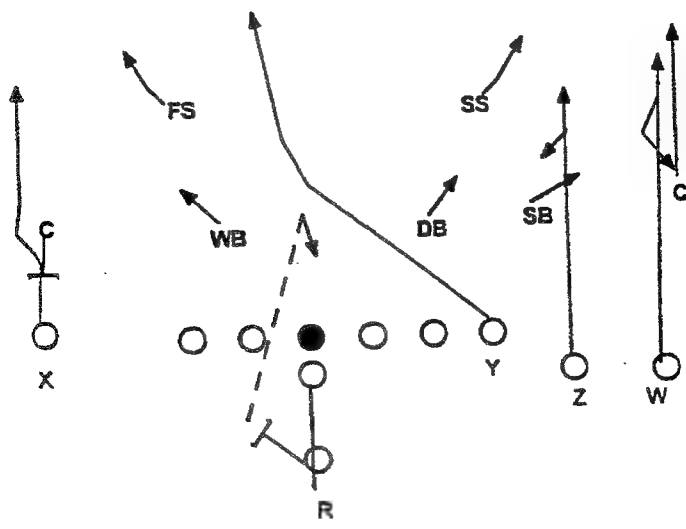
1 FREE 1 ROBBER



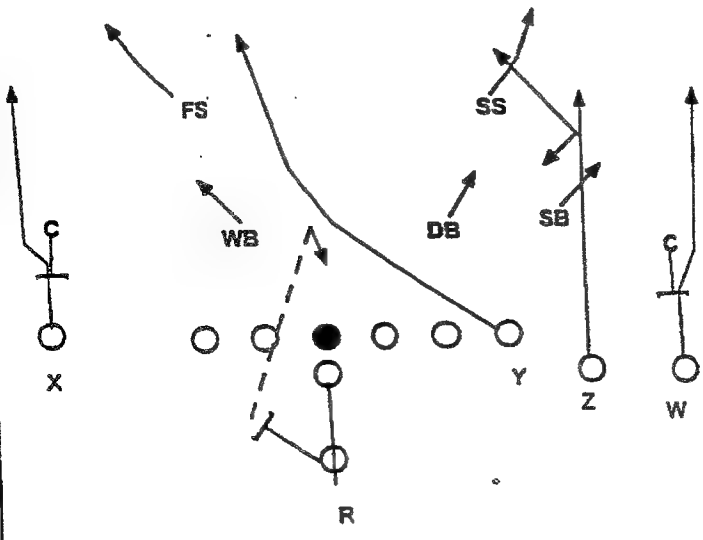
22 MAN



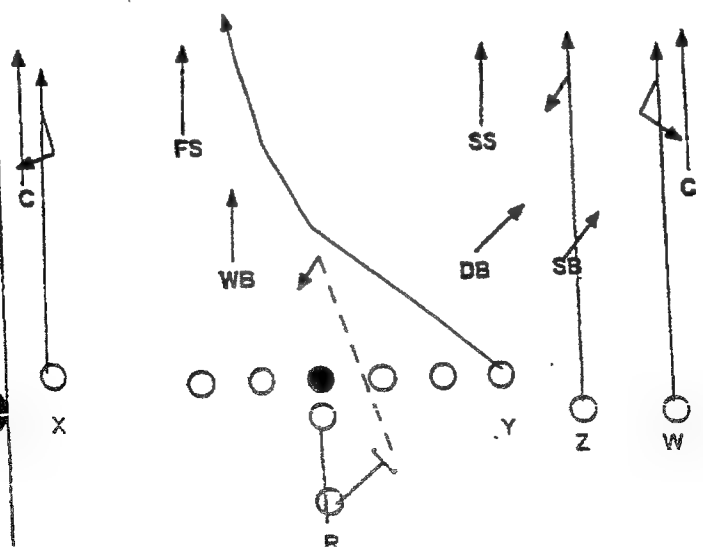
0/2



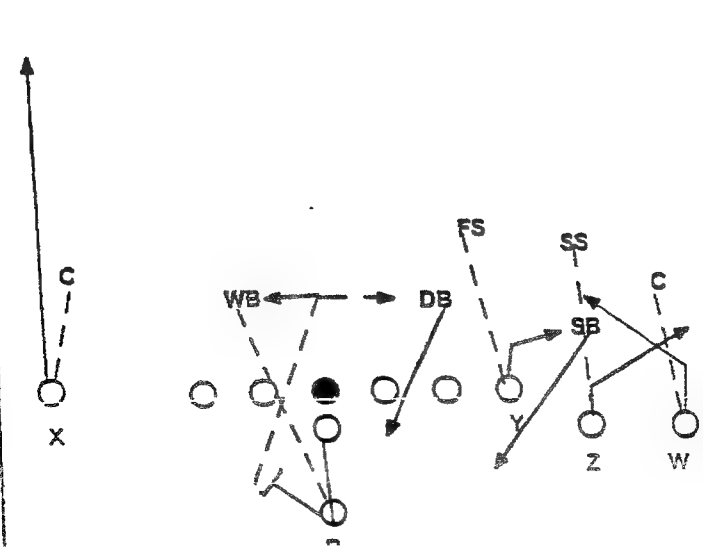
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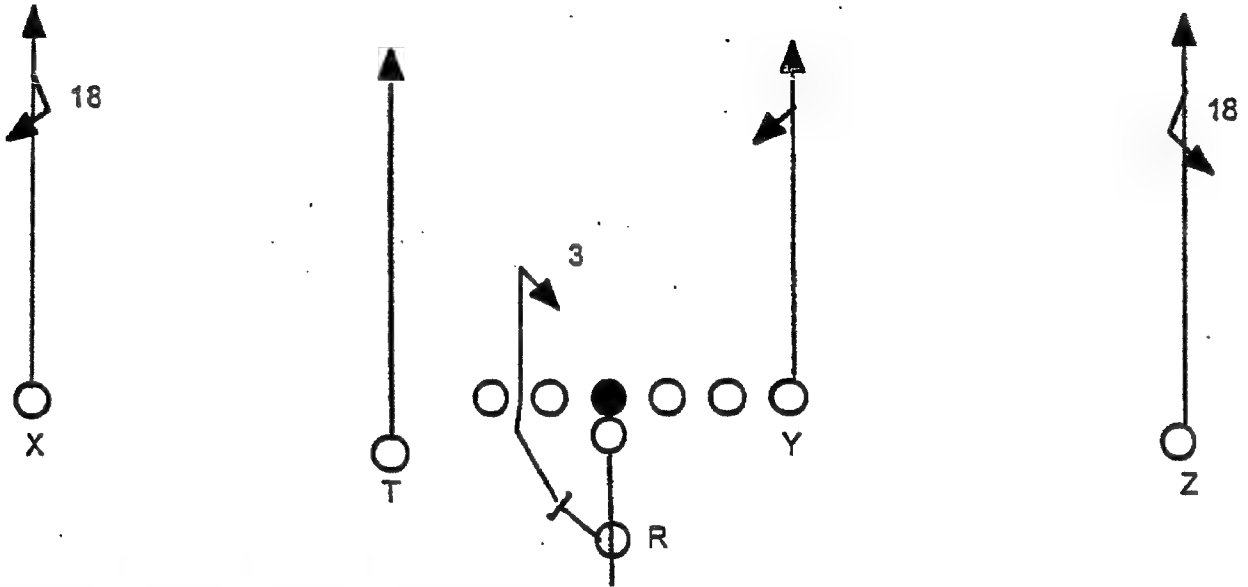
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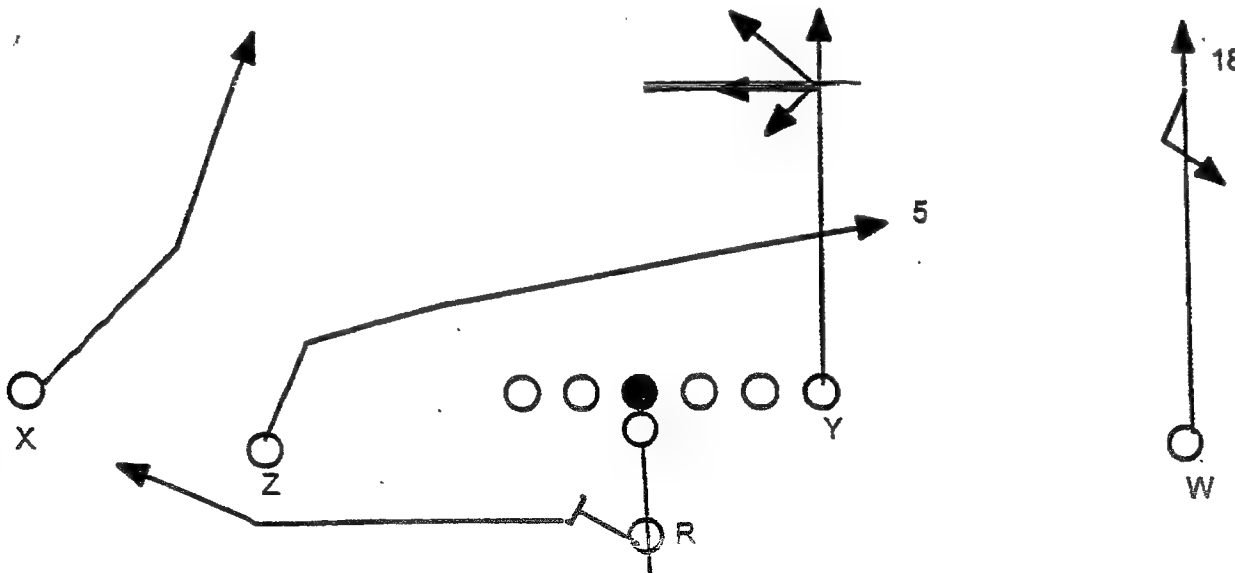
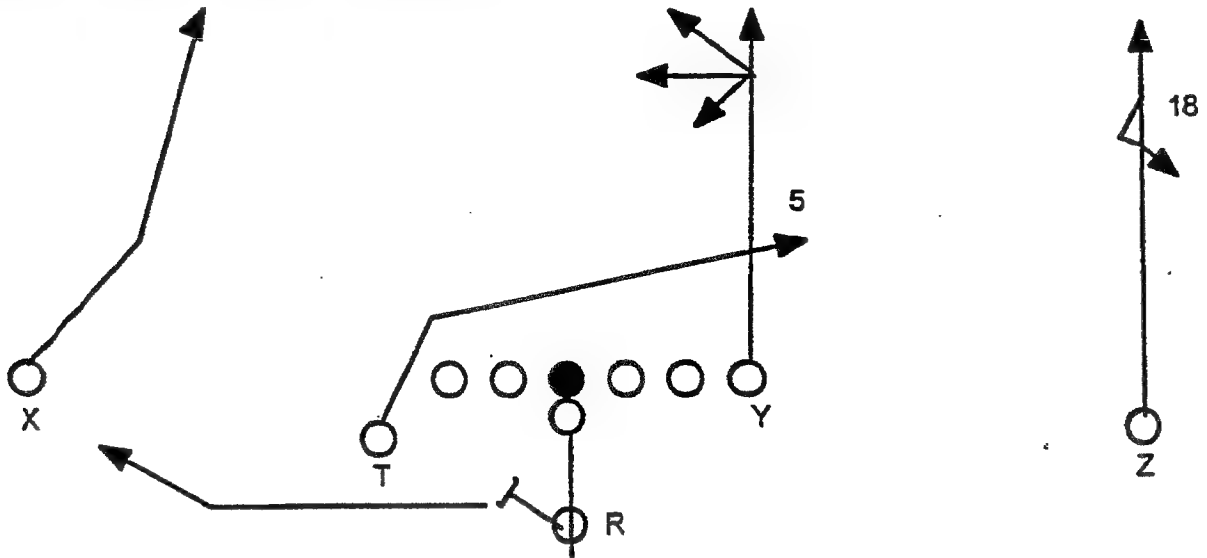
BLITZ 11



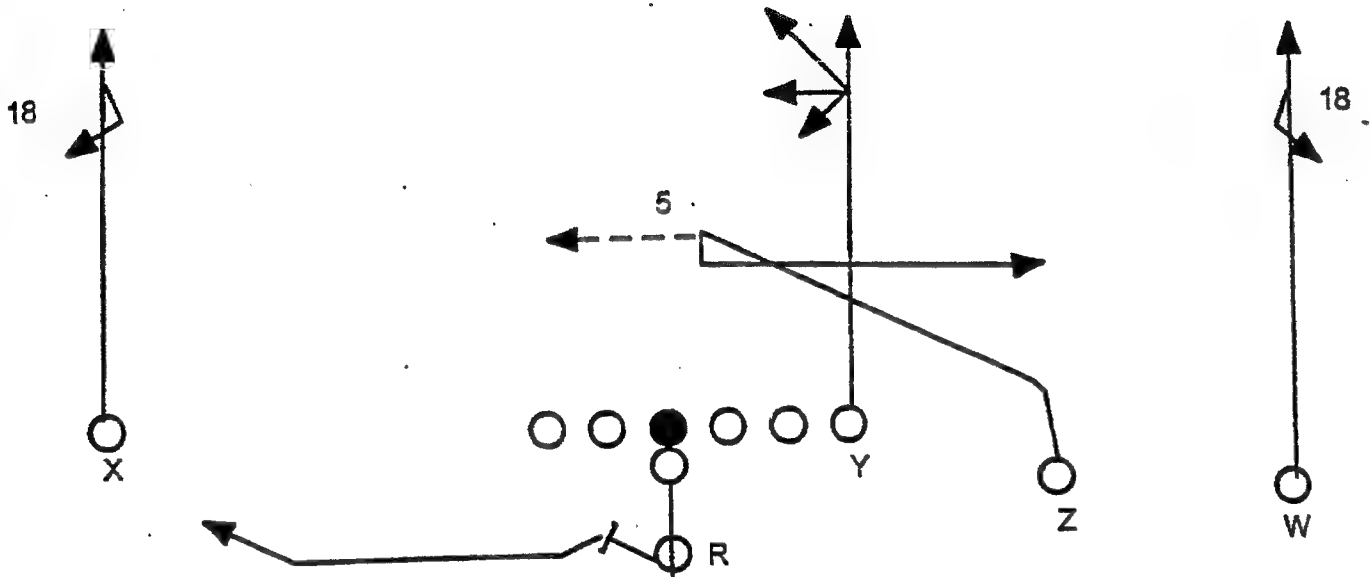
0 / 1 UP 62 / 63 STRONG STREAK



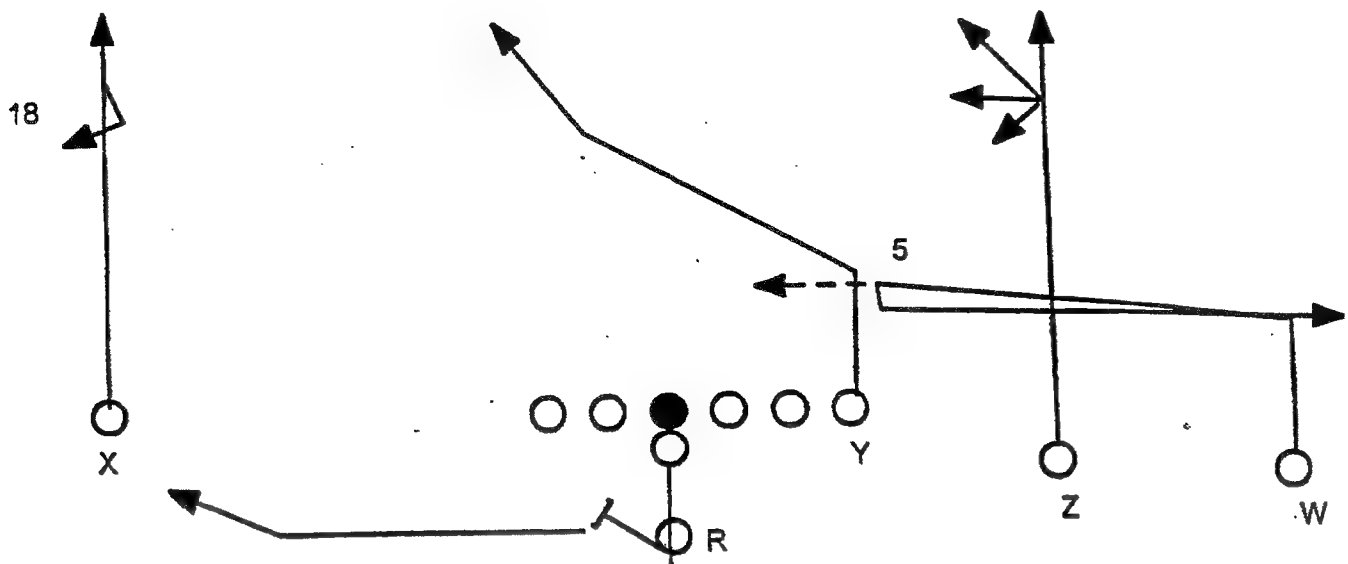
0 / 1 UP 62 / 63 STRONG STREAK T SHALLOW



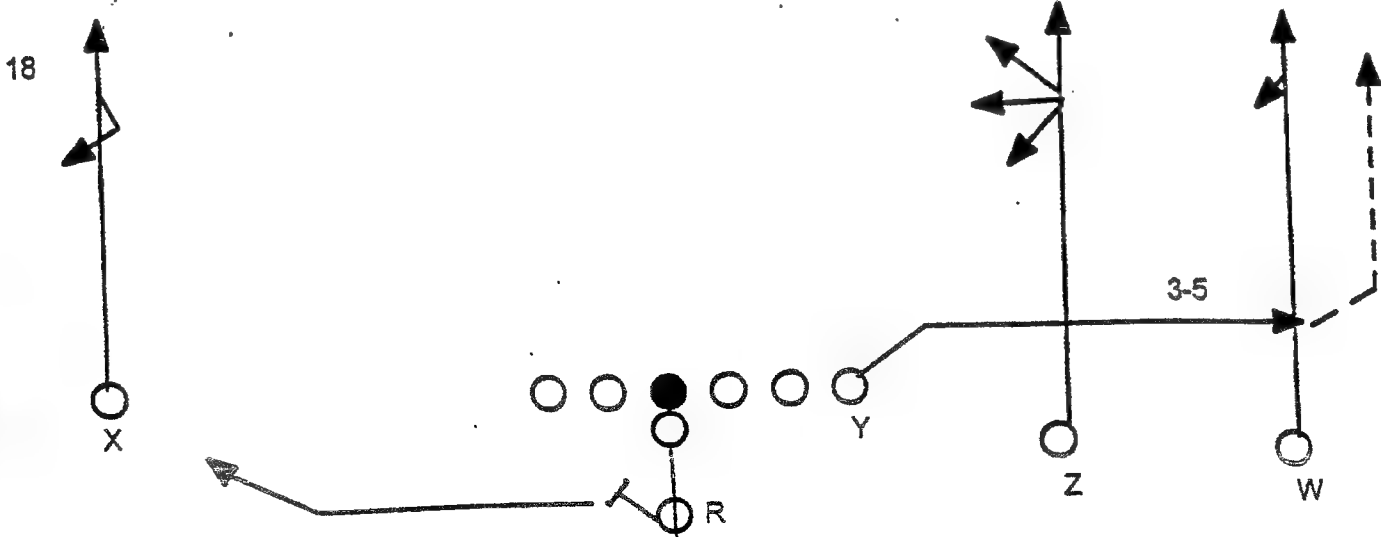
0 / 1 WIDER 62 / 63 STRONG STREAK Z SHALLOW



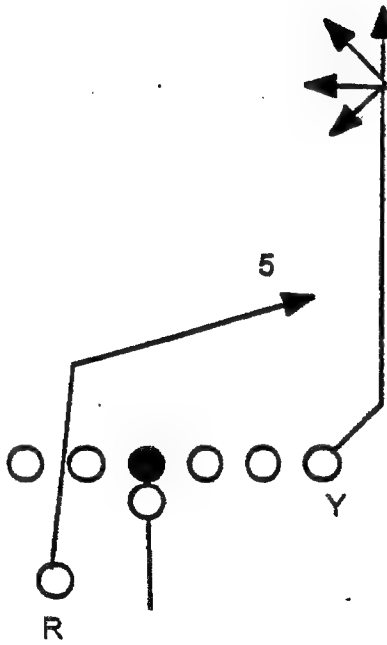
0 / 1 WIDER 62 / 63 STRONG STREAK W SHALLOW



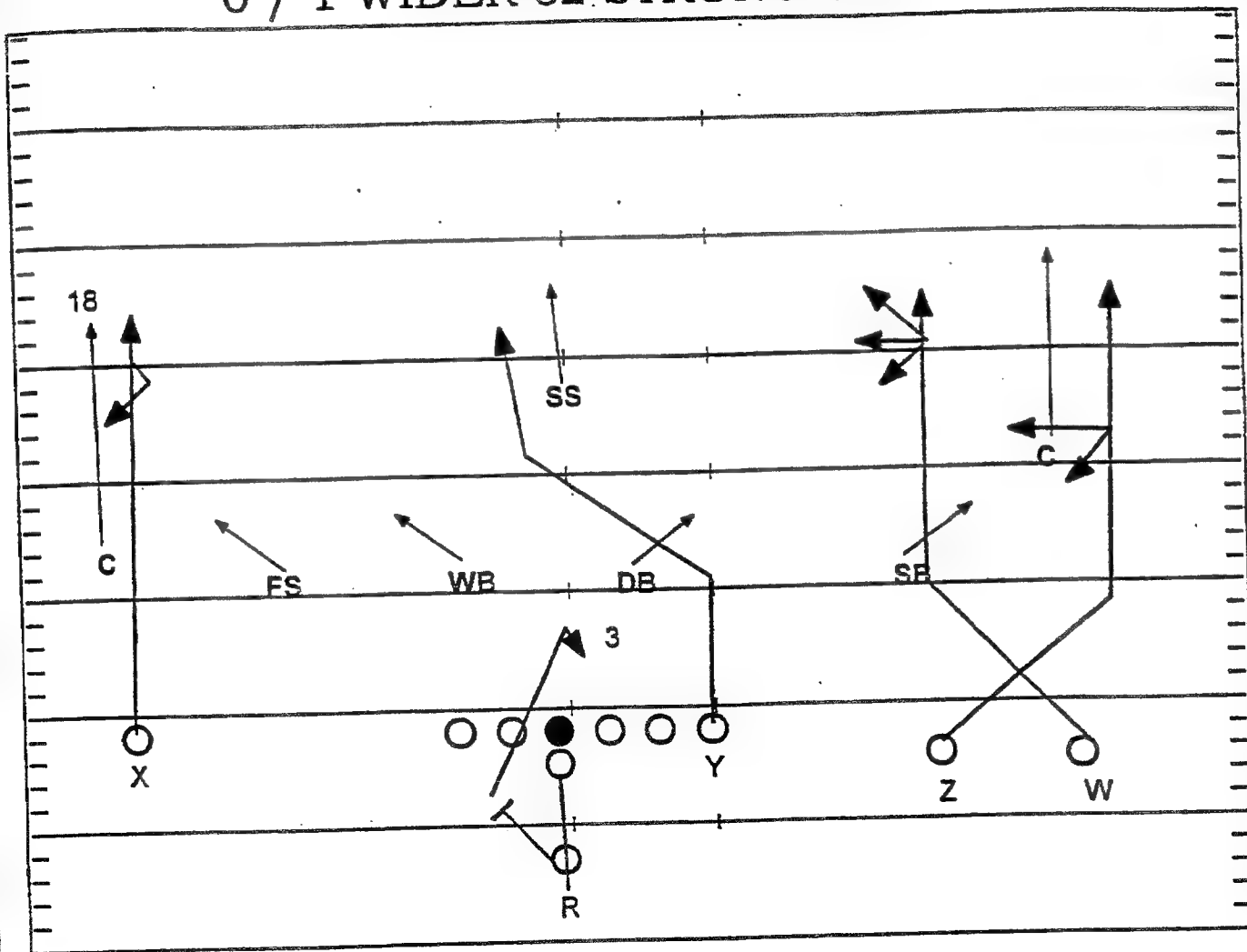
0 / 1 WIDER 62 / 63 STRONG STREAK Y DIAGNOL



2 / 3 WIDE SLOT 62 / 63 SCAT STRONG STREAK R SHALLOW



0 / 1 WIDER 62. STRONG SWITCH



QB

7 to 5 Step Drop
vs. Post Safety - Seam to Outside to Back
vs. Cover 2 - Read 3 on 2 Ball

X

Maximum Width - Execute an Outside Steak Read

Z

Release Outside Under W - Execute Outside Switch Rules

Y

Execute a Weak Seam

W

Maximum Width - Release Inside to Seam Area - Execute Inside Streak Read

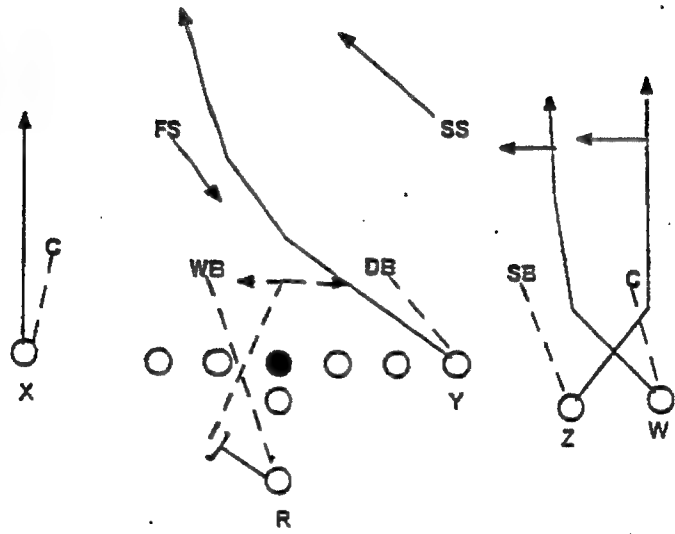
R

Block Protection - N/T - Execute Check Down

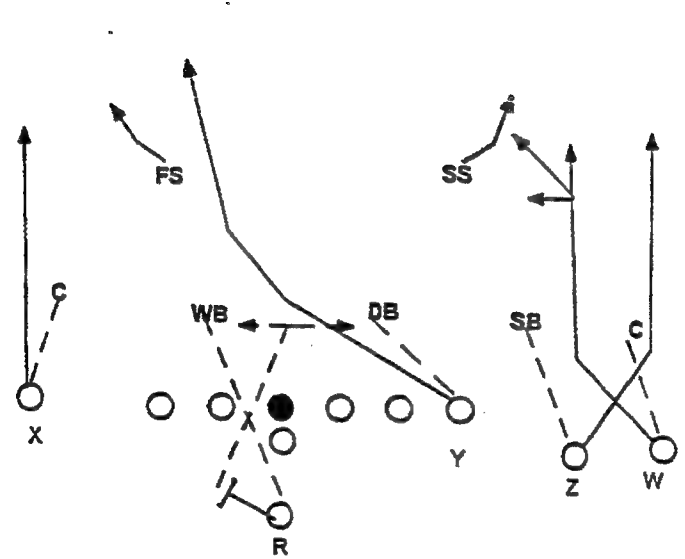
FORMATION(S): 0/1 Slot Wide Z Motion, 0/1 Wide

0 / 1 WIDER 62 STRONG SWITCH

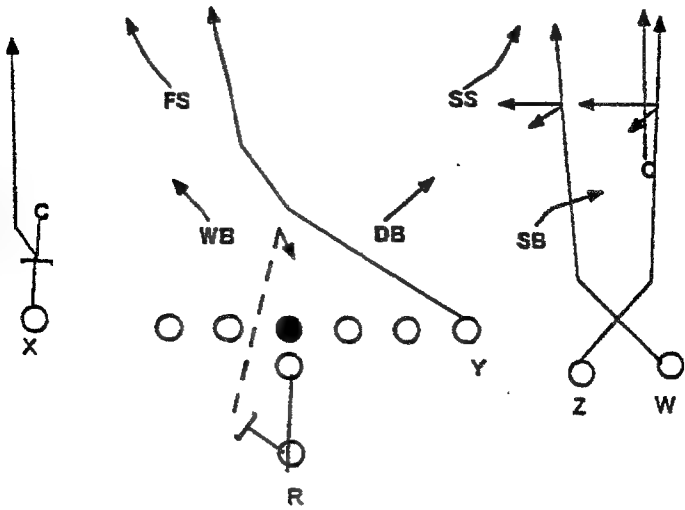
1 FREE 1 ROBBER



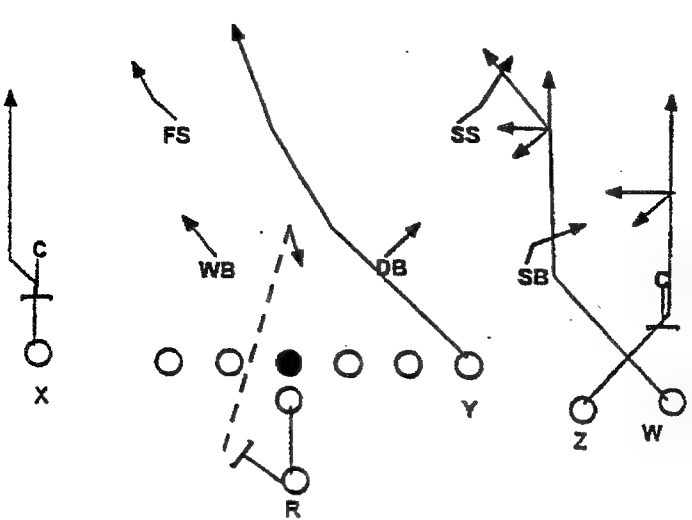
22 MAN



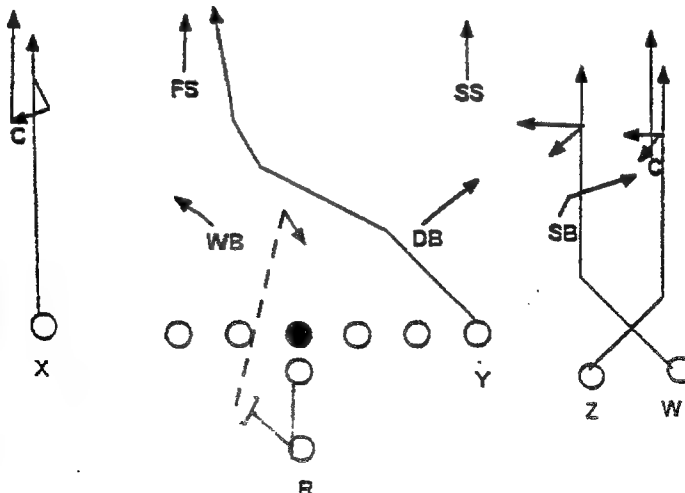
0/2



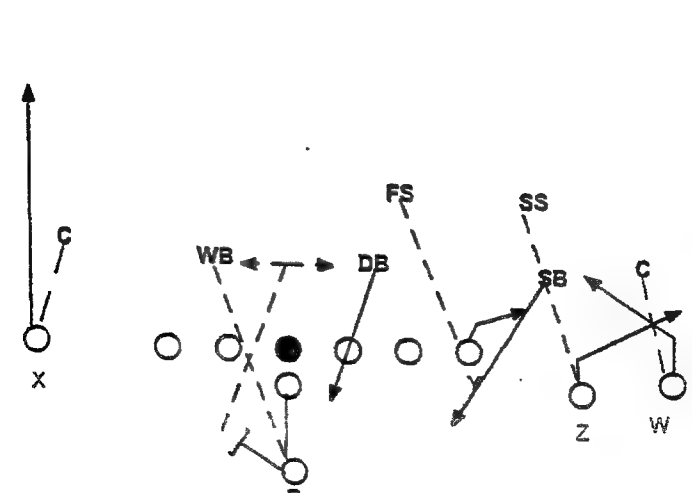
22



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BLITZ 11





CLEVELAND BROWNS

COMBO PASS

THE DIG PACKAGE

These plays will be run from Wider, Up Slot or 6/7 formations.
Protections - 62/63, 76/77, 80/81 and 82/83.

RULES

Call protection, call Dig or possible Under Route.

PLAY CALL MECHANICS TO A 3-1 SET

PROTECTION = 62/63, 76/77

1. Call Dig. #1 strongside receiver will run a 16 yard In route.
2. The #2 strongside receiver will run a diagonal.
3. The #3 strongside receiver will run a 10 yard In route.
4. The backside receiver will run a post.
5. The protection receiver will protect first, then run a diagonal from 2/3 set or swing from 0/1 set.

VARIATIONS: An under call will tell the receiver who is called, not to use his Dig rules, but to now run an Under route.

(Example: 62 Dig Z Under)

NOTE: If the outside receiver is called to do an under route then the #2 receiver will run the 16 yard In route. (Example: 62 Dig W Under)

PLAY CALL MECHANICS TO A 3-1 SET

PROTECTION = 80/81

1. Call Dig. #1 strongside receiver will run a 16 yard In route.
2. The #2 strongside receiver will run a 10 yard In route.
3. The protection receiver will block protection rule. N/T execute a diagonal route.
4. The backside receiver will run a post.
5. The protection back block protection rule. N/T execute a diagonal.

PLAY CALL MECHANICS TO A 2 BACK SET

PROTECTION = 82/83

1. The Z will run a 16 yard In.
2. The Y will run a 10 yard In.
3. The backside X receiver will run a post.
4. The protection backs will protect first. N/T execute a diagonal.

PLAYS

0/1 Wider 62/63 Dig

0/1 Wider 62/63 Dig Z Under

0/1 Wider 62/63 Dig W Under

0/1 Wider 80/81 Dig

6/7 82/83 Dig

0/1 Up Slot 76/77 Dig

0/1 Up Slot 76/77 Dig Z Under

HOT/SIGHT ADJUSTMENTS

Regular 62/63 and 76/77 Hot Rules

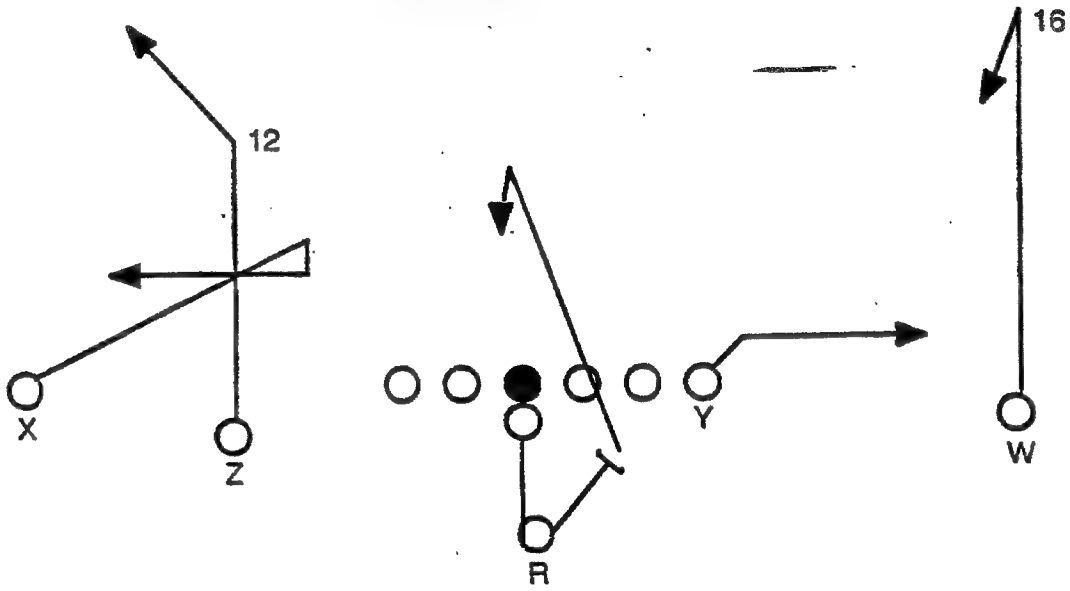
FS + 1 Weak = SA

SS + 1 Strong = SA

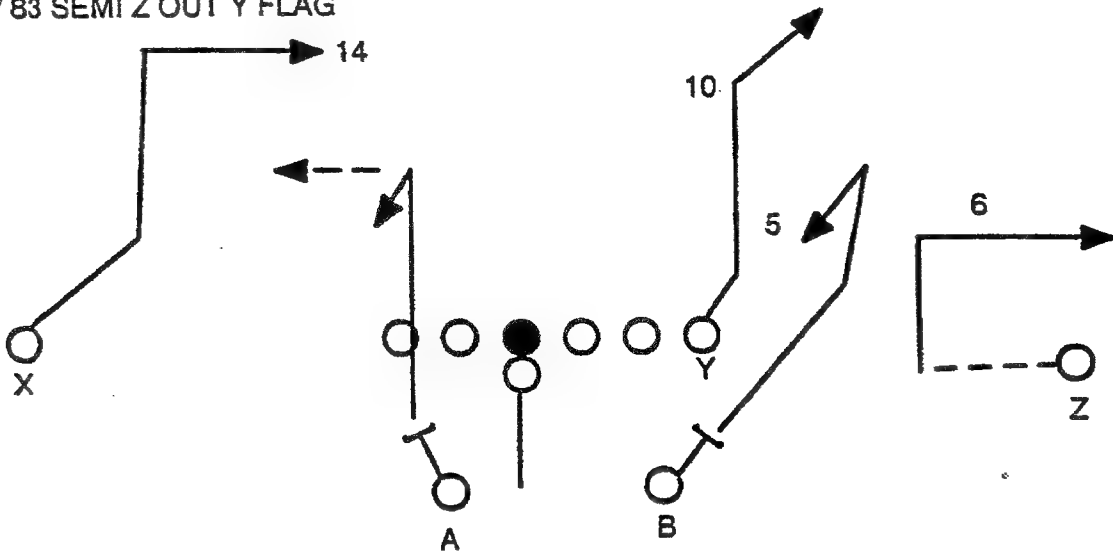
Sam + Mike = Hot

Diamond = 2 off the TE = SA

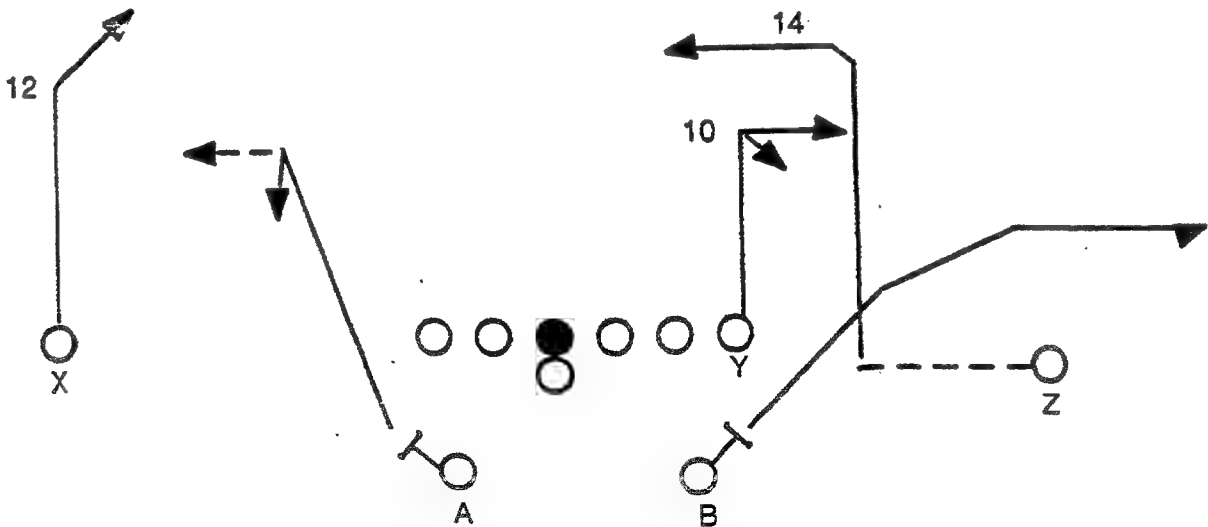
0 / 1 WIDE SLOT 76 / 77 DIAGONAL CURL X RETURN



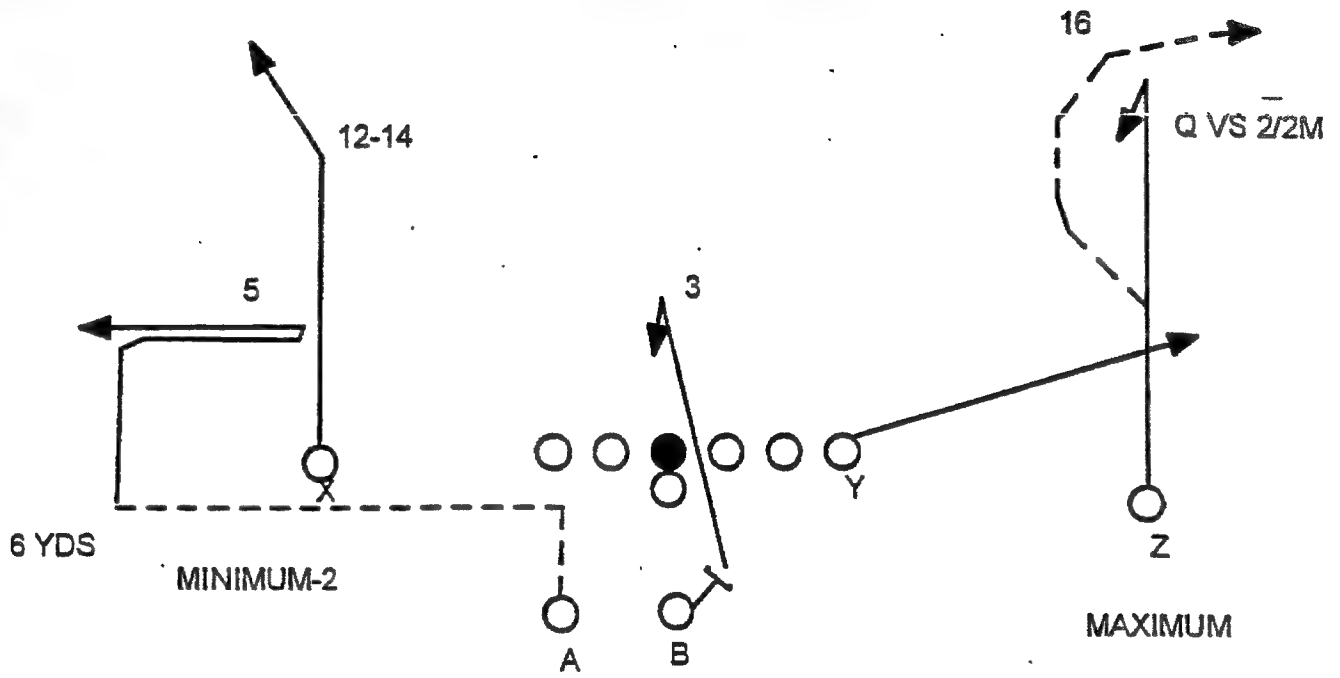
6 / 7 82 / 83 SEMI Z OUT Y FLAG



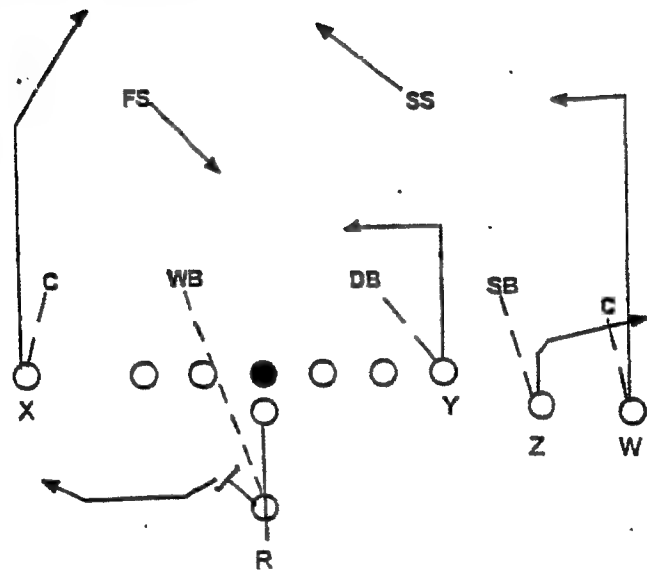
6 / 7 82 / 83 SEMI Y OUT Z IN



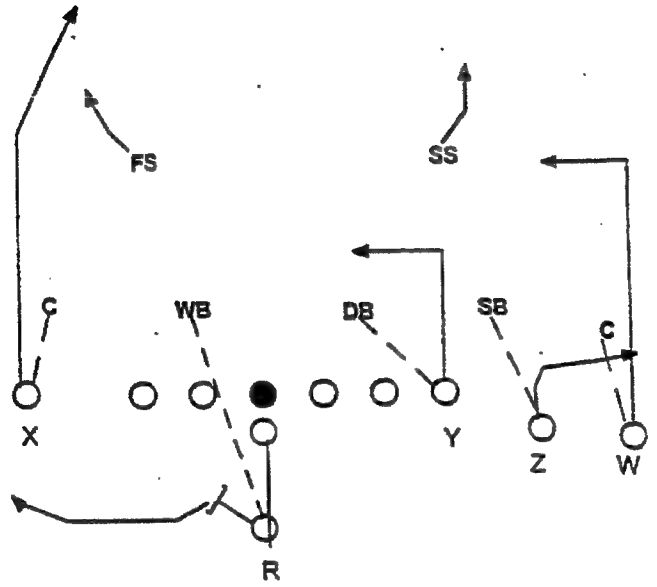
PLAY 76 / 77 A RETURN - DIAG CURL (Y HOOK) R 2 / 3 A FLY



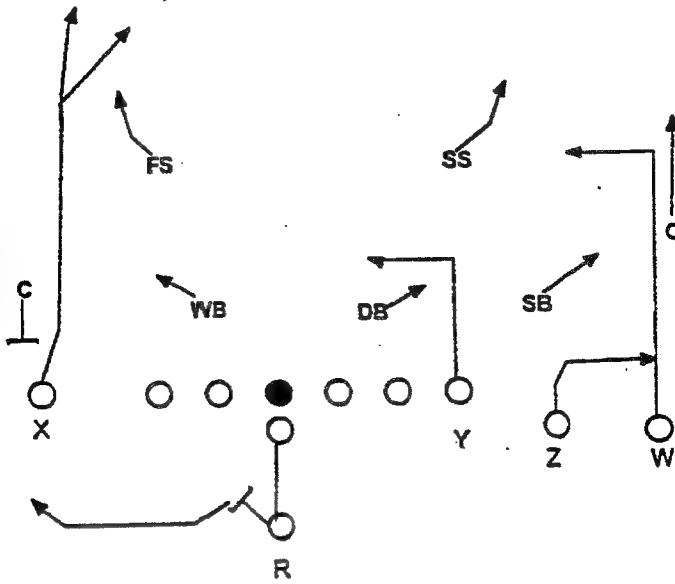
1 FREE 1 ROBBER



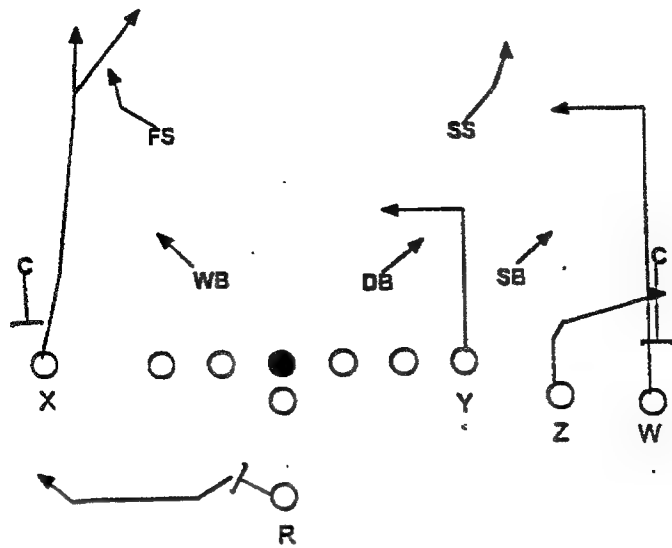
22 MAN



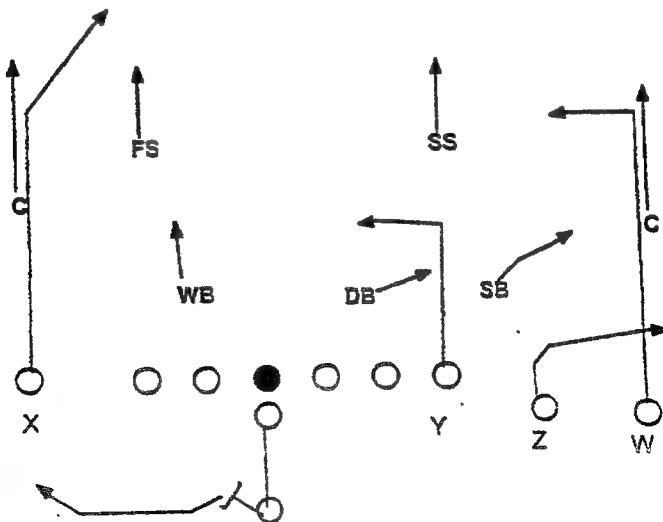
0/2



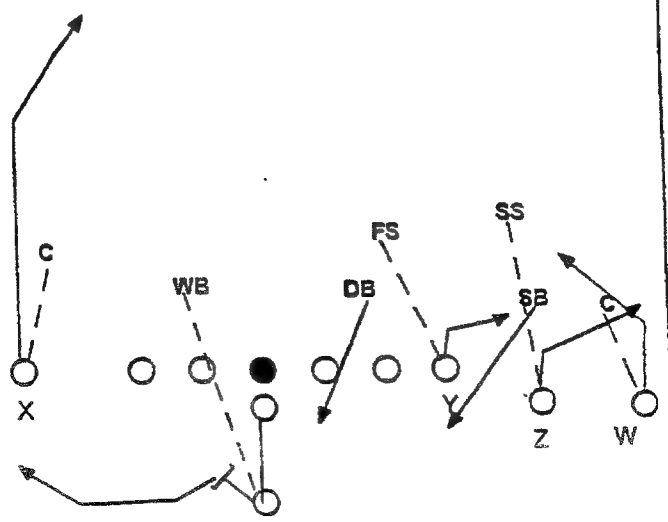
22



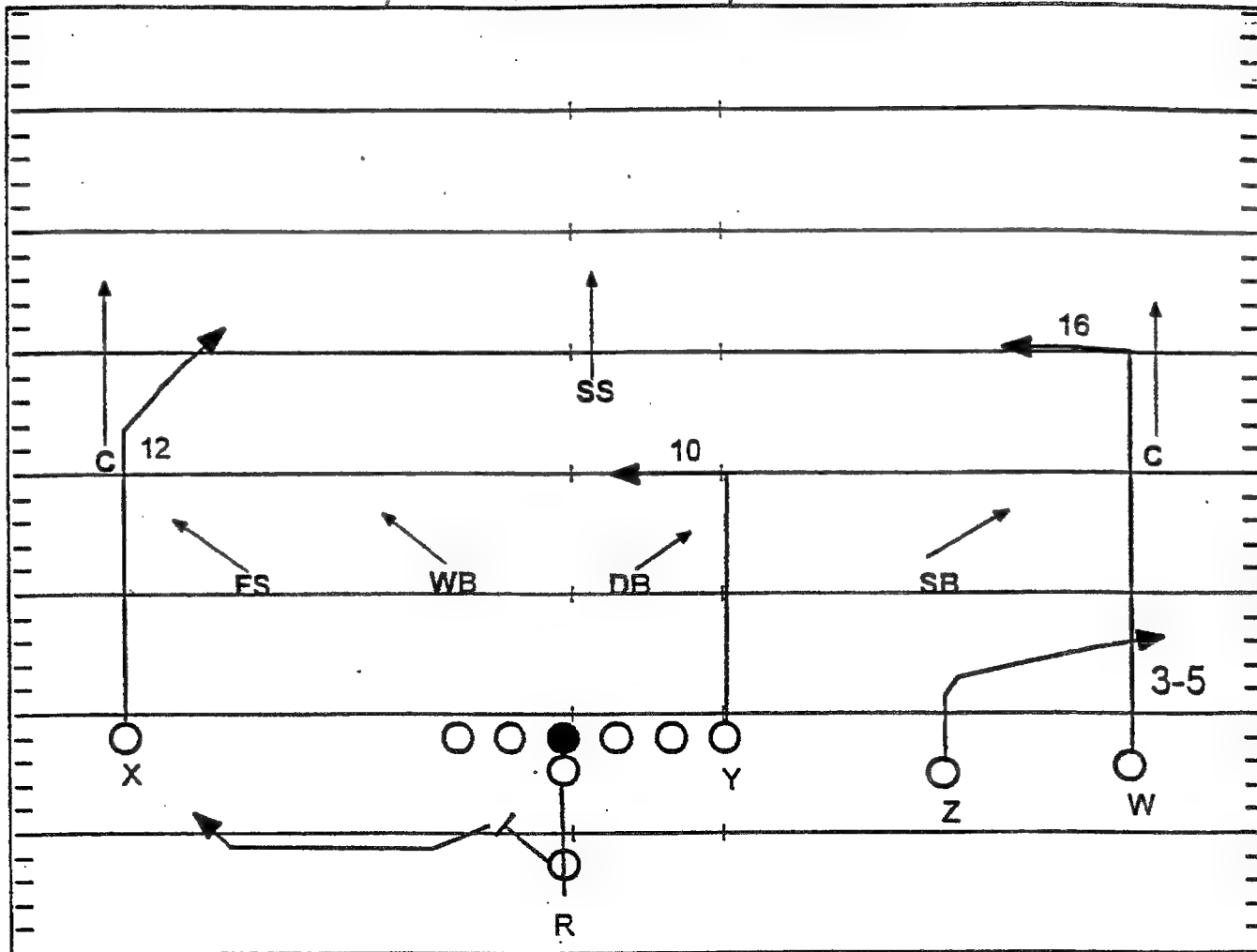
00



BLITZ 11



0 / 1 WIDER 62 / 63 DIG



QB 7 to 5 Step Drop - vs. Post Safety - X to Y to W to Z
vs. Cover 2 - Y to W to Z

X Minimum Split - Execute a Post

Z Seam Alignment - Execute a Diagonal

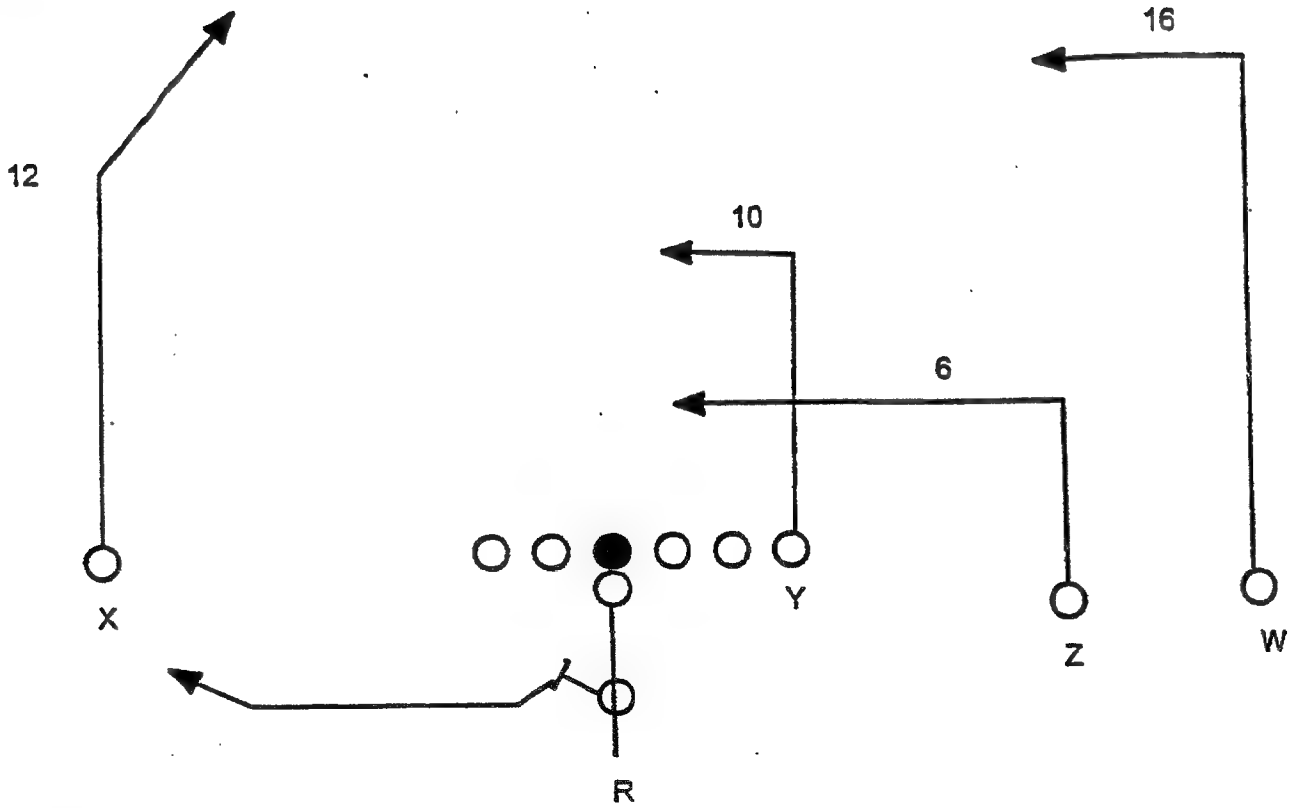
Y Execute a 10 Yd In Route

W Maximum Plus Split - Execute 16 Yd in Route

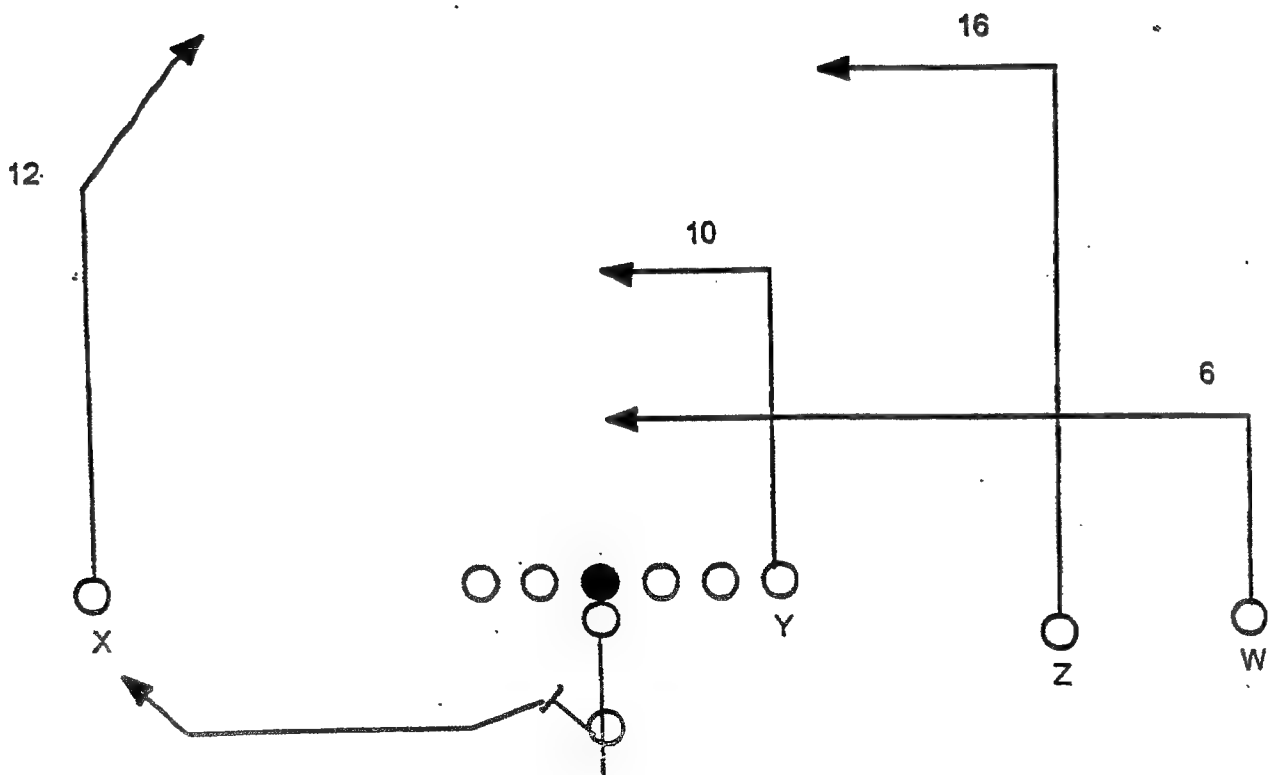
B Block Protection Rule - N/T Execute a Swing

FORMATION(S): 2/3 wider, 2/3 Slot wide Z Motion, 2/3 Out

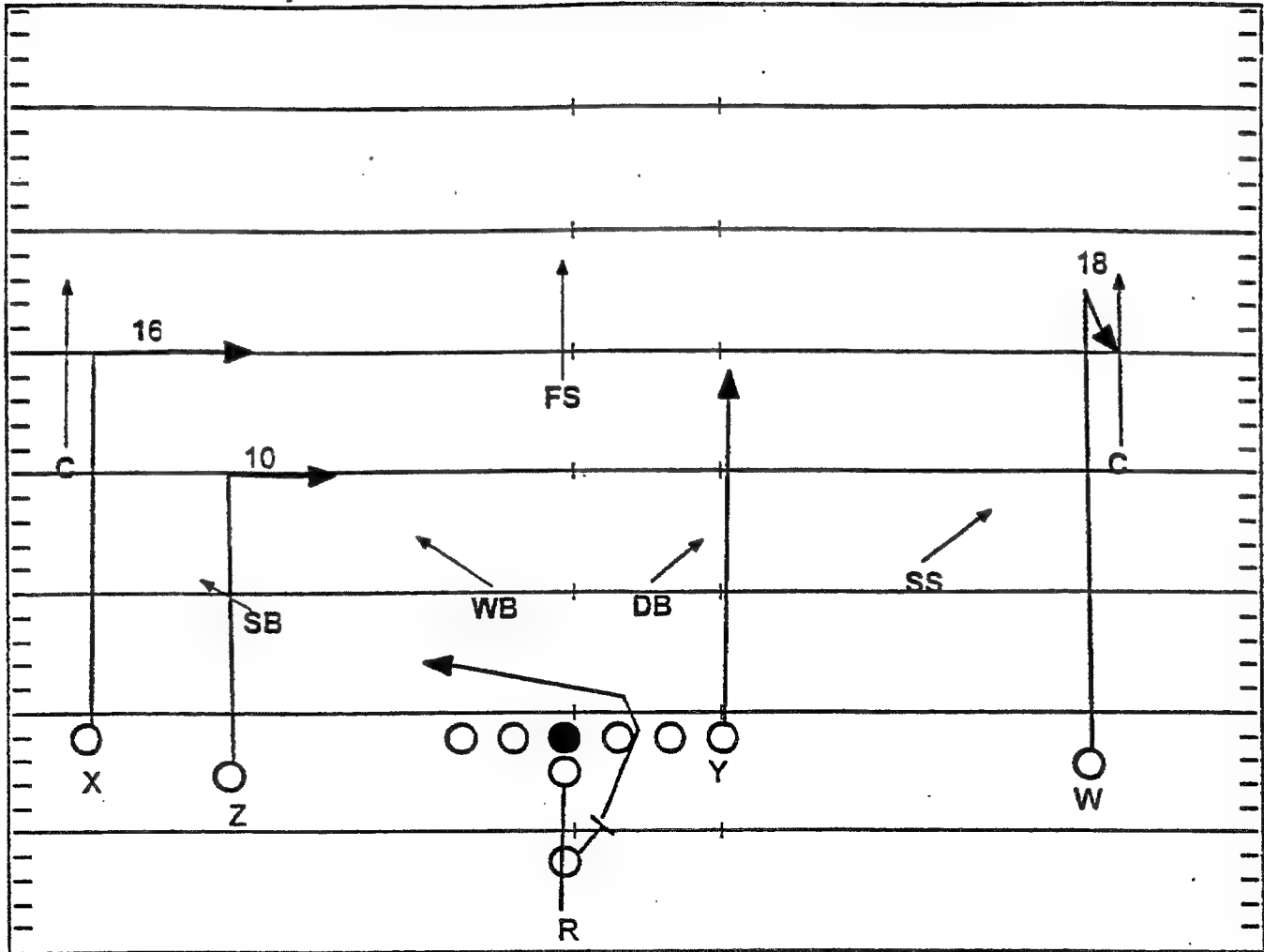
0 / 1 WIDER 62 / 63 DIG Z UNDER



0 / 1 WIDER 62 / 63 DIG W UNDER



0 / 1 WIDE SLOT 76 / 77 CB DIG



QB 7 to 5 Step Drop – vs. Post Safety – y to W to Z to X
vs. Cover 2 – Z to X to R

X Maximum Plus Split – Execute 16 Yd In – No Conversions

Z Align 5 Yds from OT – Execute 10 Yd In

Y Execute a Seam Read

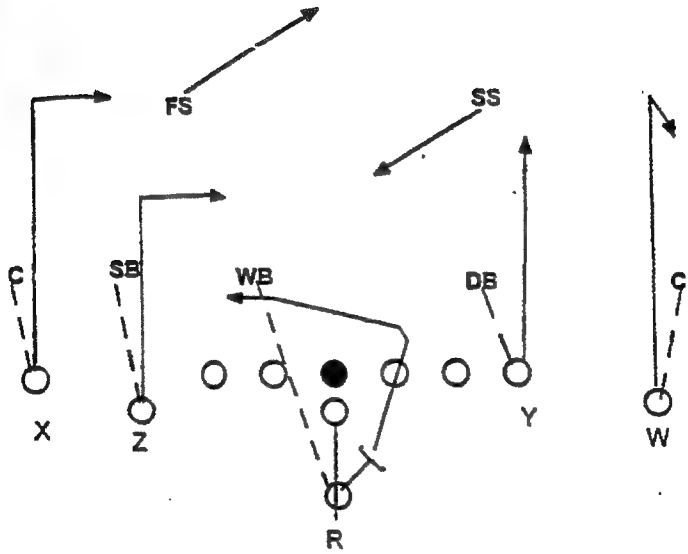
W Maximum Plus Split – Execute 18 yd Comeback

B Block Protection Rule – N/T Execute a Sneak.

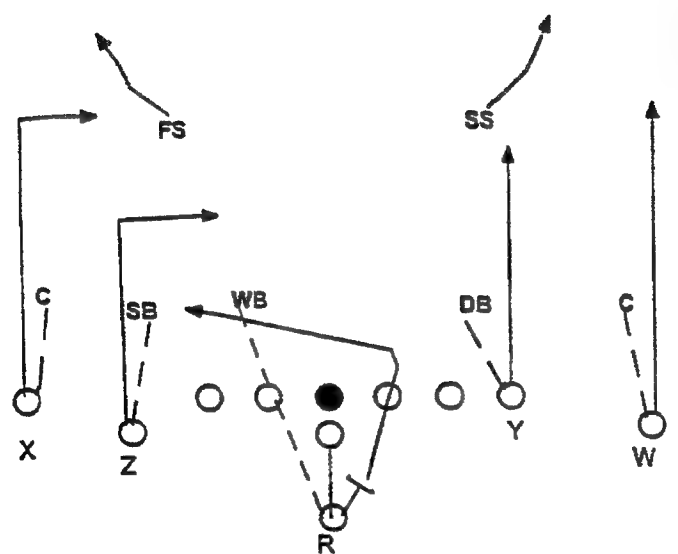
FORMATION(S): 0/1 Out, 0/1 On

0 / 1 WIDE SLOT 76 / 77 CB DIG

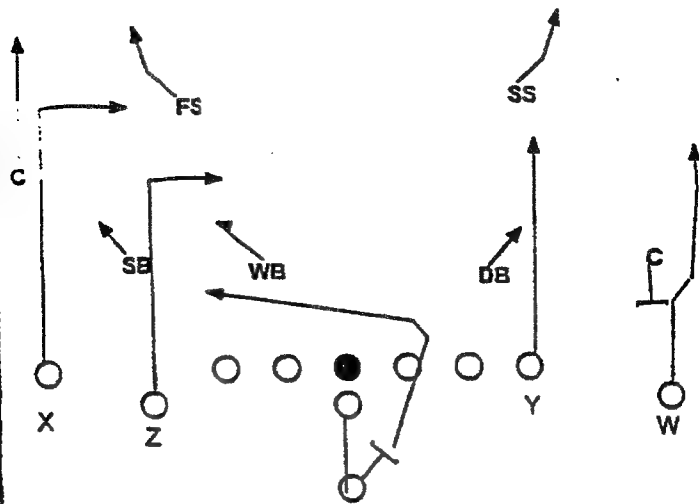
1 FREE 1 ROBBER



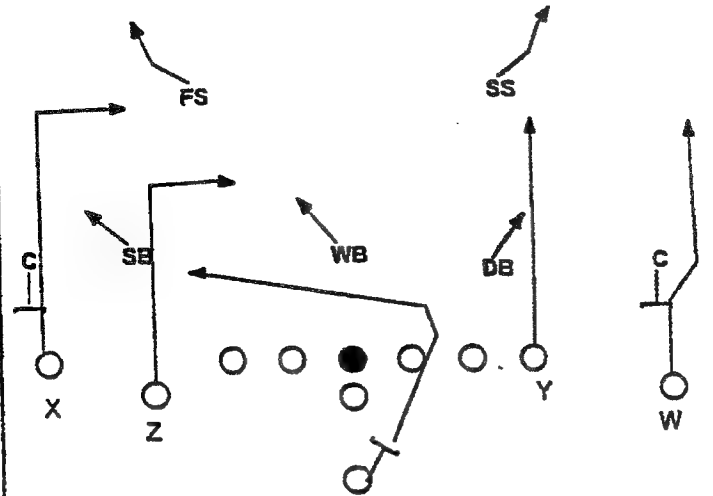
22 MAN



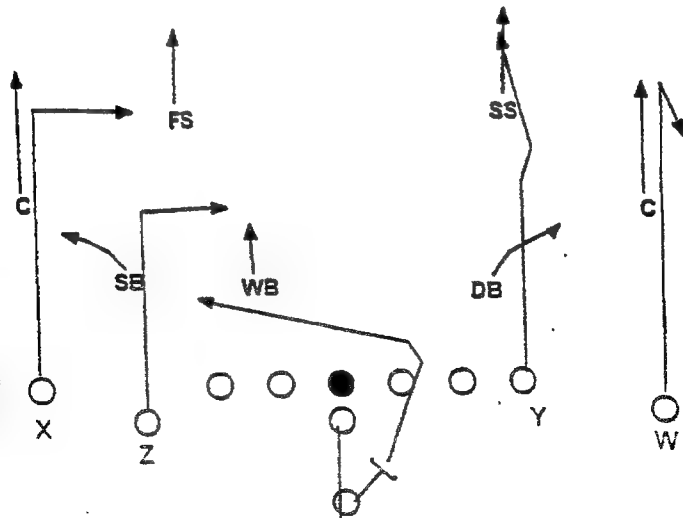
0/2



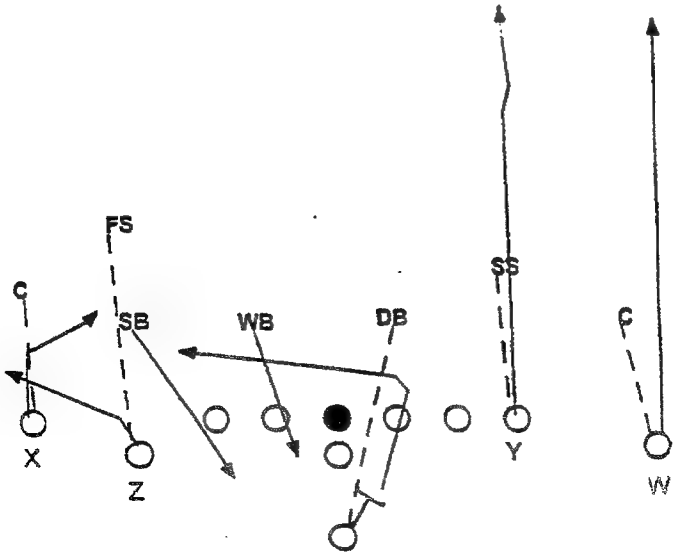
22



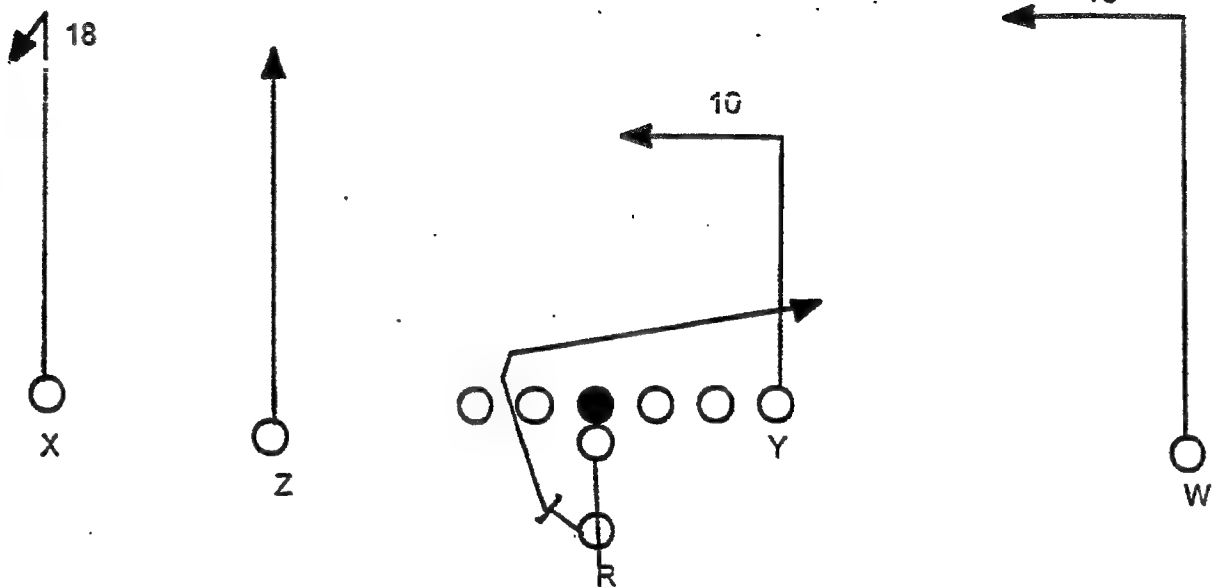
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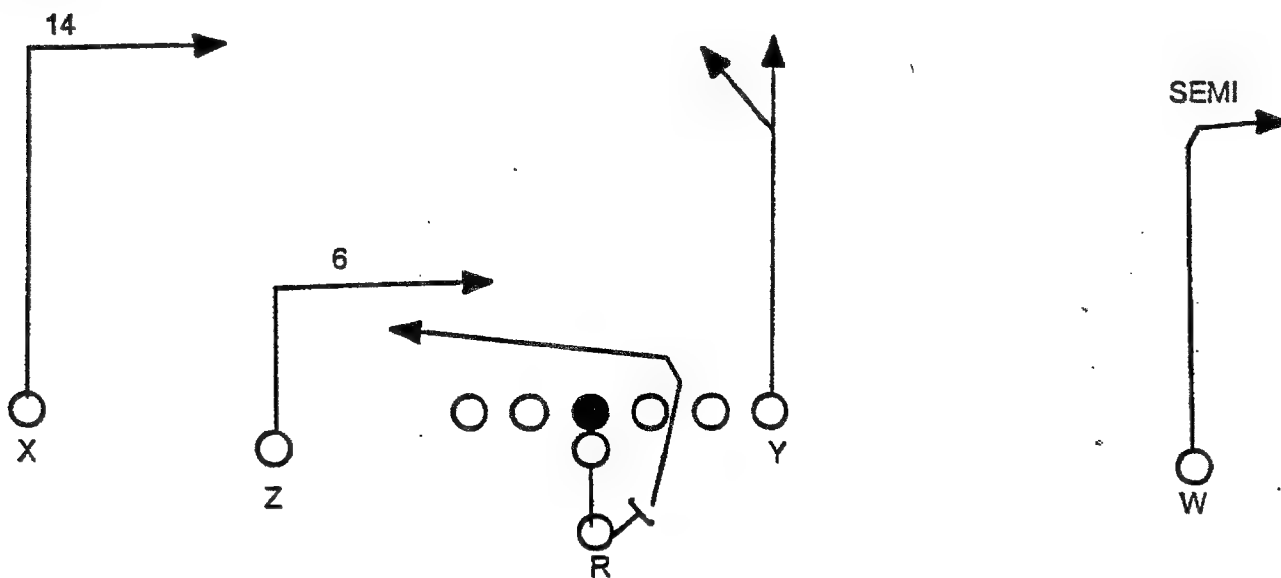
BLITZ 11



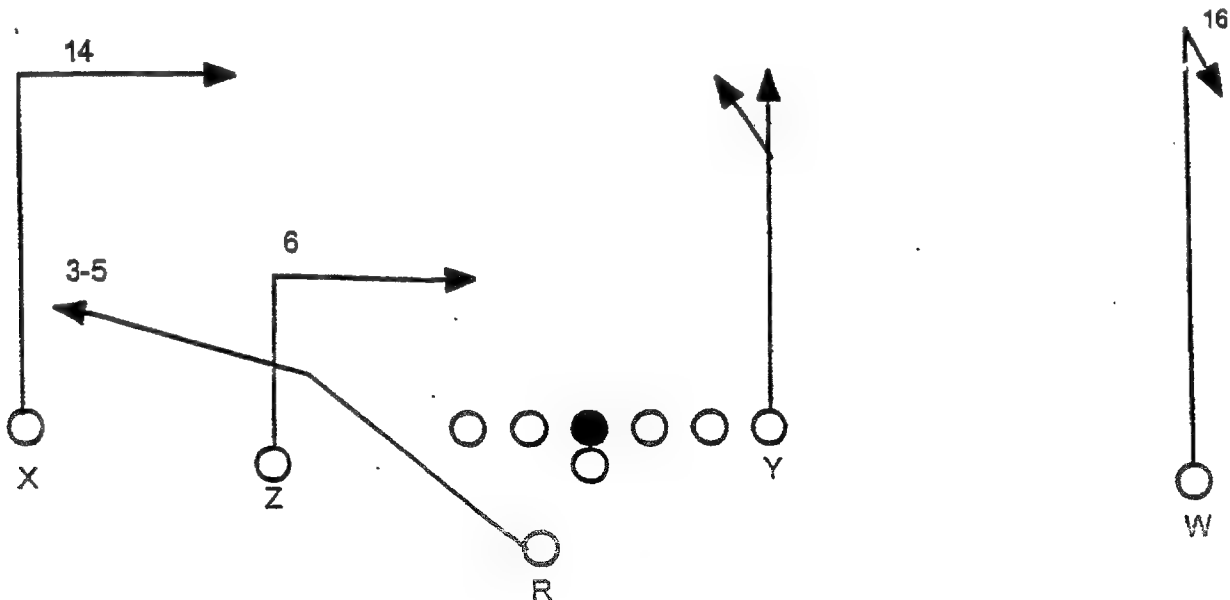
0 / 1 WIDE SLOT 62 / 63 DIG CB



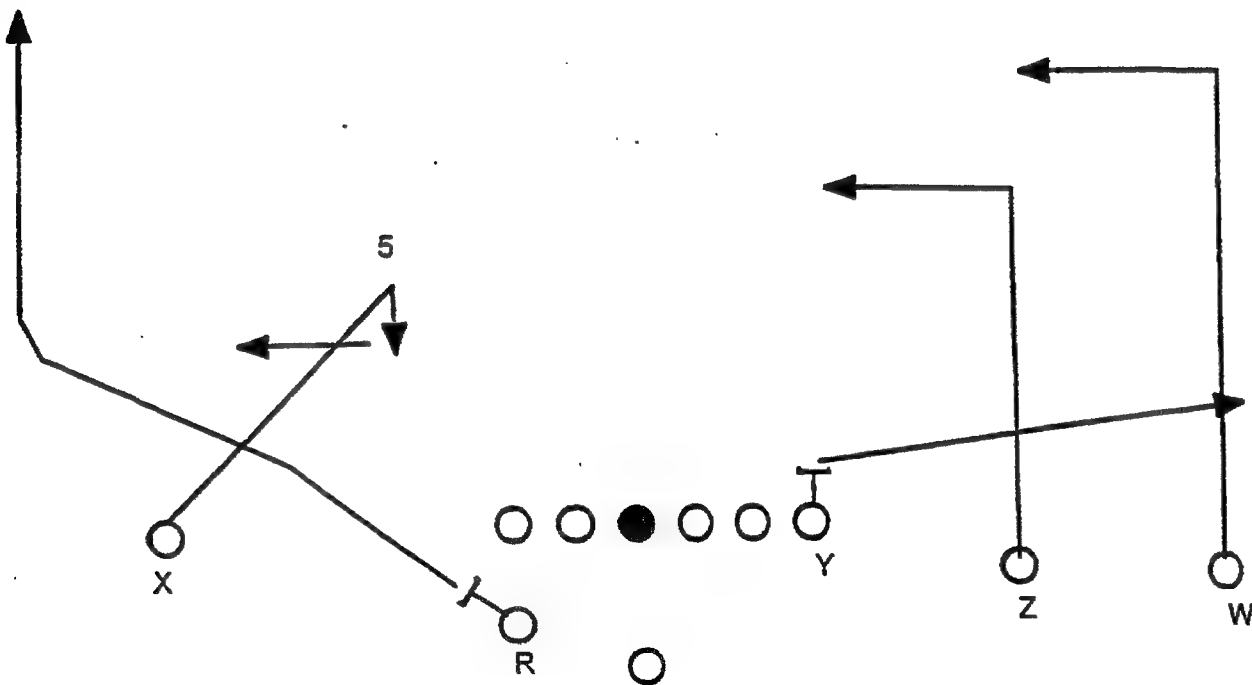
0 / 1 WIDE SLOT 76 / 77 SEMI DIG



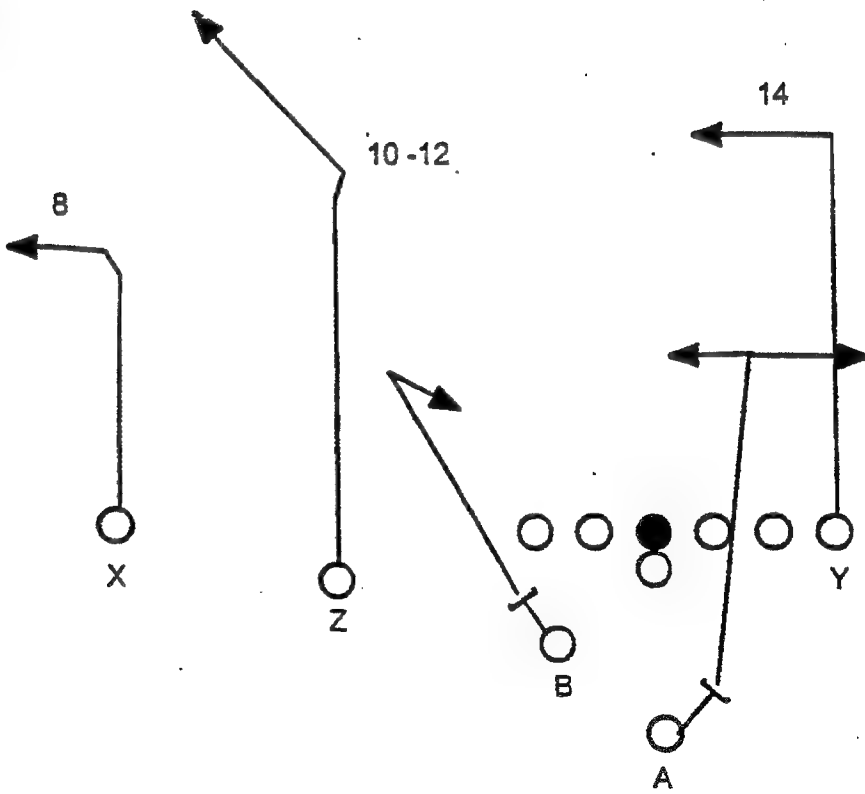
2 / 3 WIDE SLOT 62 / 63 SCAT CB DIG



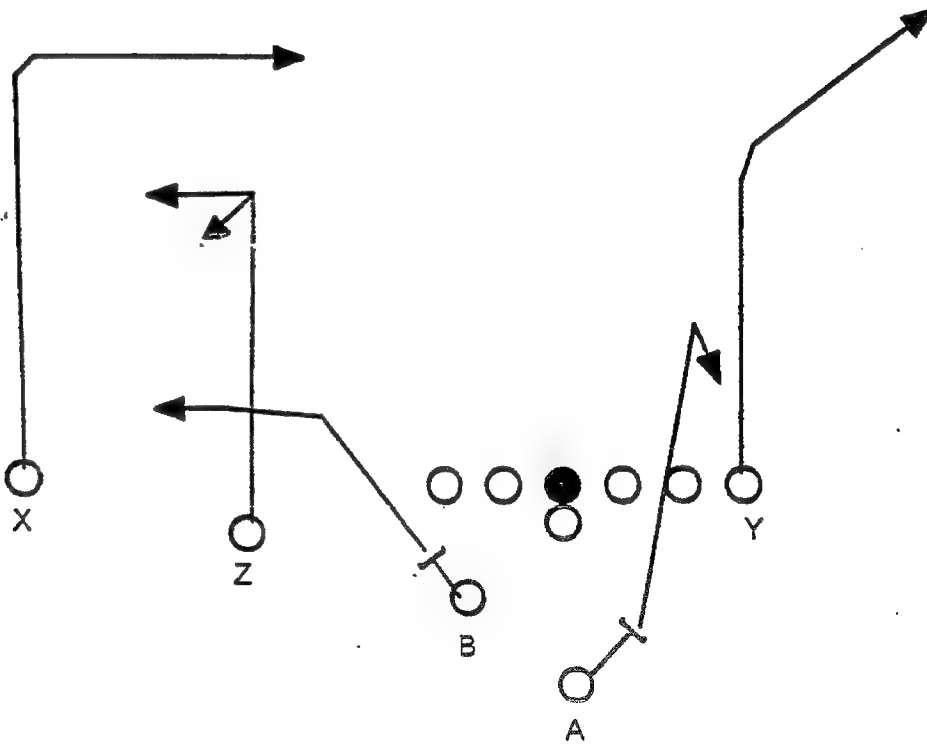
GUN 2 / 3 WIDER 80 / 81 SCAT DIG X SNAG R WHEEL



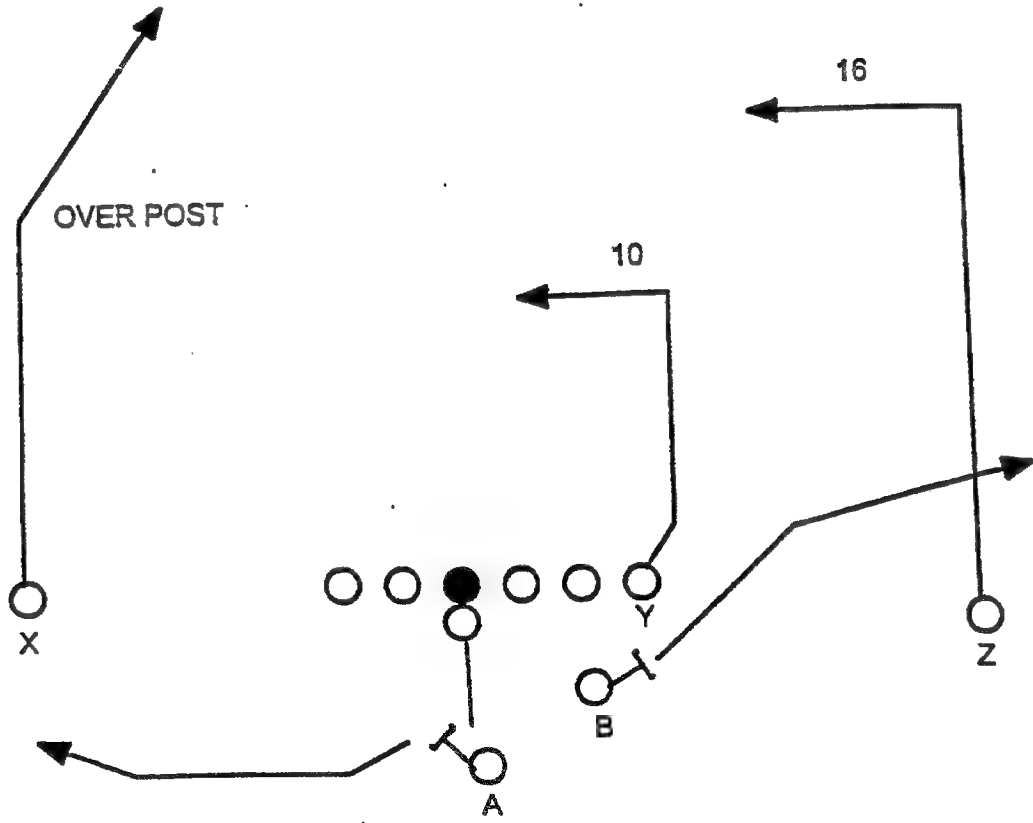
0 / 1 WEAK SLOT 82 / 83 SEMI X OUT Z SNAG



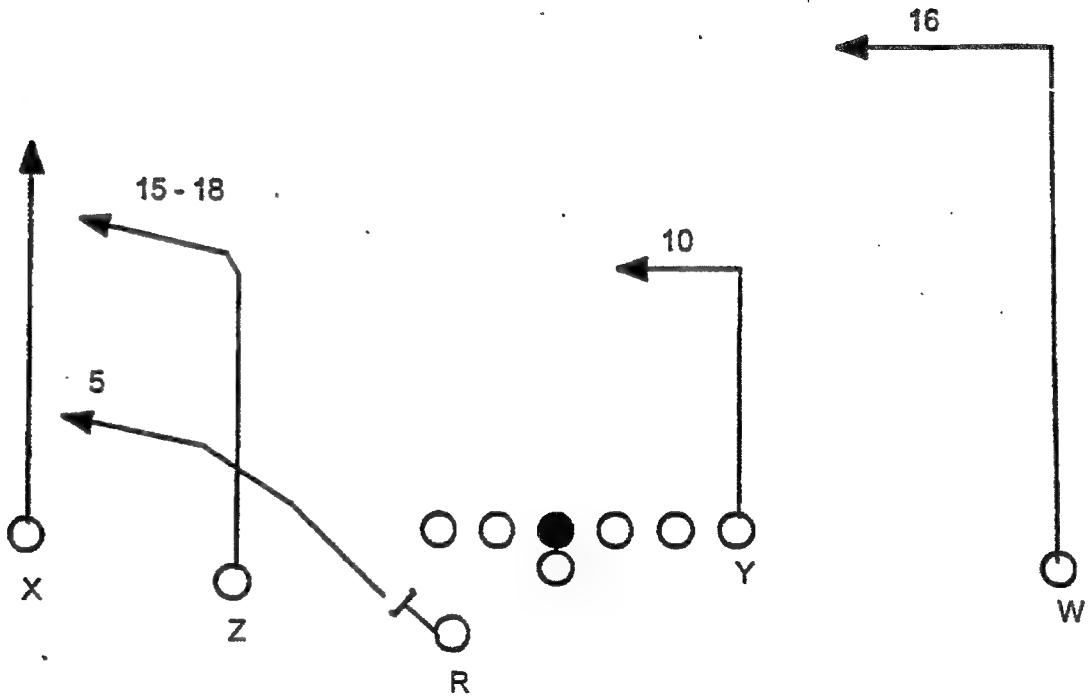
0 / 1 WEAK SLOT 82 / 83 SEMI Z OUT X IN



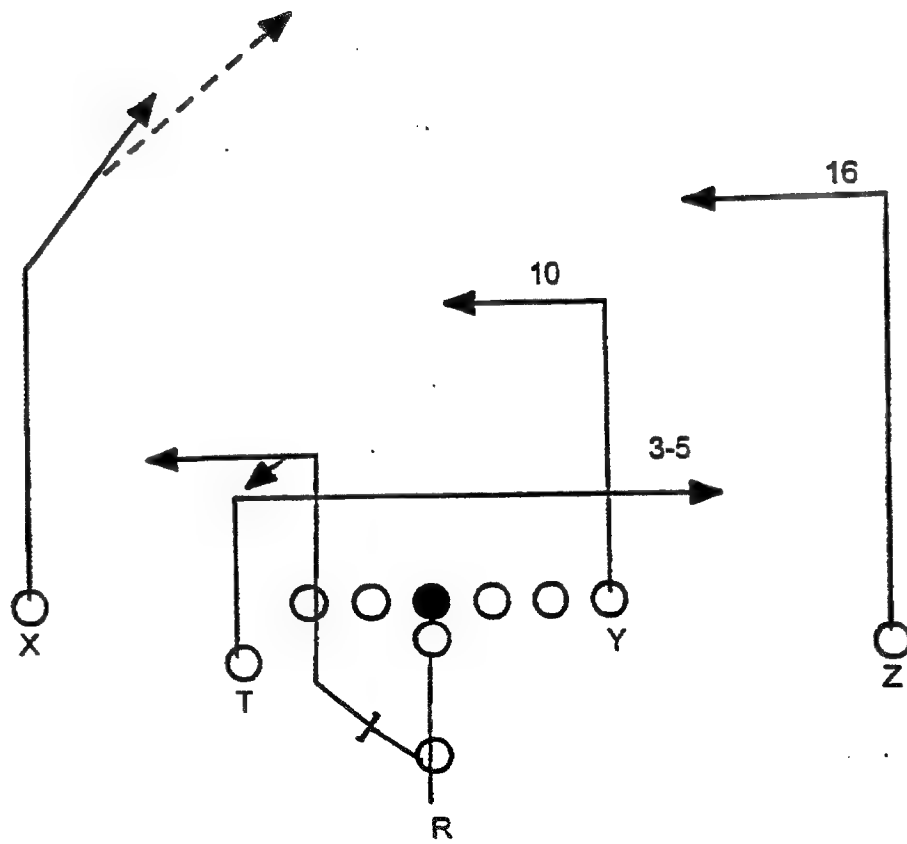
PLAY NUMBER : 0 / 1 STR 82 / 83 DIG



PLAY NUMBER : 62 / 63 DIG Z SAIL



PLAY NUMBER : 62 DIG T SHALLOW

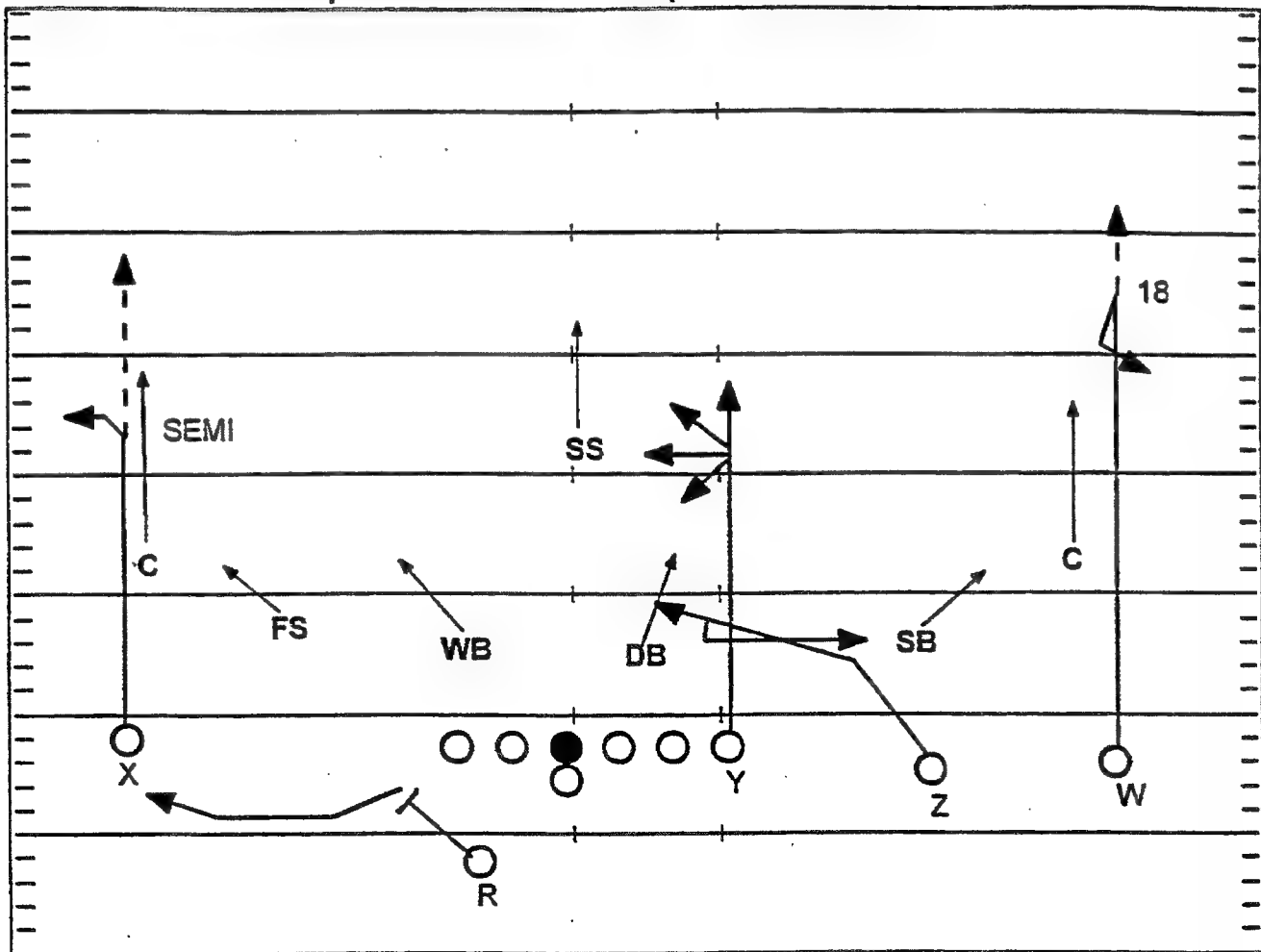




CLEVELAND BROWNS

CONCEPT PASS

2 / 3 WIDER 62 / 63 X READ



QB: 7 to 5 Step Drop - vs. Post Safety - X to Y to W to Z
Vs. Cover 2 - Y to W to Z

X: Bottom of Numbers - Run Semi or Fade Based on Corner Fade vs. 2, 2 Man, Press or Tite Corner

Z: Seam Alignment - Execute Shallow

Y: Execute Steak Read

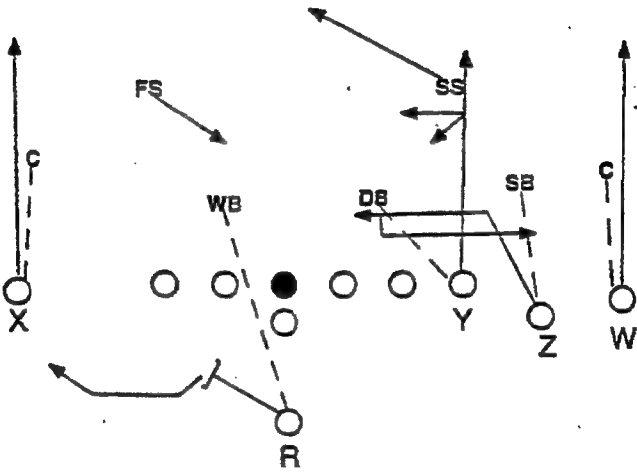
W: Execute Outside Streak Read

R: Block Protection - N/T - Execute M Route

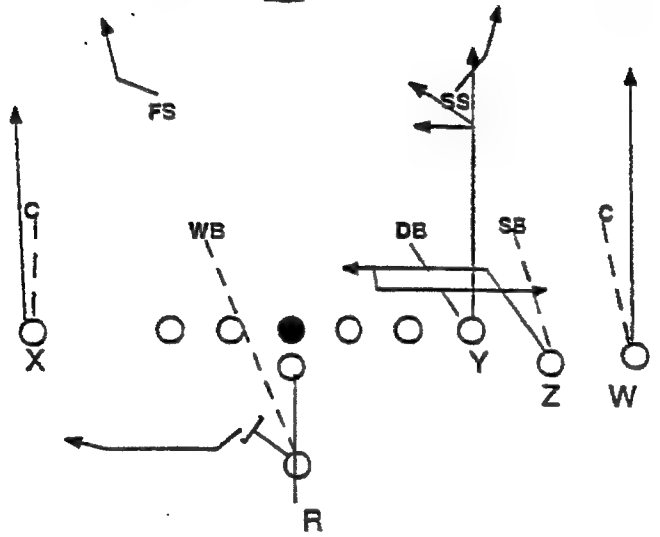
FORMATION(S): 0/1 Slot Wide Z Motion, 0/1 Slot Wide, 0/1 Flood, 0/1 Up T Motion, 0/1 On

2/3 WIDER 62 / 63 X READ

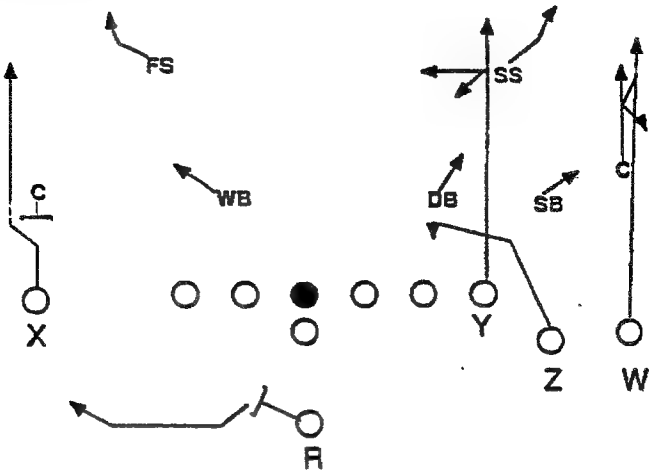
1 FREE 1 ROBBER



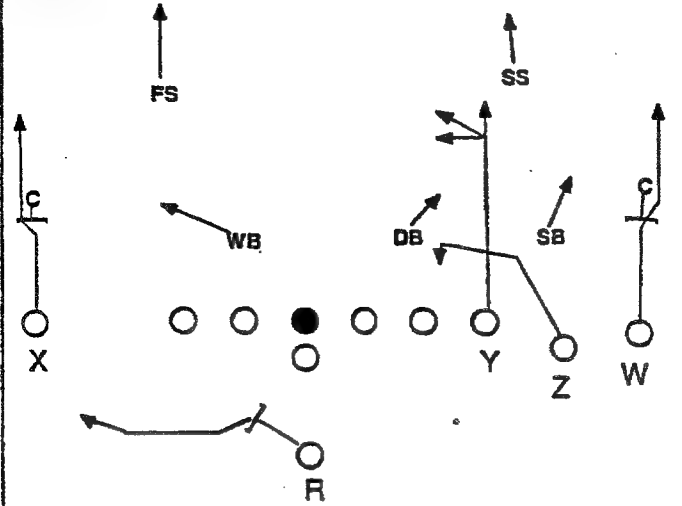
22 MAN



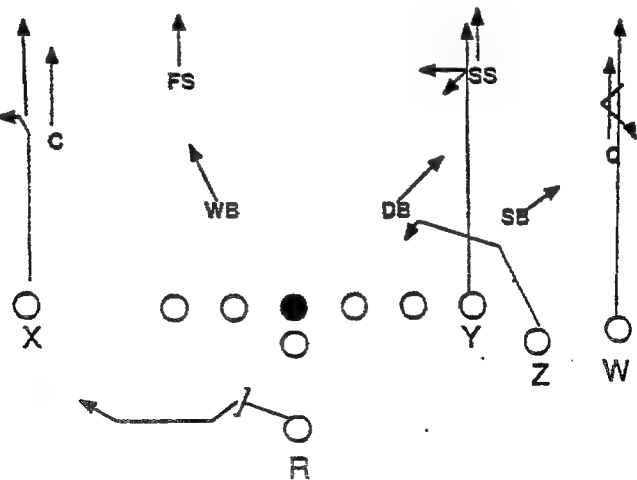
0 / 2



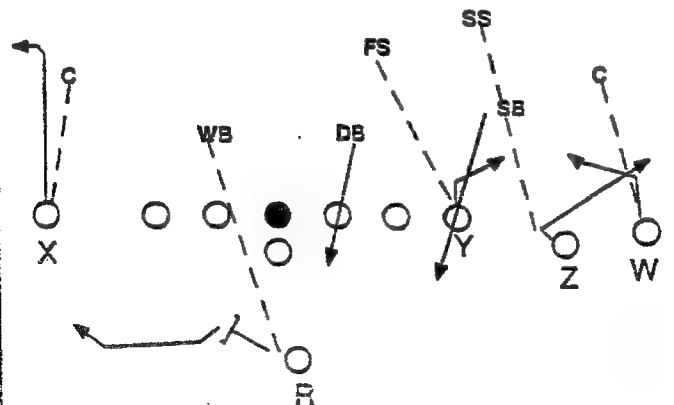
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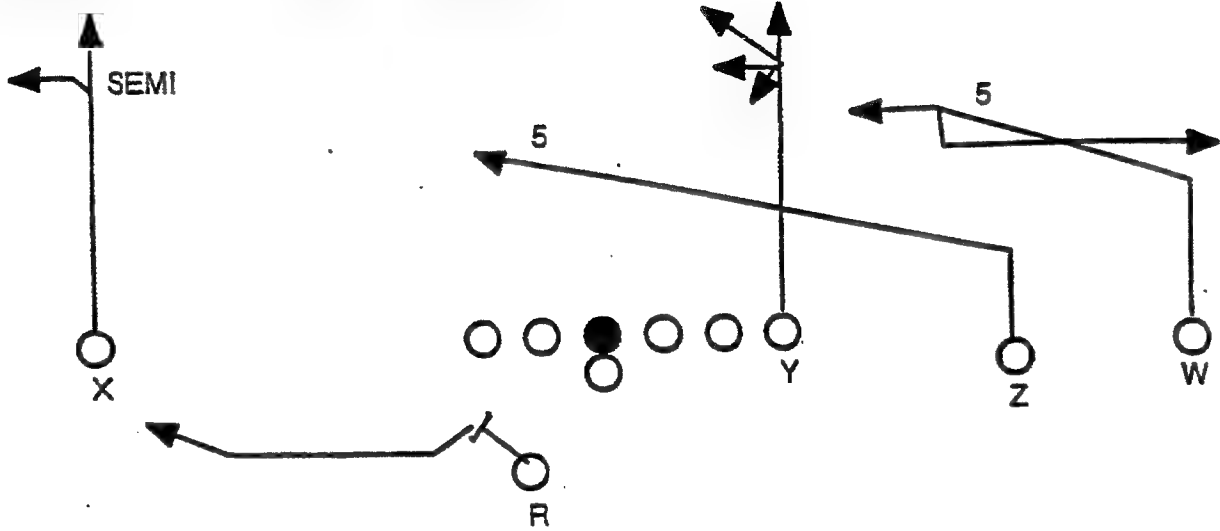
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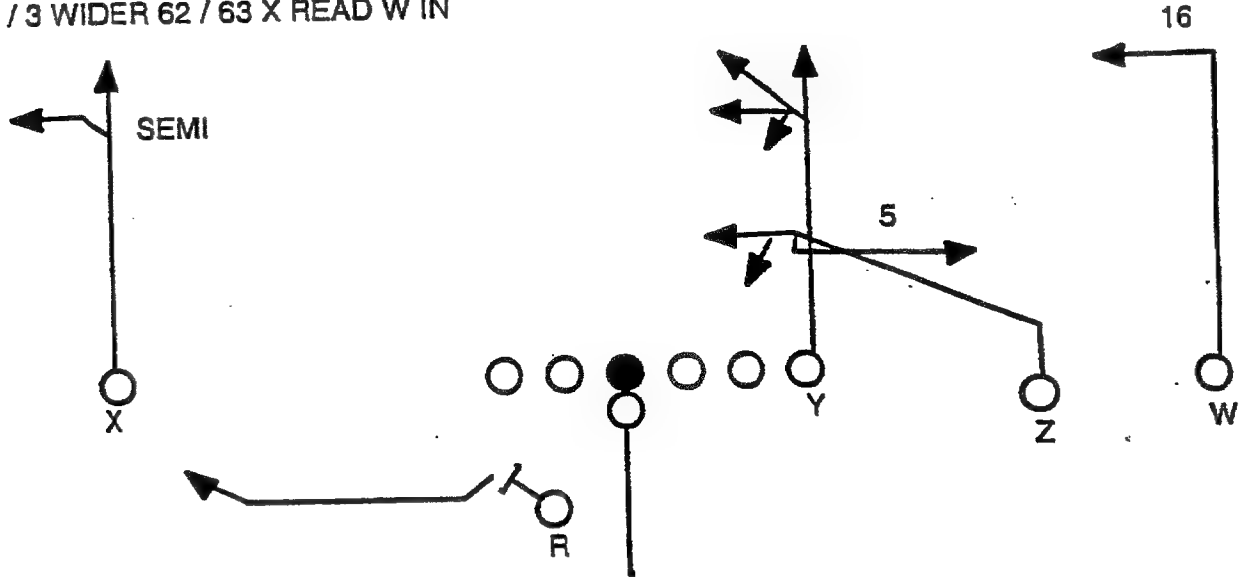
BLITZ 11



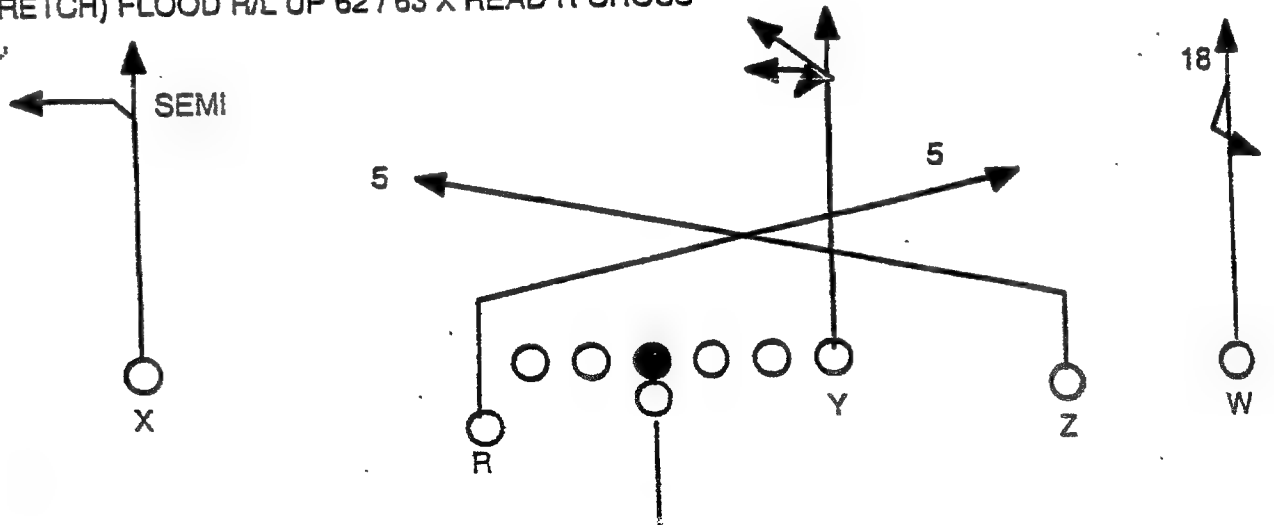
2 / 3 WIDER 62 / 62 X READ W SHALLOW



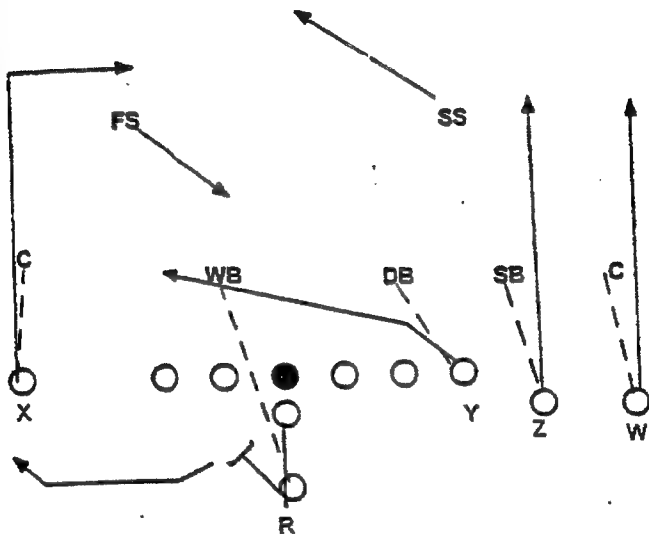
2 / 3 WIDER 62 / 63 X READ W IN



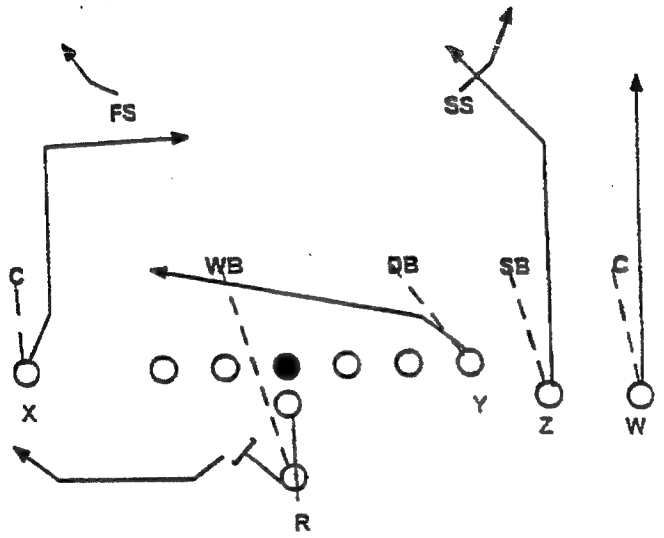
(STRETCH) FLOOD R/L UP 62 / 63 X READ R CROSS



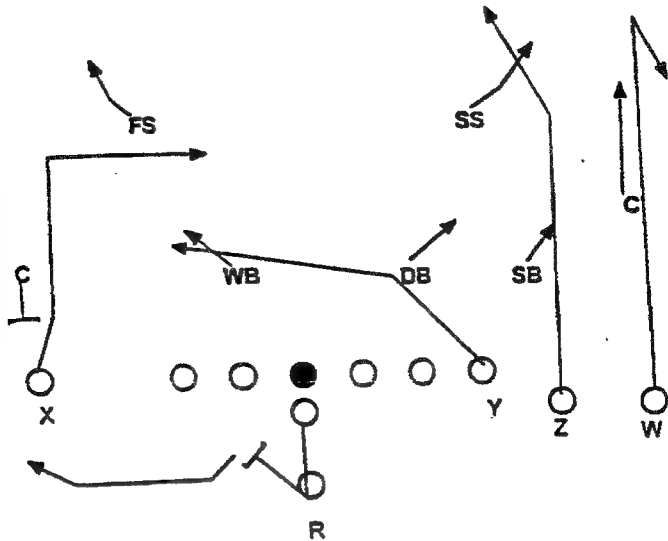
1 FREE 1 ROBBER



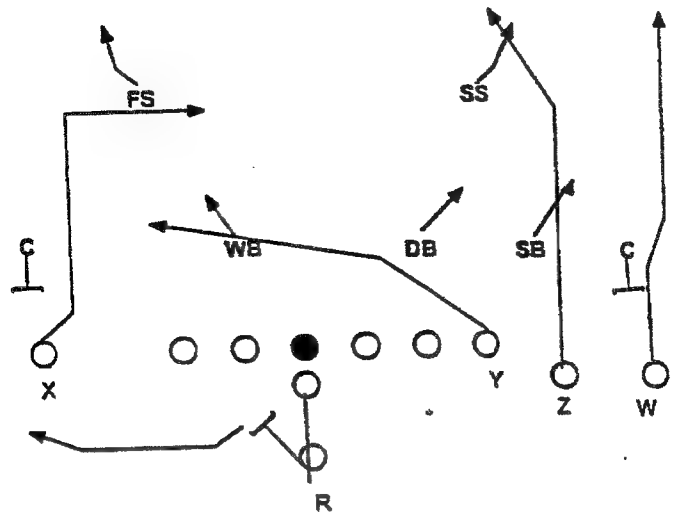
22 MAN



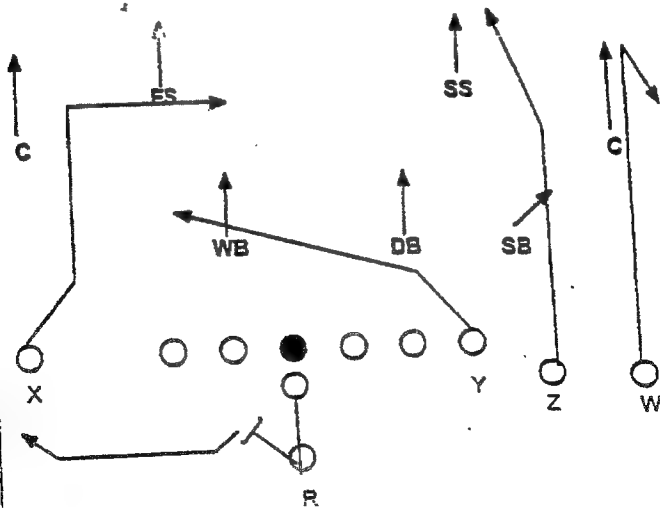
0/2



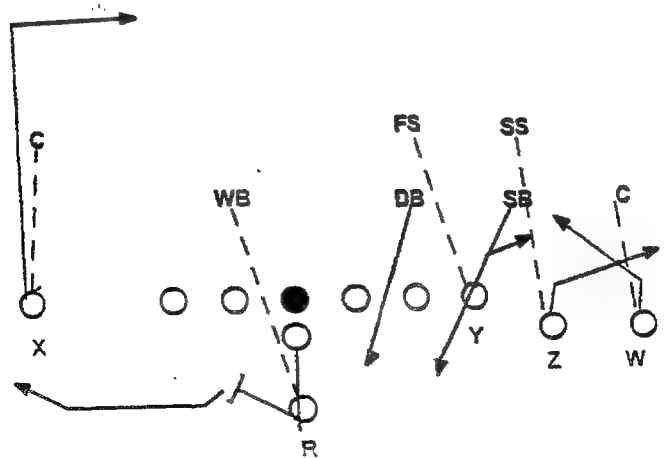
22



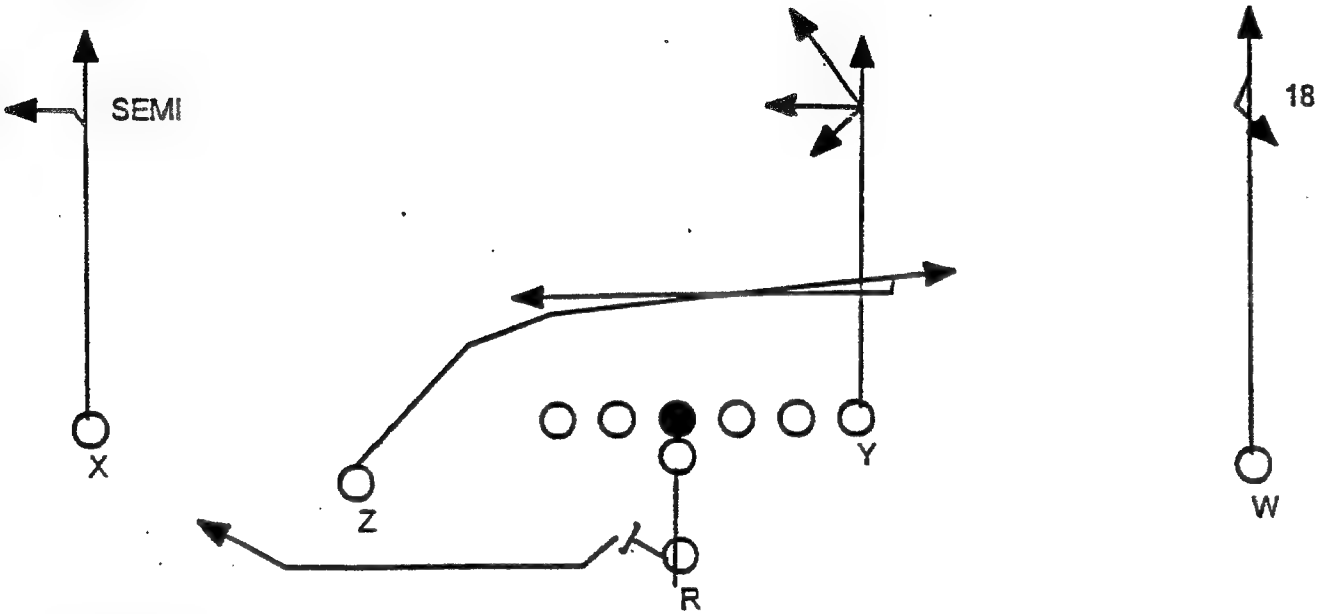
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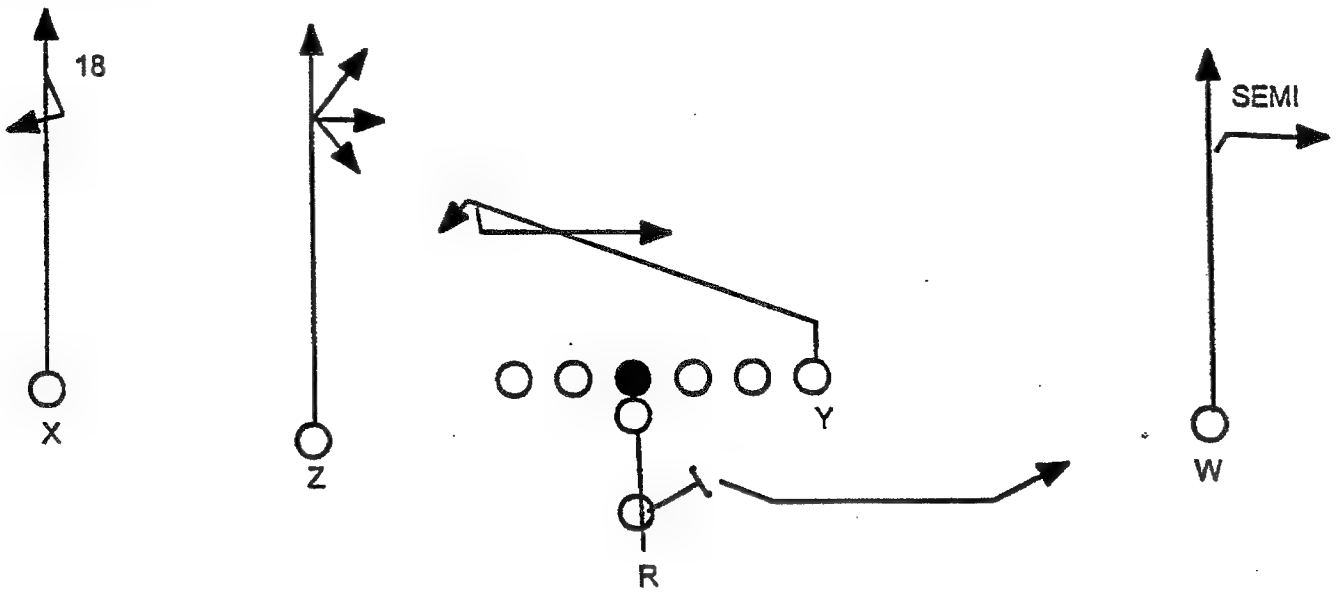
BLITZ 11



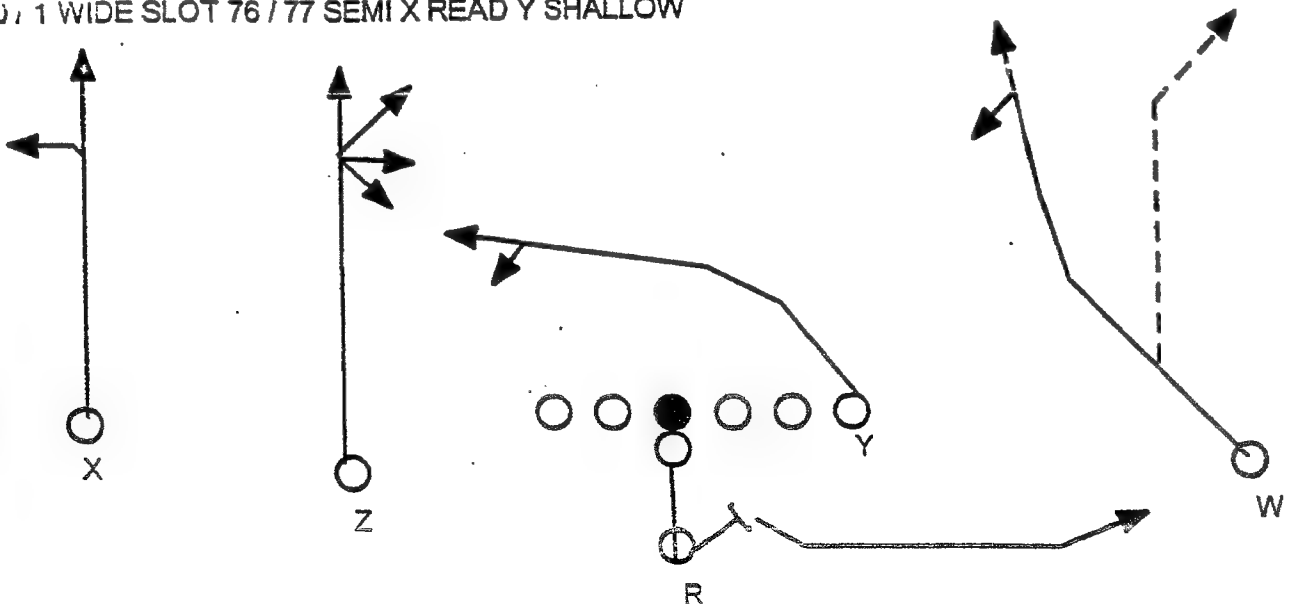
0 / 1 WIDE SLOT 62 / 63 X READ



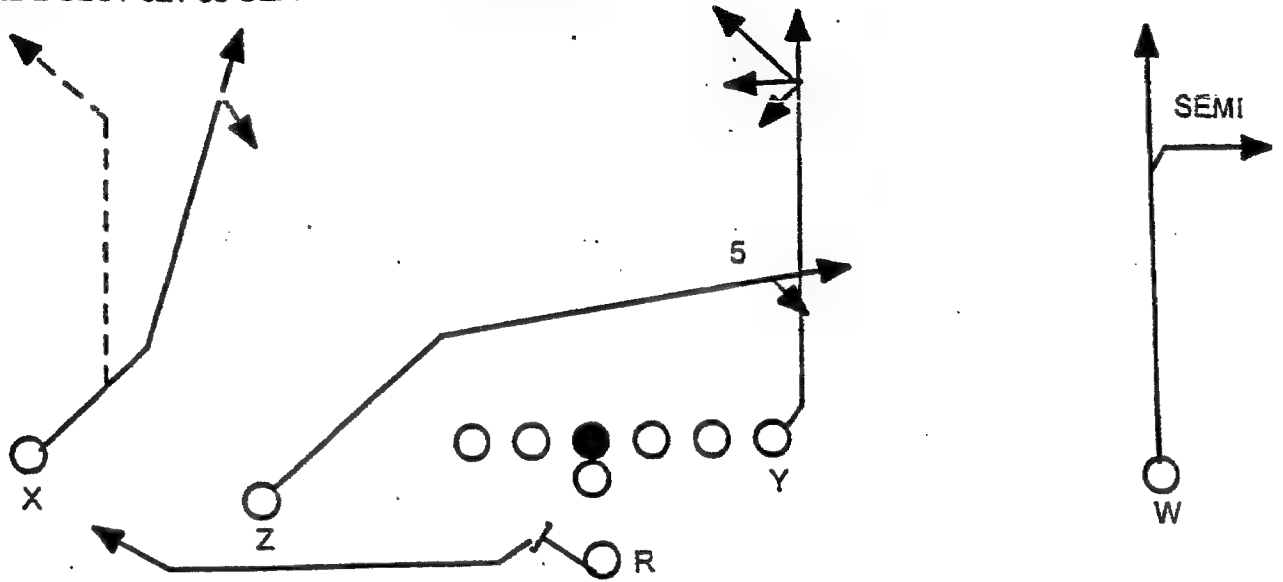
0 / 1 WIDE SLOT 76 / 77 W READ



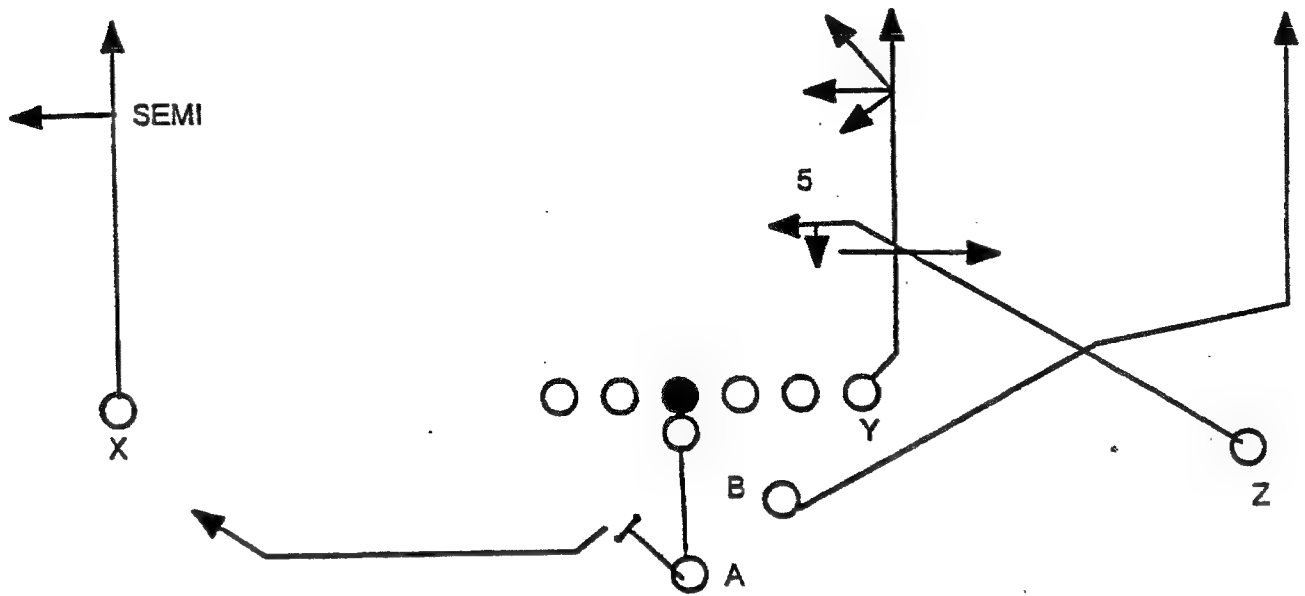
0 / 1 WIDE SLOT 76 / 77 SEMI X READ Y SHALLOW



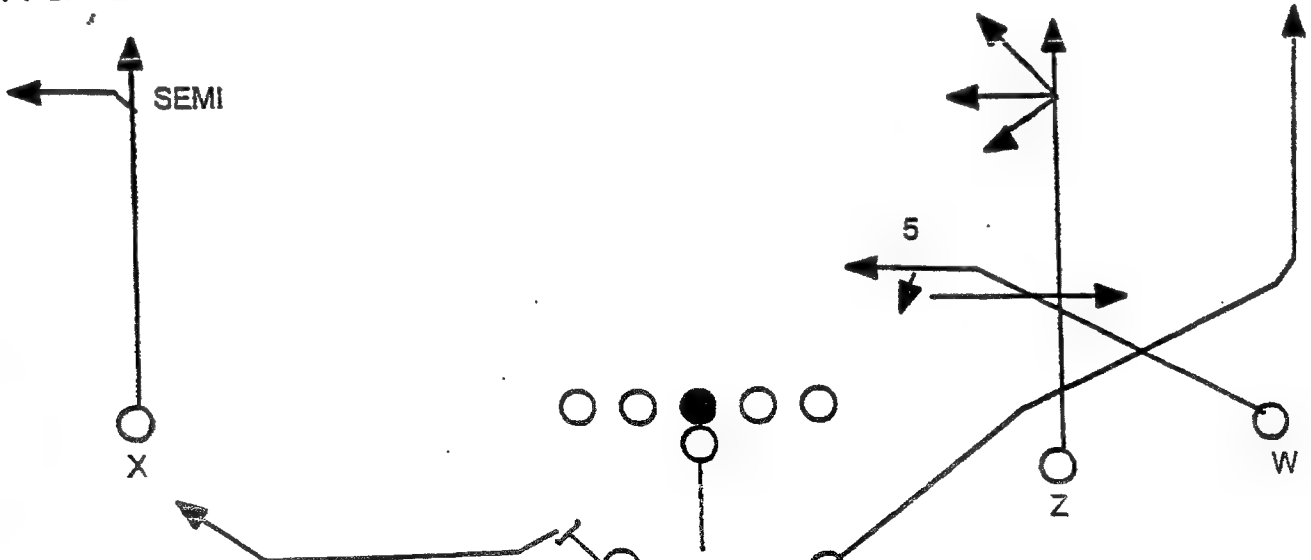
0 / 1 WIDE SLOT 62 / 63 SEMI W READ Z SHALLOW



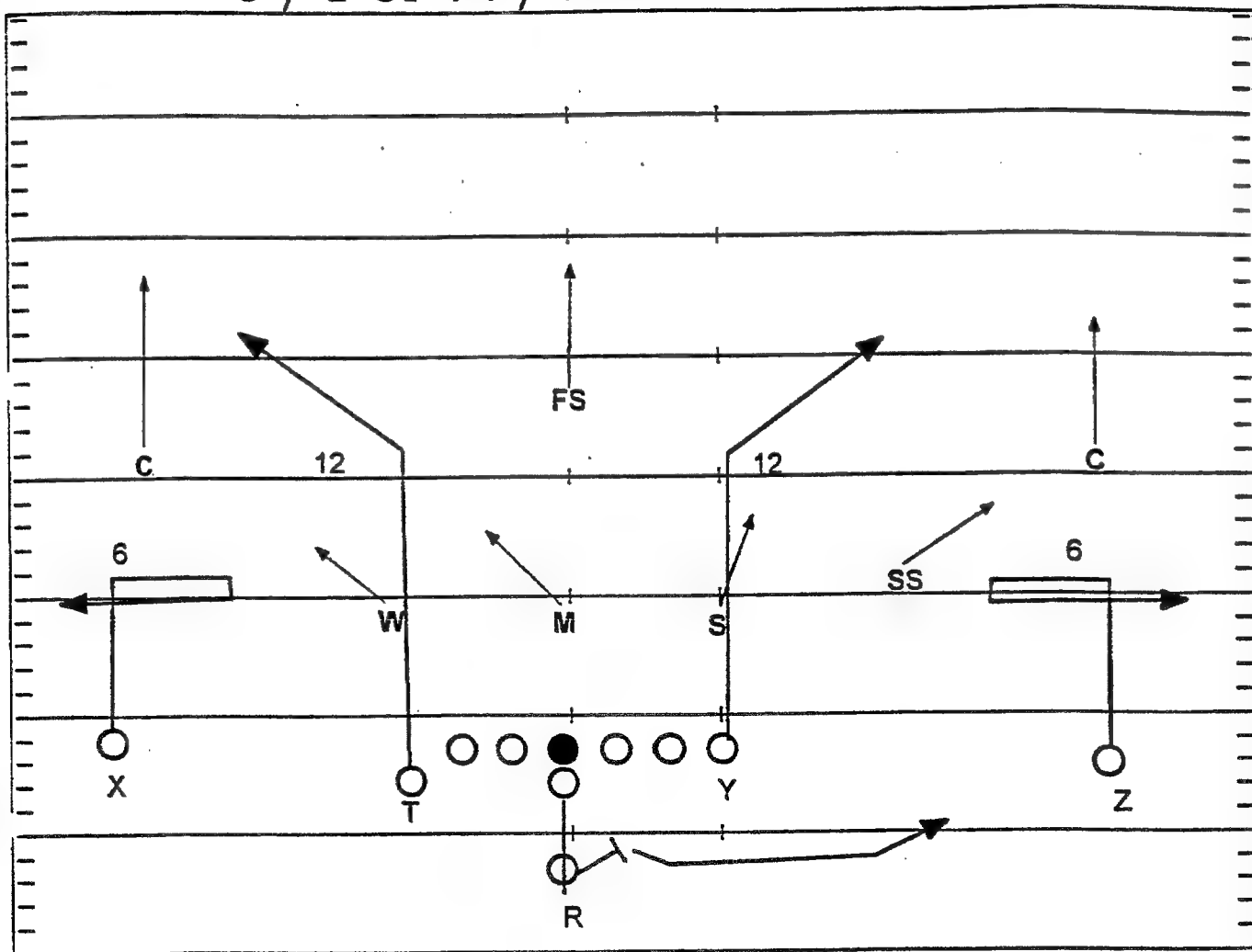
0 / 1 STR 62 / 63 X READ



6 / 7 SPREAD 62 / 63 X READ



0 / 1 UP 74 / 75 DOUBLE SMASH



QB 5 to 7 Step Drop - Directional Read - Away From FS then Throw Away from CB. If FS Stays in MOF Go Weakside vs. Cover 2 - Go Weak / vs. Man - Look for Inside Cover on Y or T to Throw Flag.

X Maximum Plus Split - Execute Smash Route
vs. Man - Continue Inside

Z Maximum Plus Split - Execute Smash Route
vs. Man - Return

Y Outside Release - Execute Flag Route

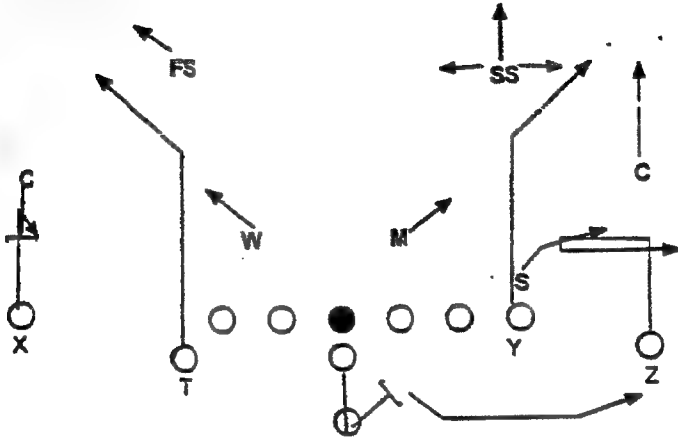
T Outside Release - Execute Flag Route

R Block Protection Rules - N/T Execute M Route

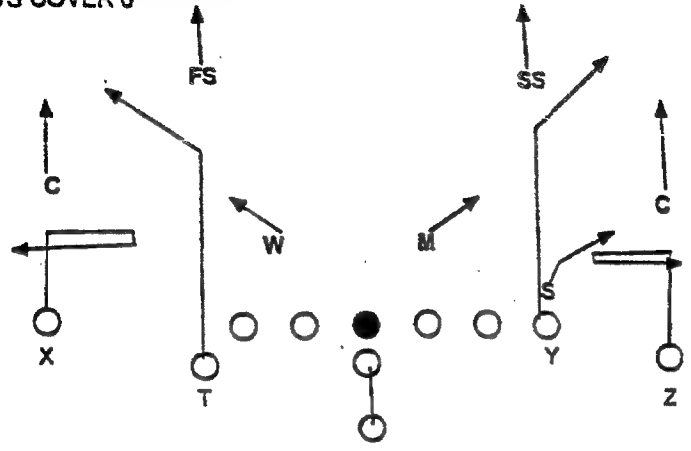
FORMATION(S):

0/1 UP 74/75 DOUBLE SMASH

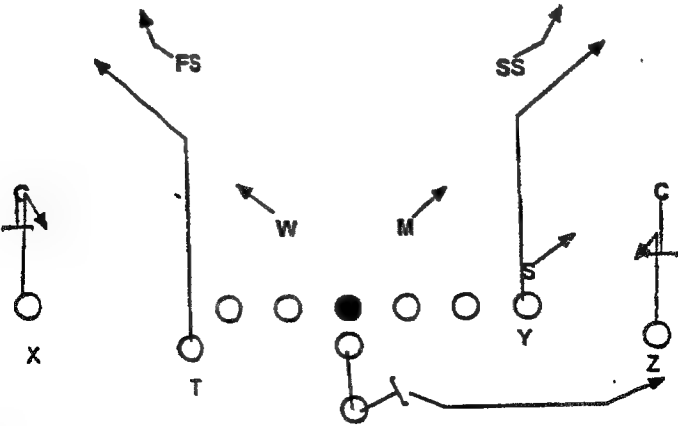
VS COVER 0/2



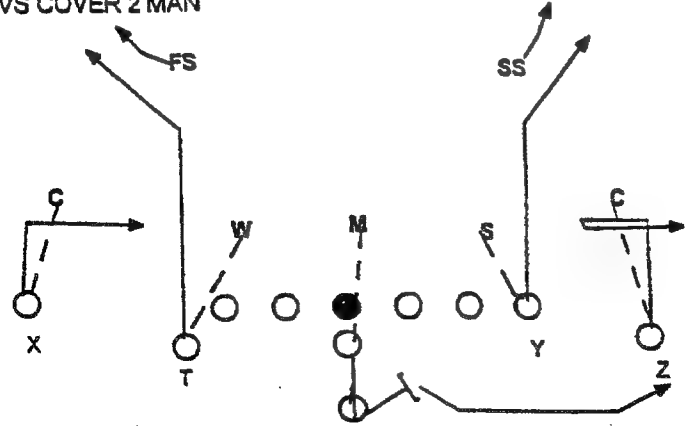
VS COVER 0



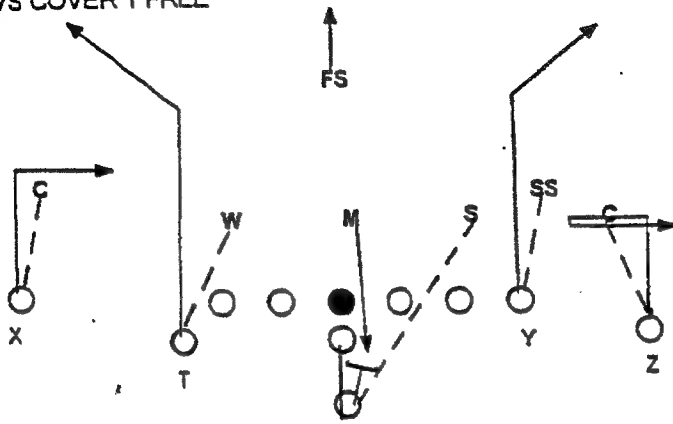
VS COVER 2



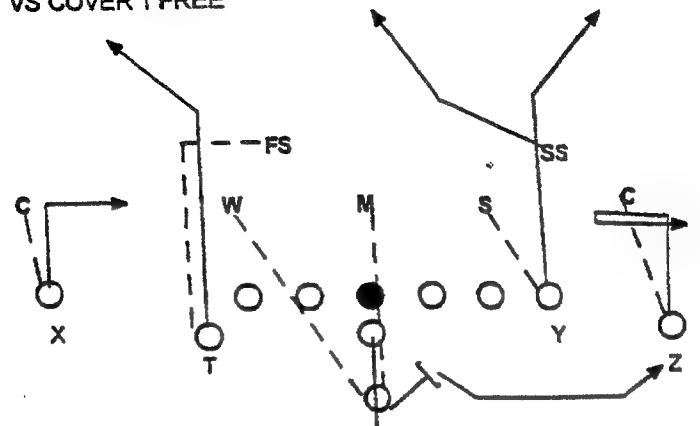
VS COVER 2 MAN



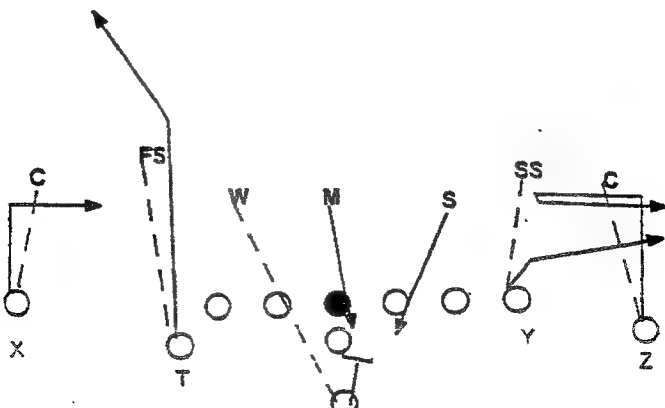
VS COVER 1 FREE



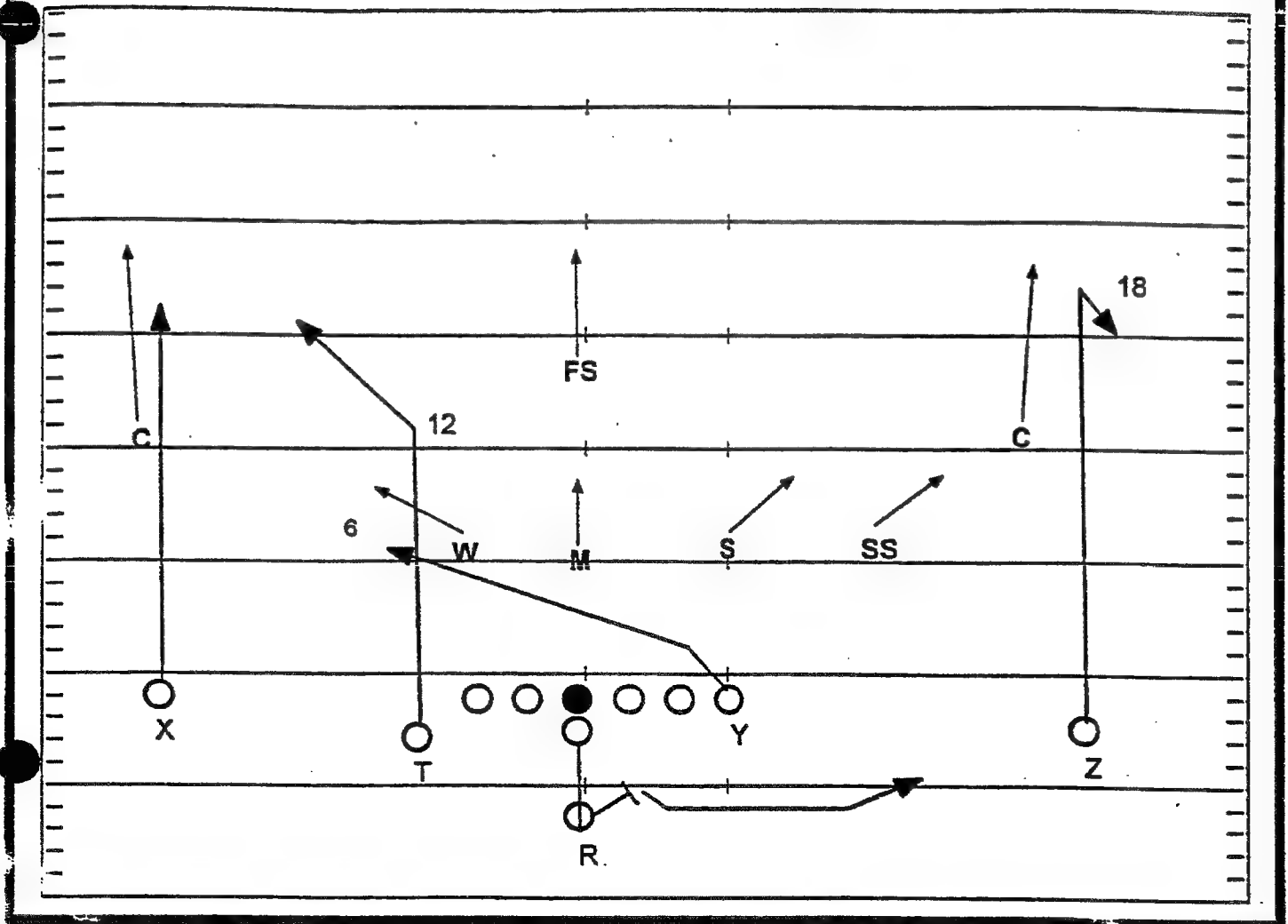
VS COVER 1 FREE



VS MIKE SAM COVER 1



0 / 1 UP 74 / 75 T CHOICE



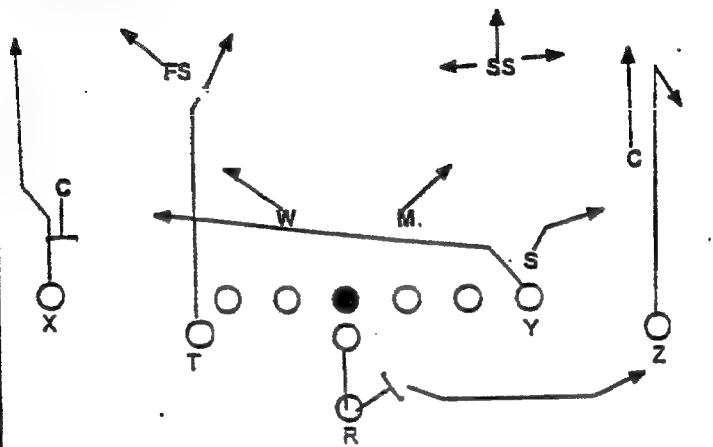
QB 7 to 5 Step Drop - vs. Man - Read T to Y
 vs. Cover 2 - Read 3 on 2 Ball
 vs. Cover 3 - Read X to Y

- X Maximum Split - Execute Go Route
- Z Maximum Split - Execute 18 Yd Comeback
- Y Execute 6 Yd Crossing Route
- T Post vs. 2 Deep / Flag vs. 3 Deep
- R Block Protection - N/T Execute M Route

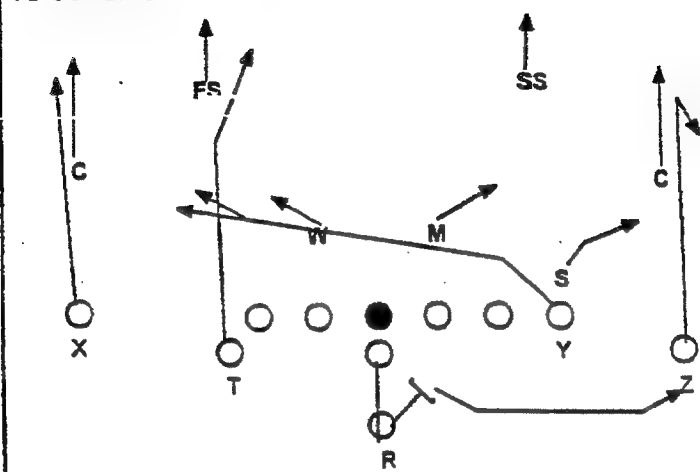
FORMATION(S):

0 / 1 UP 74 / 75 T CHOICE

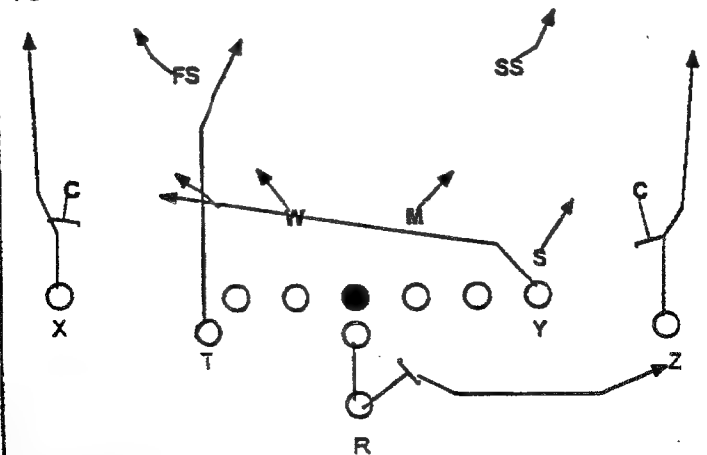
VS COVER 0/2



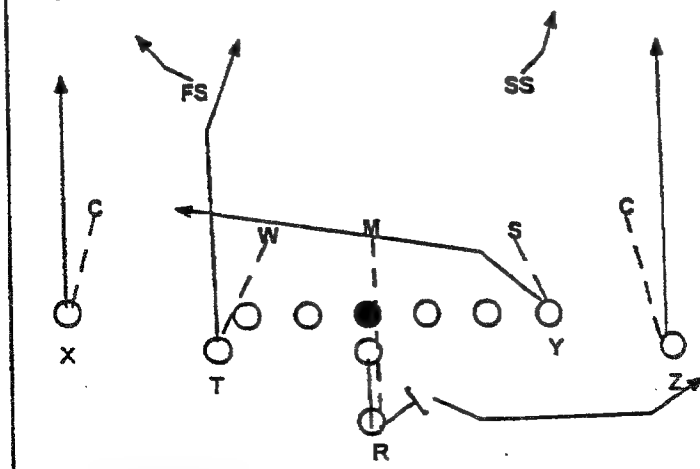
VS COVER 0



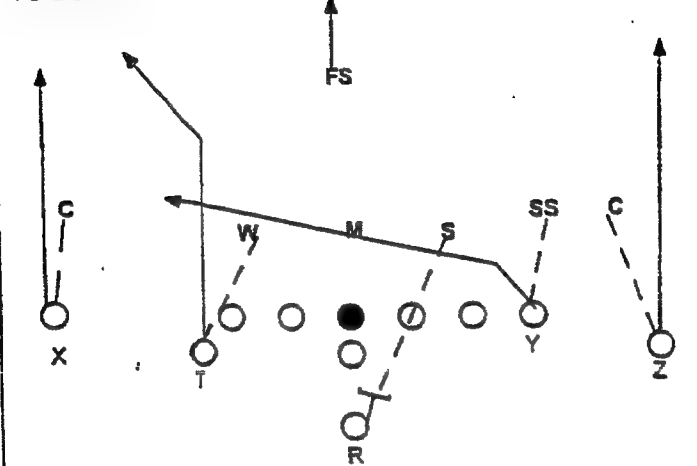
VS COVER 2



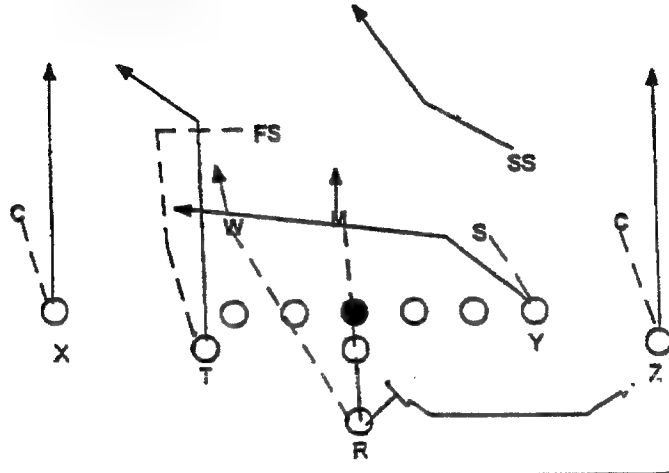
VS COVER 2 MAN



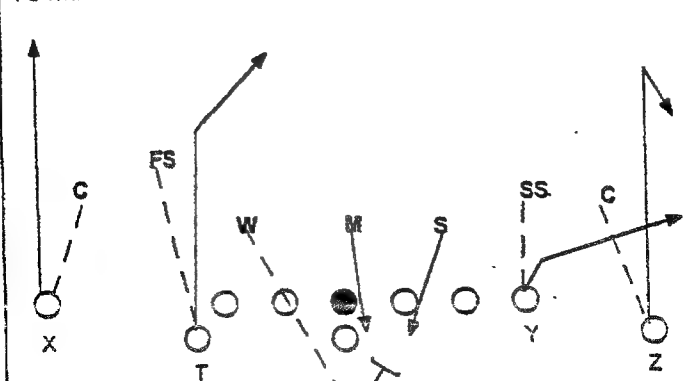
VS COVER 1 FREE



VS COVER 1 FREE

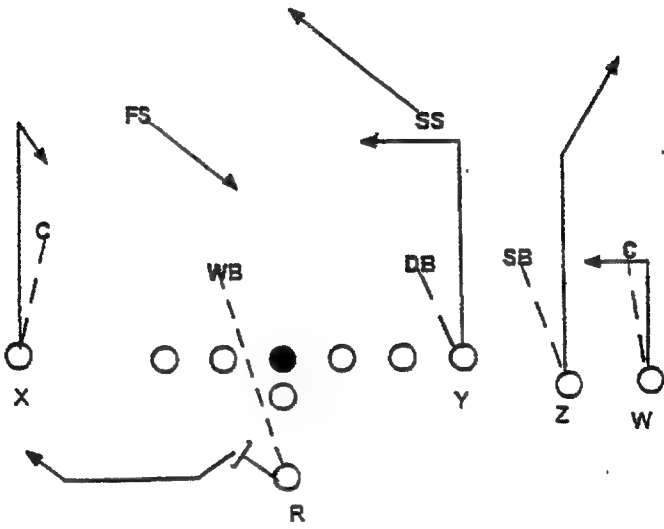


VS MIKE SAM COVER 1

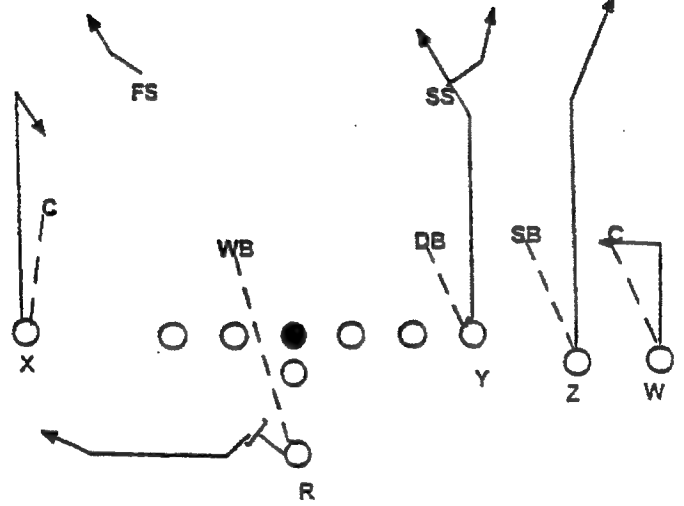


0 / 1 WIDER 62 / 63 SMASH Y POST

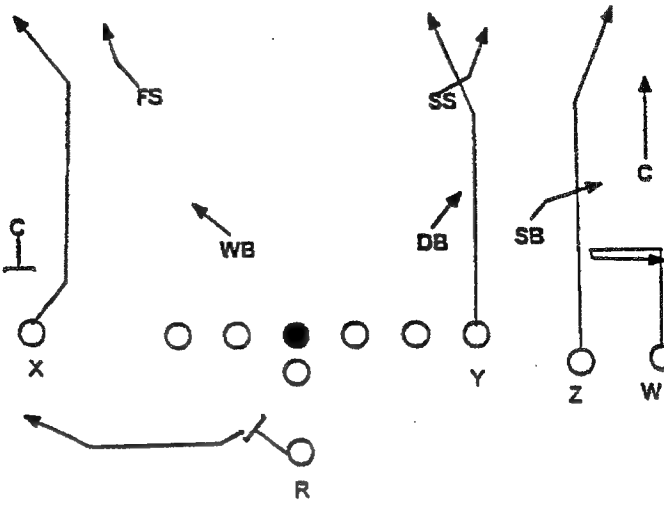
1 FREE 1 ROBBER



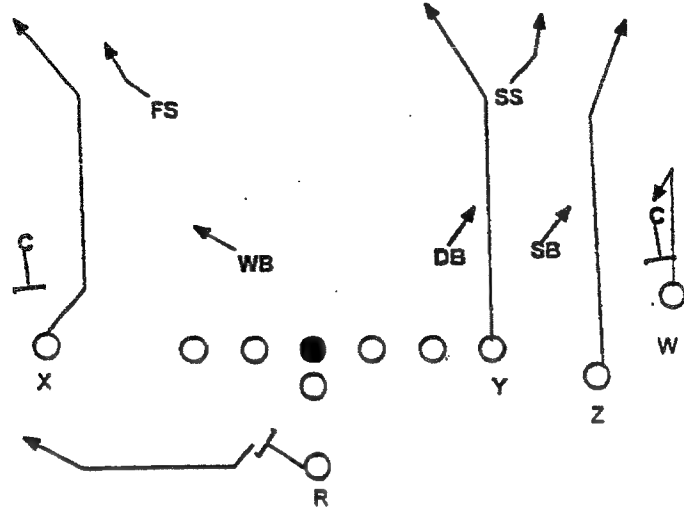
22 MAN



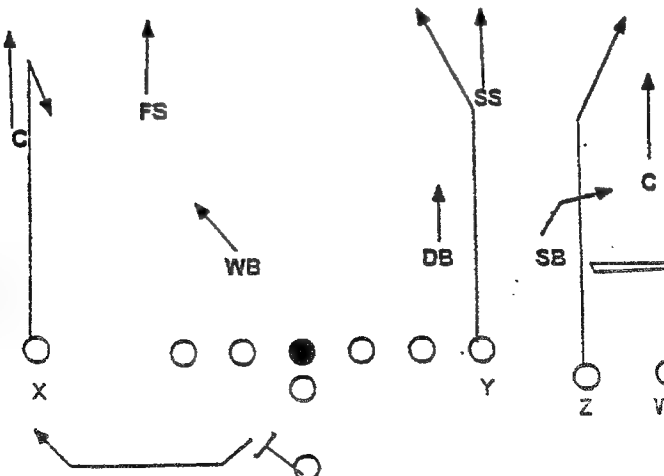
0/2



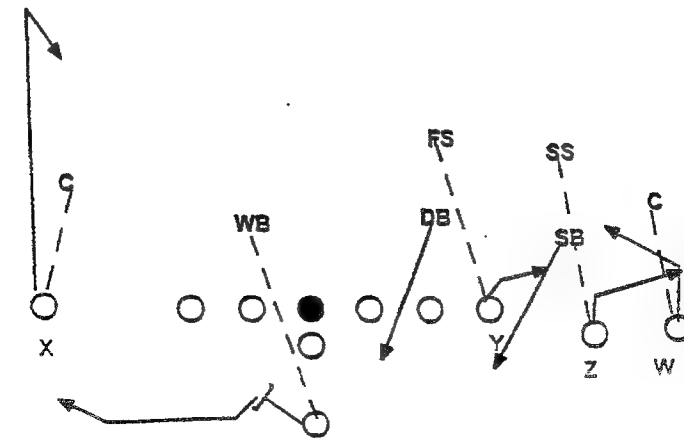
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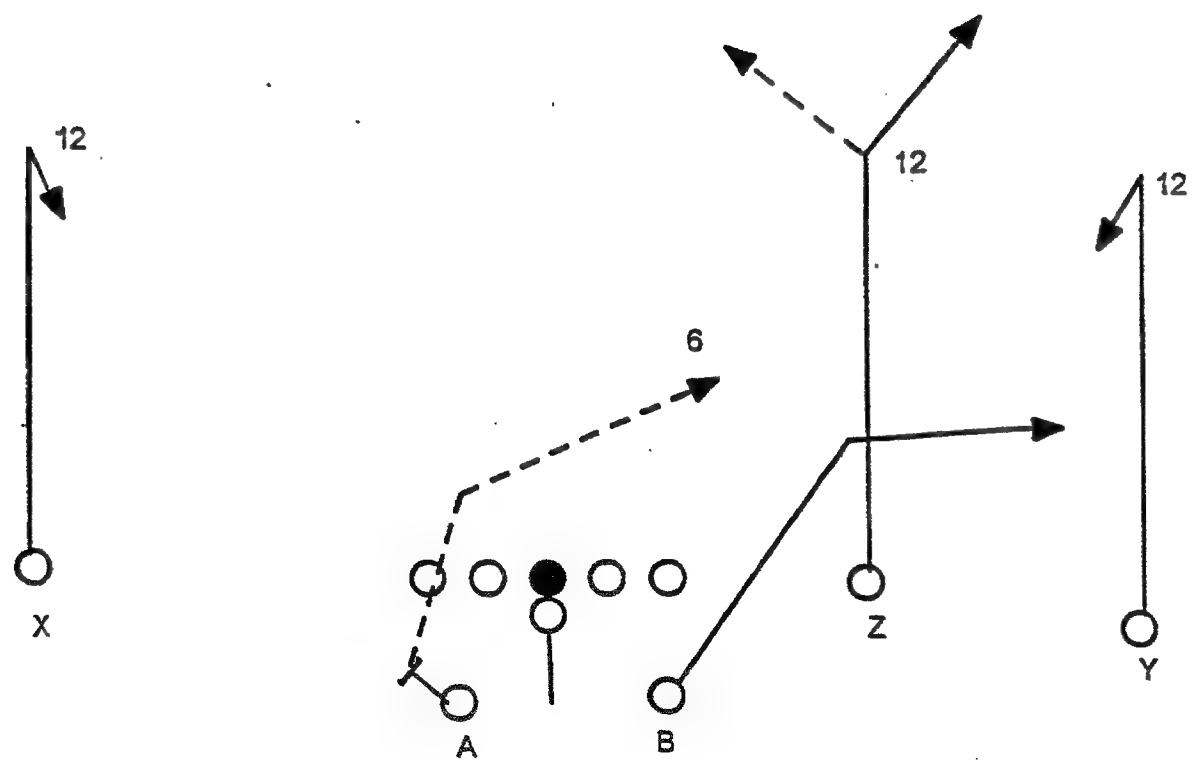
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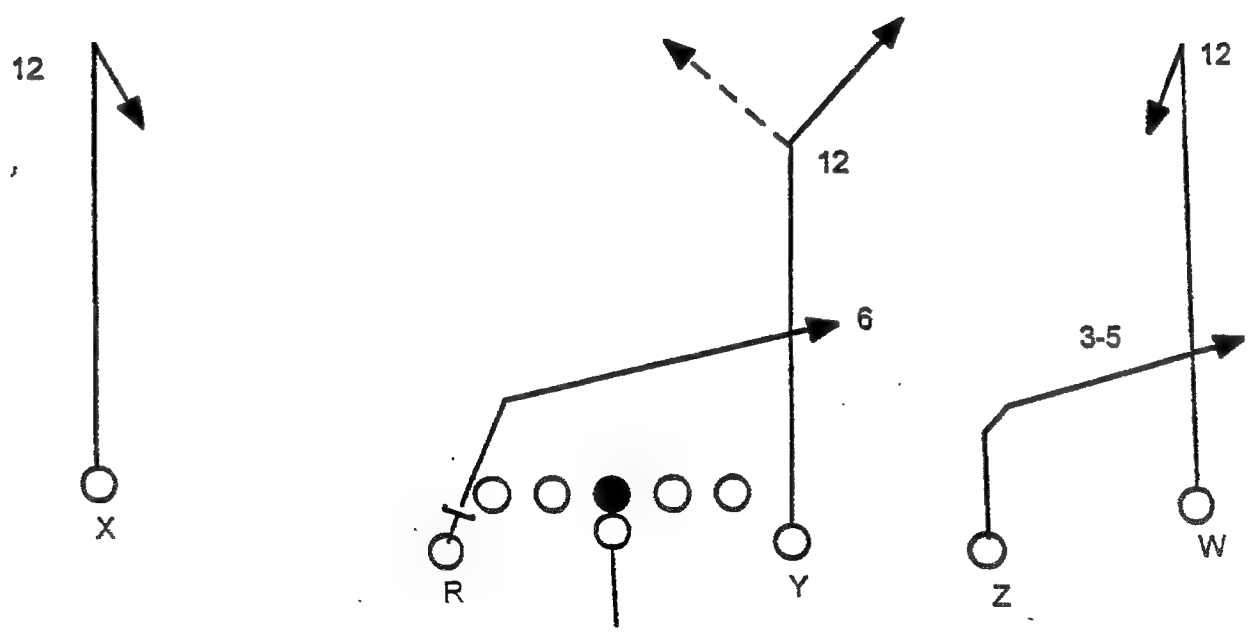
BLITZ 11



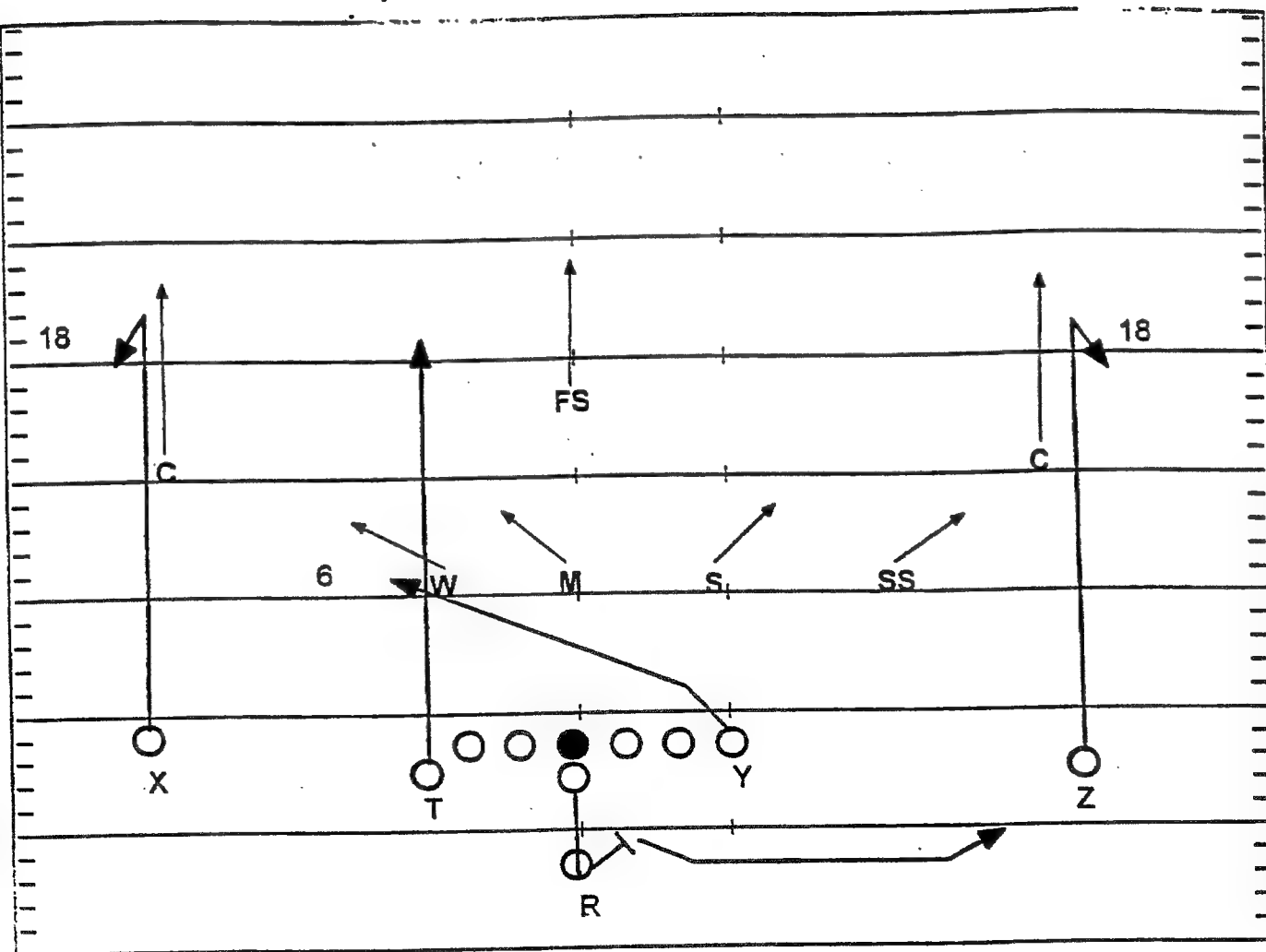
6 / 7 SPLIT 62 / 63 Z CHOICE A SNEAK



(STRETCH) FLOOD R / L UP 62 / 63 Y CHOICE R SNEAK



0 / 1 UP 74 / 75 T CLOSE

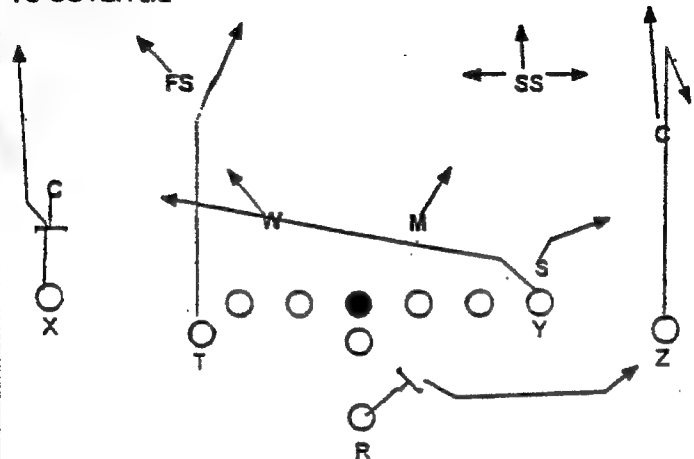


- QB 7 to 5 Step Drop
vs. Cover 2 - Read 3 on 2 Ball to Y
vs. Cover 3 - Read X to Y
- X Maximum Split - Execute 18 Yd Comeback
Normal Conversions
- Z Maximum Split - Execute 18 Yd Comeback
Normal Conversions
- Y Execute 6 Yd Crossing Route
- T 4 Yds Outside Hash - Execute Close Route
- R Block Protection - N/T Execute M Route

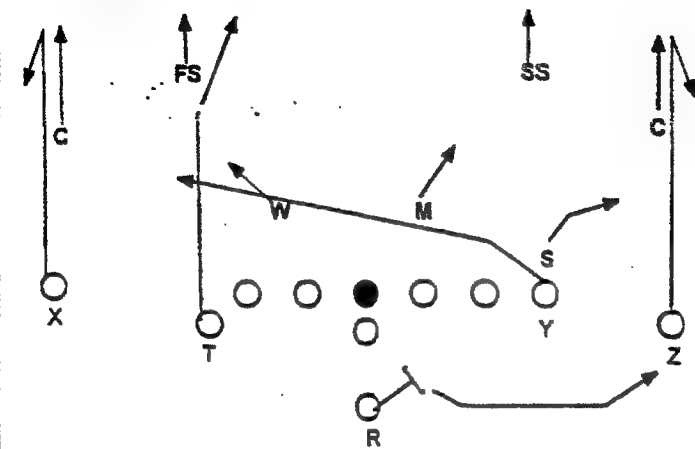
FORMATION(S):

0/1 UP 74/75 T CLOSE

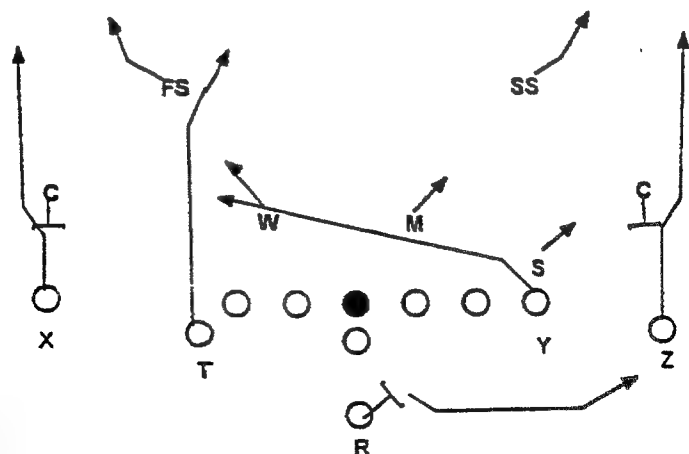
VS COVER 0/2



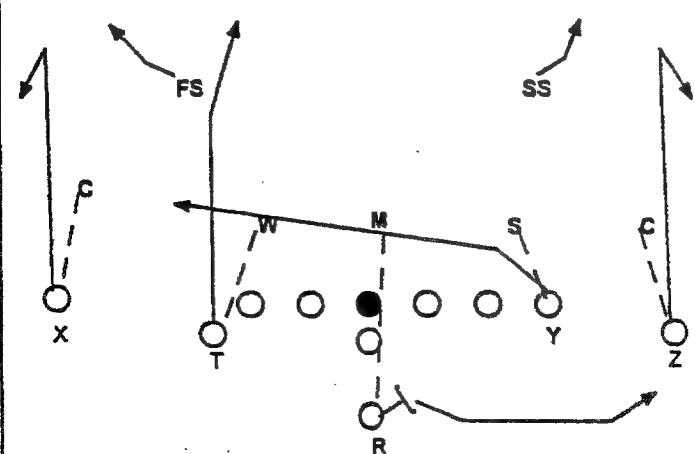
VS COVER 0



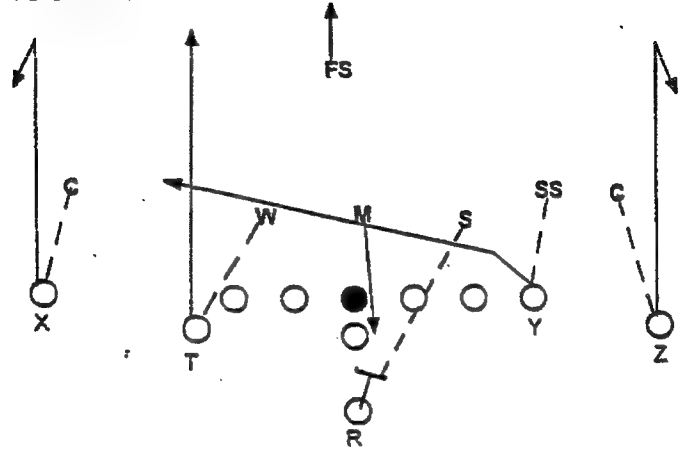
VS COVER 2



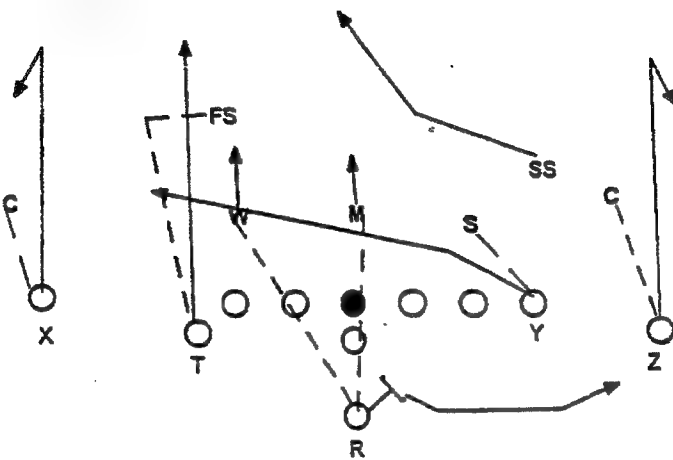
VS COVER 2 MAN



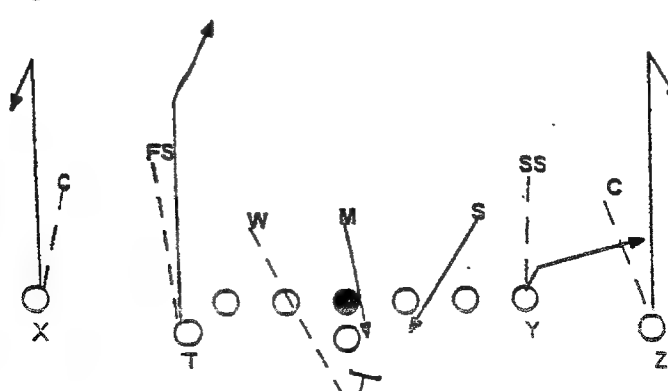
VS COVER 1 FREE



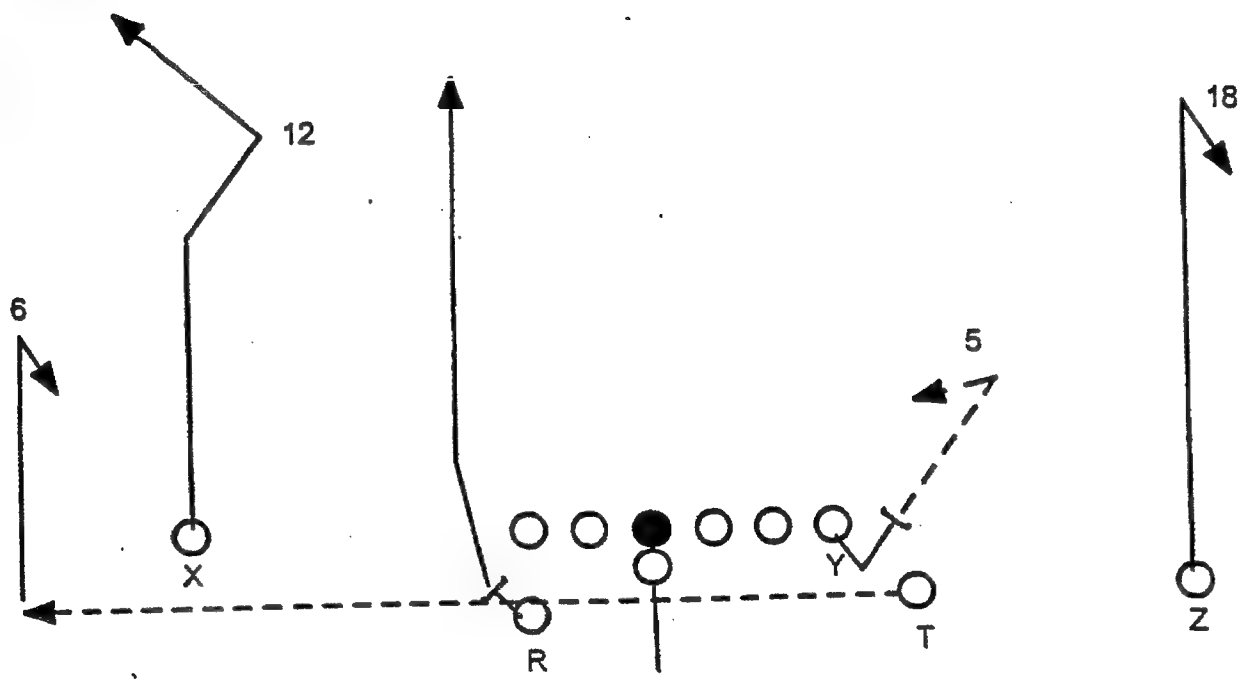
VS COVER 1 FREE



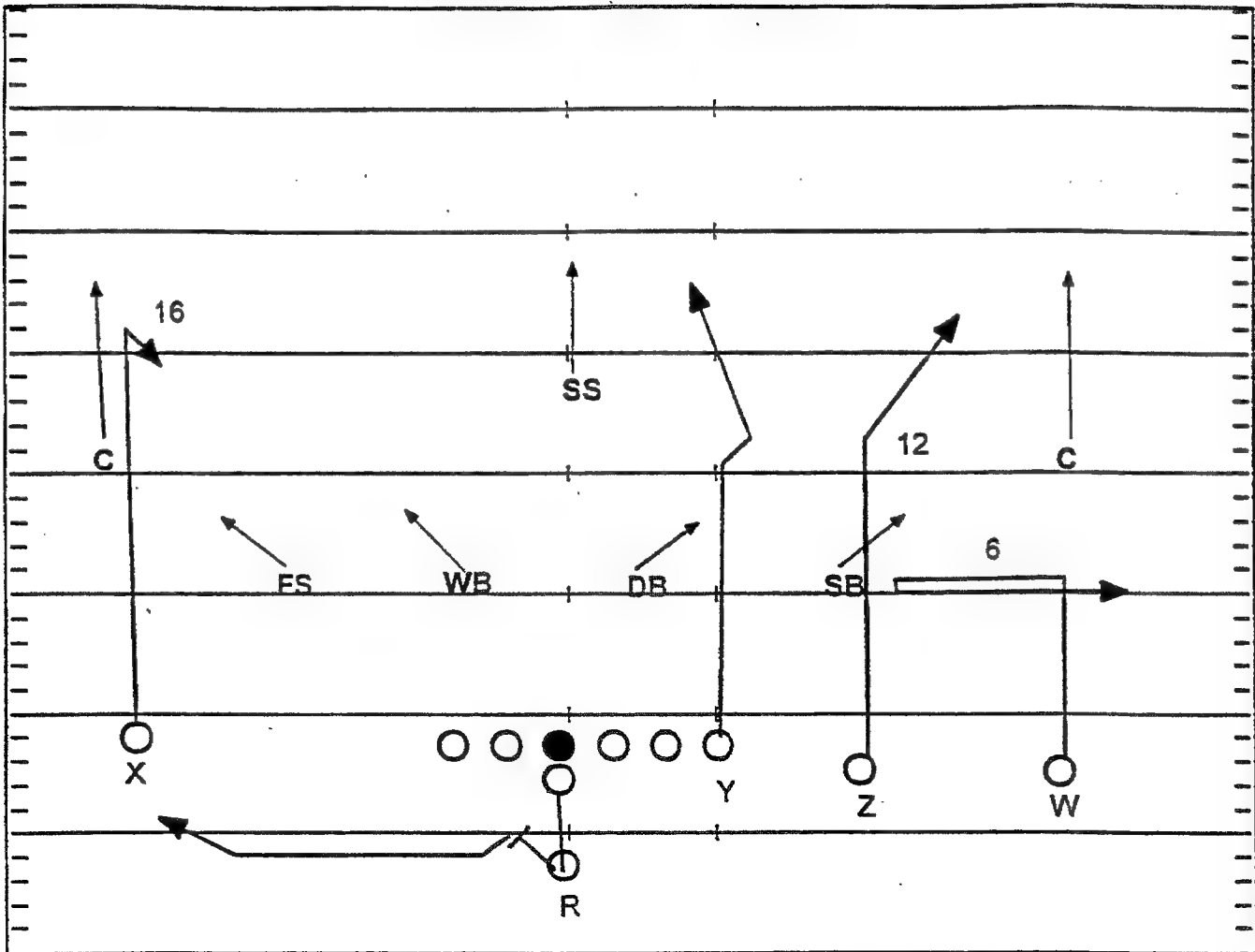
VS MIKE SAM COVER 1



2/3 FLOOD T FLY 80 / 81 X FLAG R CLOSE



0 / 1 WIDER 62 / 63 SMASH Y POST



QB 7-Step Drop - Read FS - vs. 3 - Throw Y to Smash vs. Cover 2 - Throw Off Half Field Defender to W

X Maximum Split - Execute a 16 Curl Route

Z Seam Alignment - Execute a Flag Route

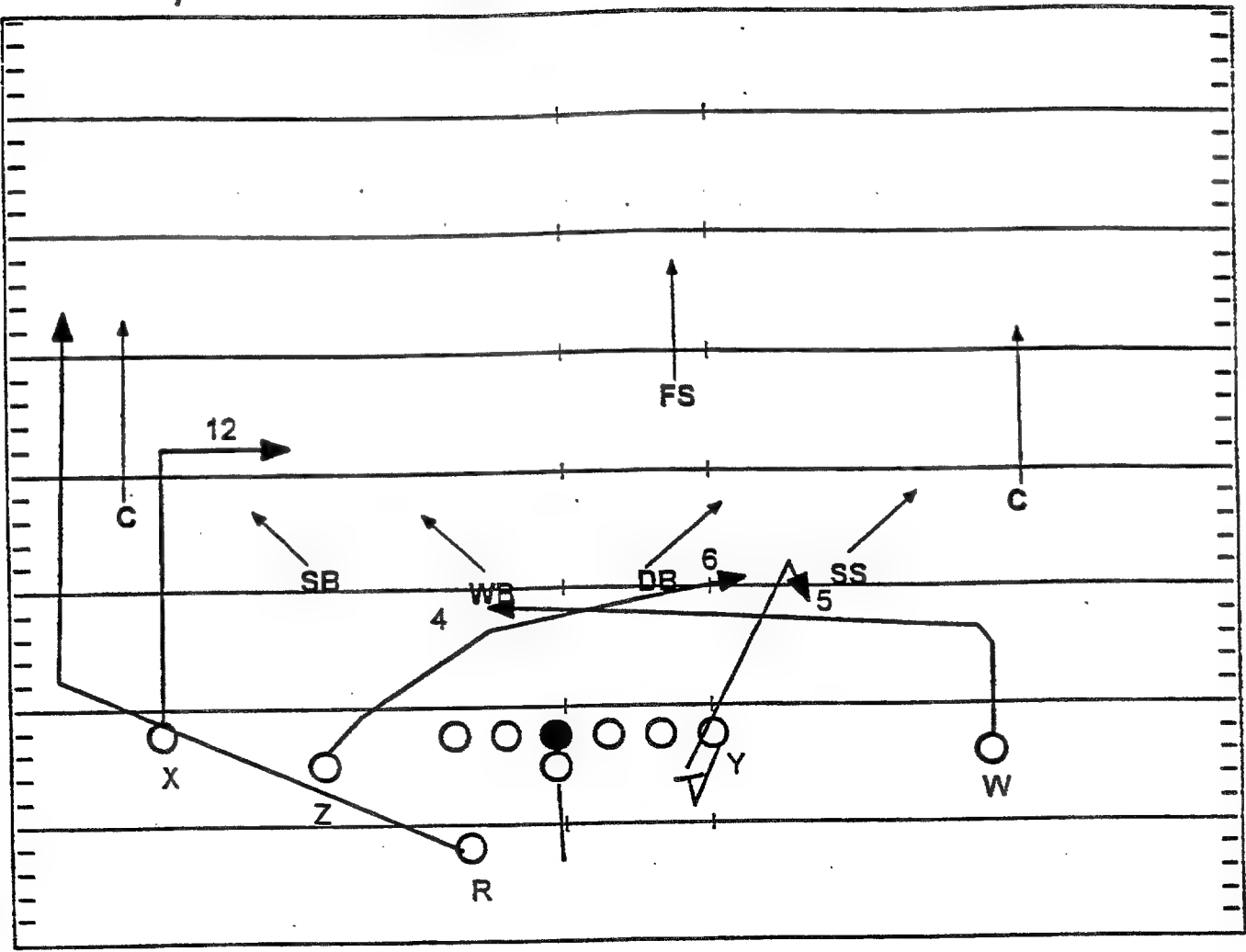
Y vs. 2 - Thin Post / vs. 3 - Post

W Maximum Plus Alignment - Execute Smash Route

B Block Protection - N/T Execute Swing Route

FORMATION(S): 2/3 Wider

2 / 3 WIDE SLOT 80 / 81 SCAT R WHEEL



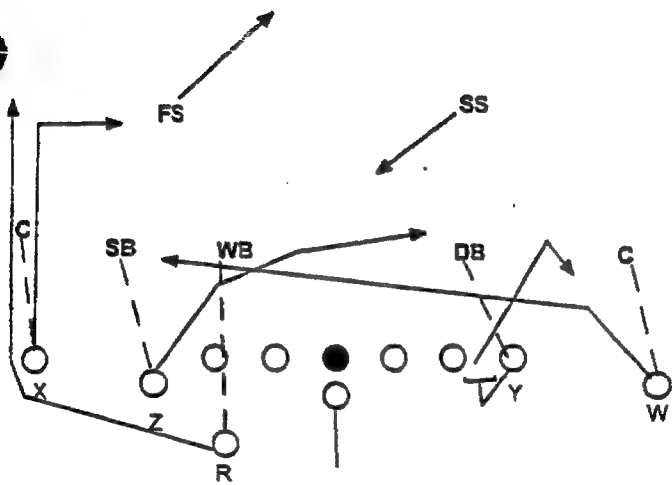
QB 5-Step Drop - vs. Man - Go to Wheel
vs. Zone - Look to Crossing Route

- X Minimal Split - Execute a 12 to 14 Yd In
- Z Slot Alignment - Execute 6-7 Yd In - Force LB Under
- Y Block Protection - N/T Execute a Stop Route
- W Minimum Split - Execute a 4 Yd Crossing Route
- R Execute a Wheel Route

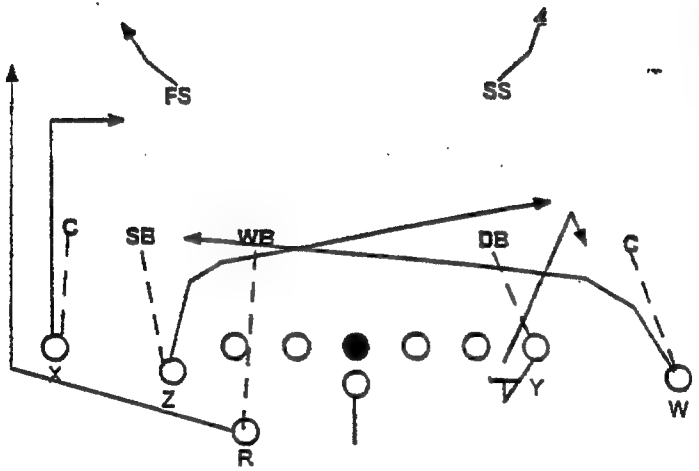
FORMATION(S):

0/1 WIDE SLOT 80/81 SCAT R WHEEL

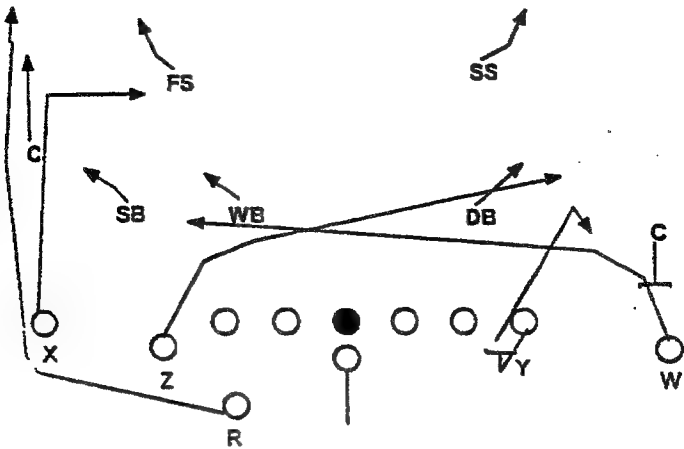
1 FREE 1 ROBBER



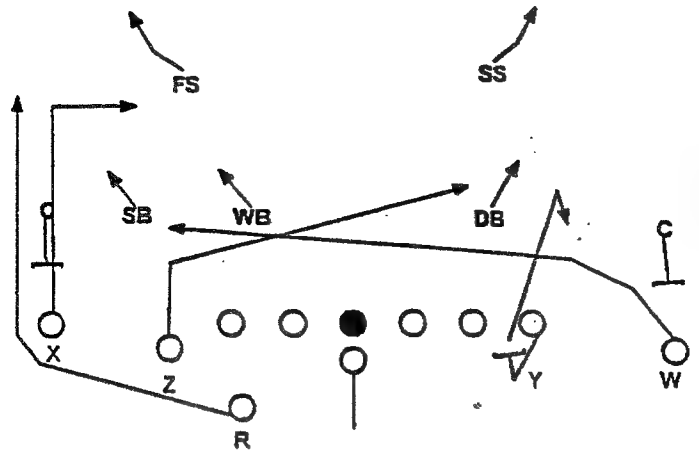
22 MAN



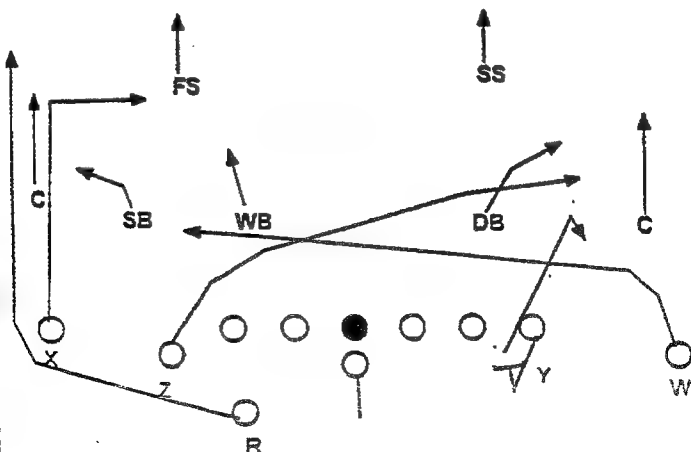
0/2



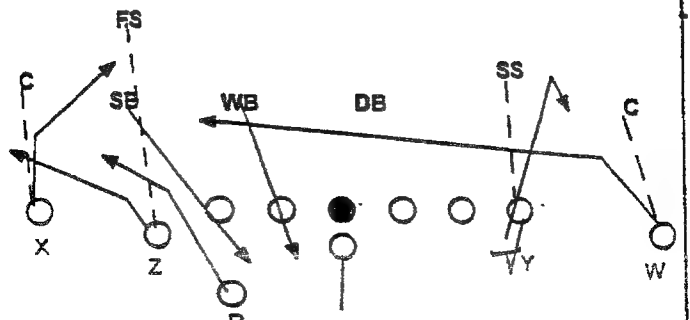
22



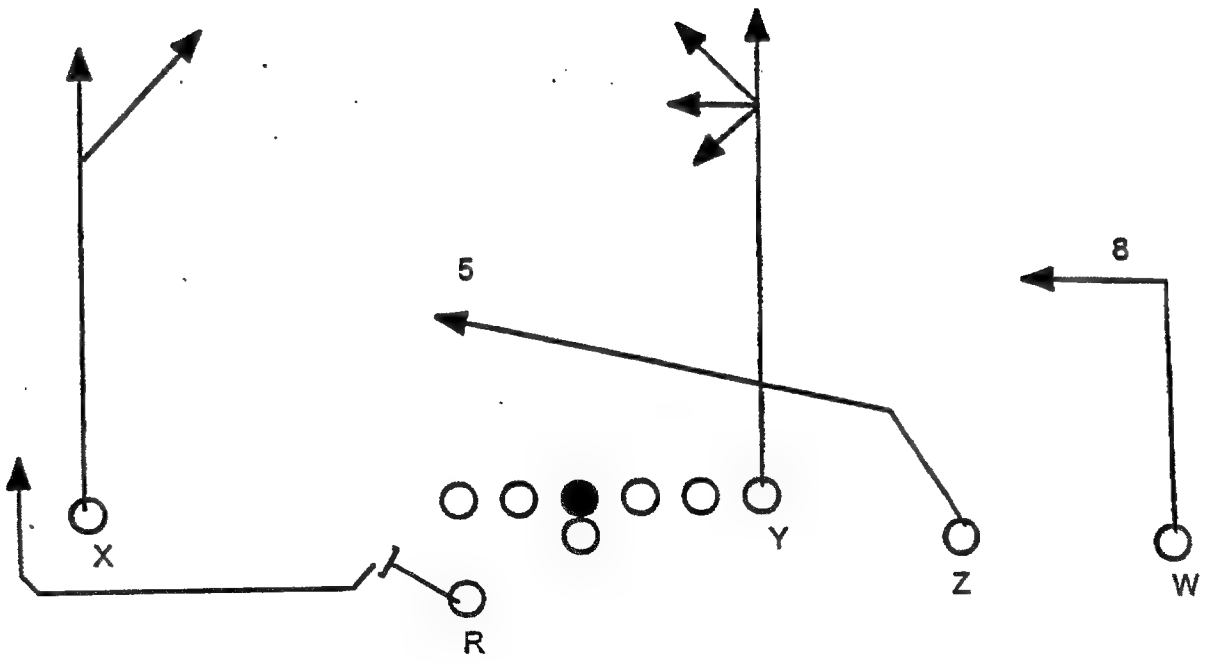
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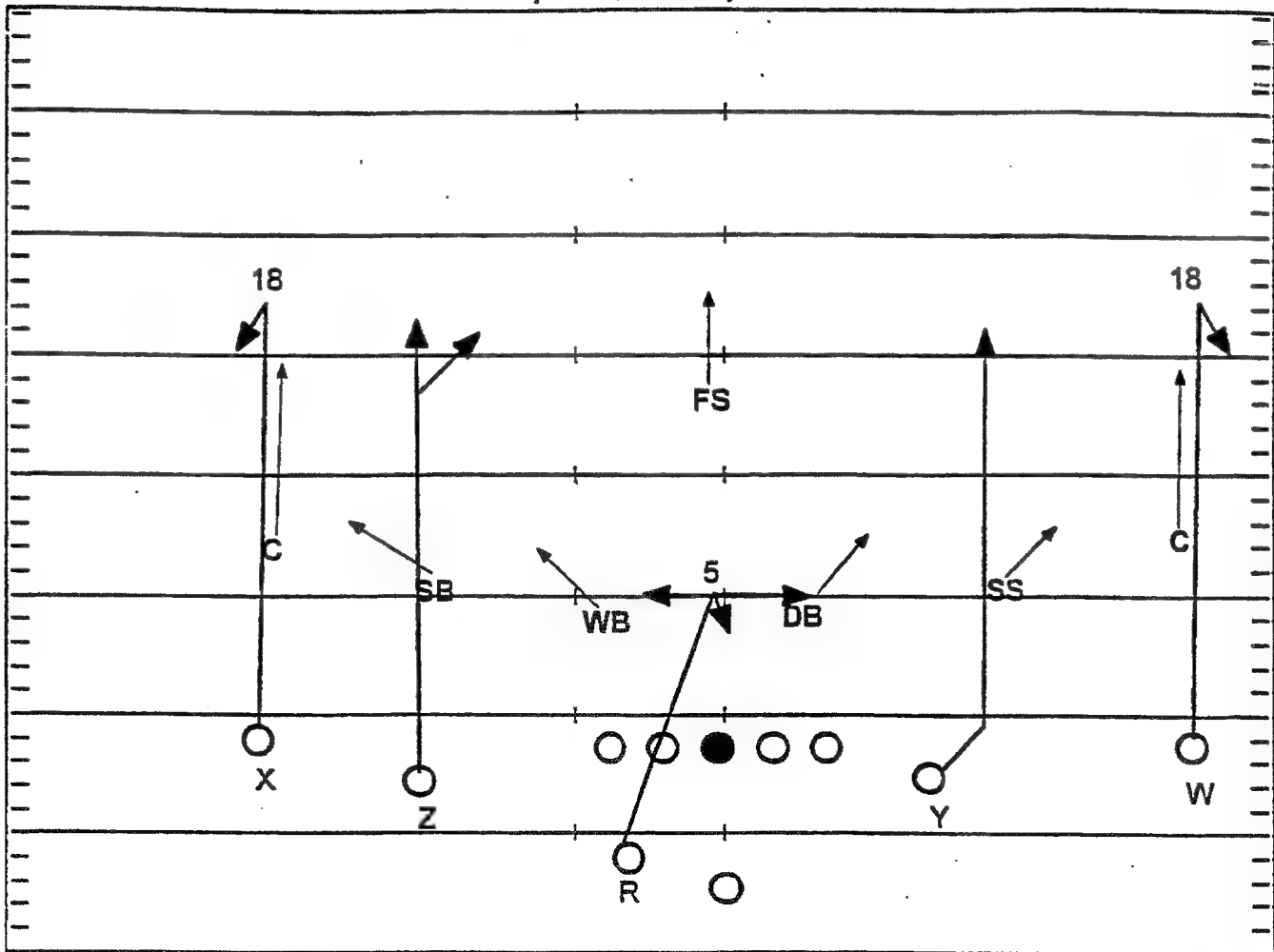
BLITZ 11



2 / 3 WIDER 62 / 63 RED X READ



HALF RT / LT 62 / 63 SCAT



QB Shot Gun 3-Step Drop - Read R - Z - X vs. Post Safety
vs. Cover 2 - Read 3 on 2 Ball

X Maximum Plus Split - Execute an 18 Yd Comeback

Z Execute Seam Read

Y Execute a Seam Route.

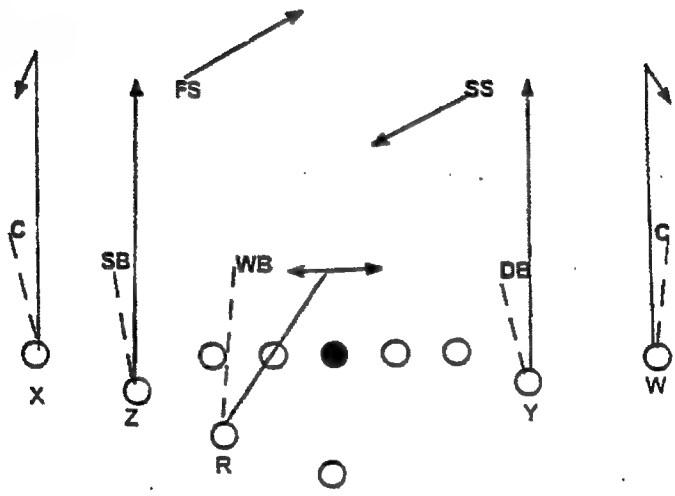
W Maximum Plus Split - Execute 18 Yd Comeback

R Execute a Scat Route. Release thru Area of Uncovered Lineman - Run
Option Route. Hook vs. Zone / Run Away From Defender vs. Man.

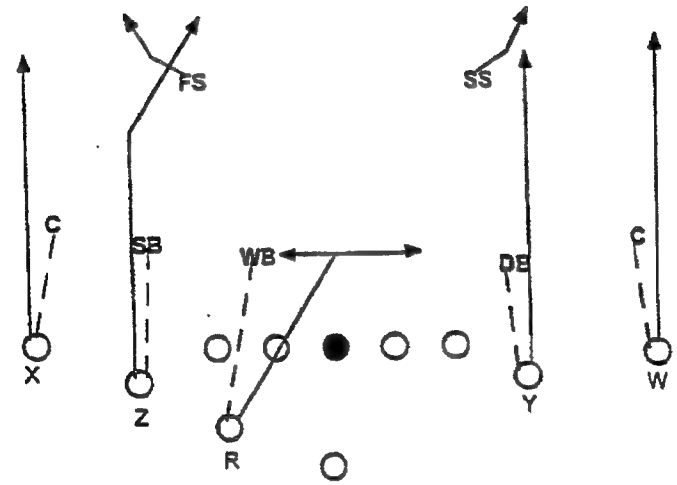
FORMATION(S): Flood RT/LT

HALF RT / LT 62 / 63 SCAT

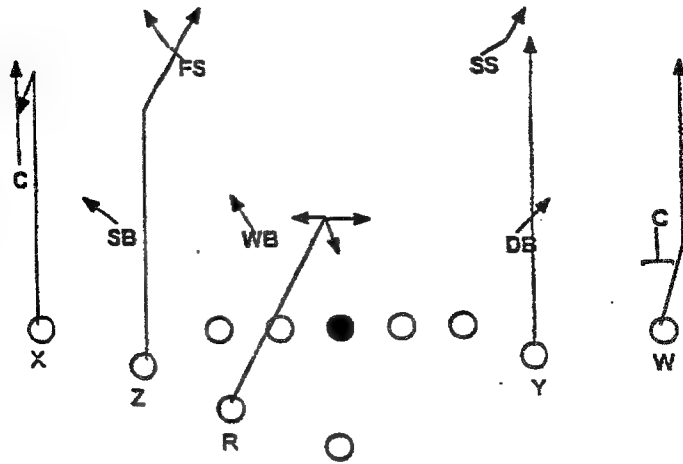
1 FREE 1 ROBBER



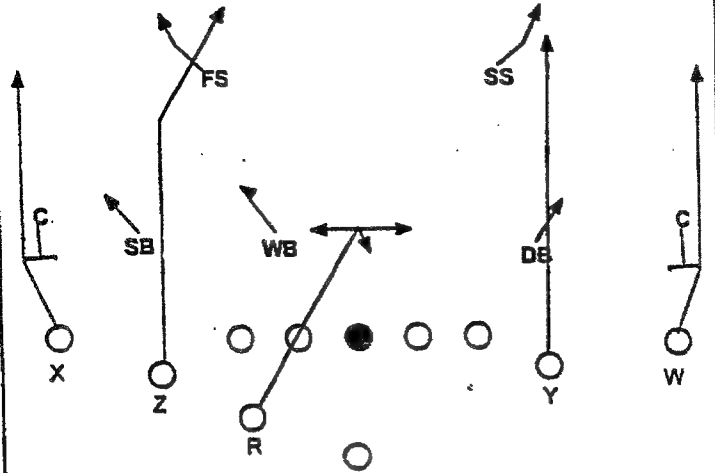
22 MAN



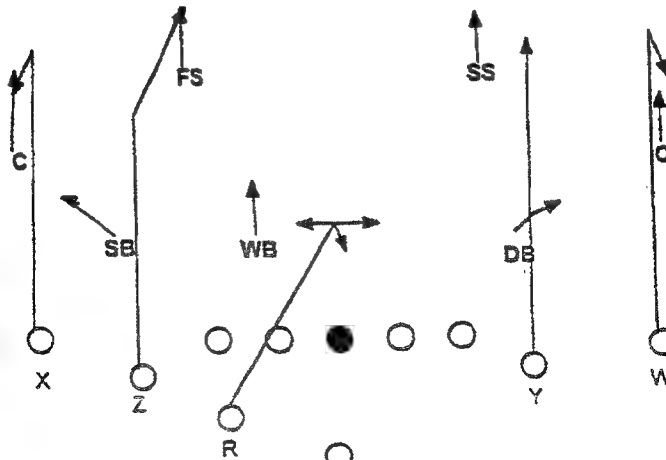
0/2



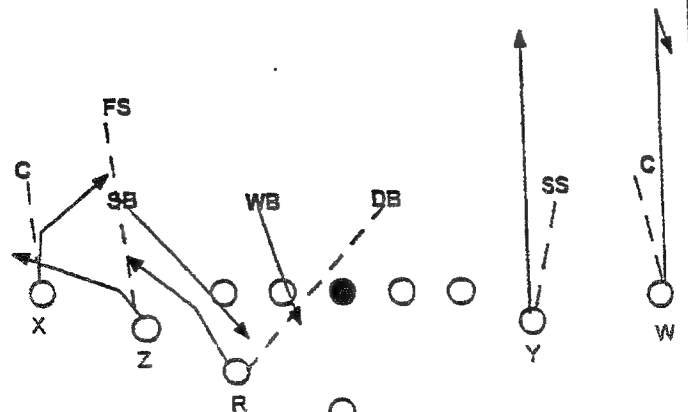
22



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BLITZ 11



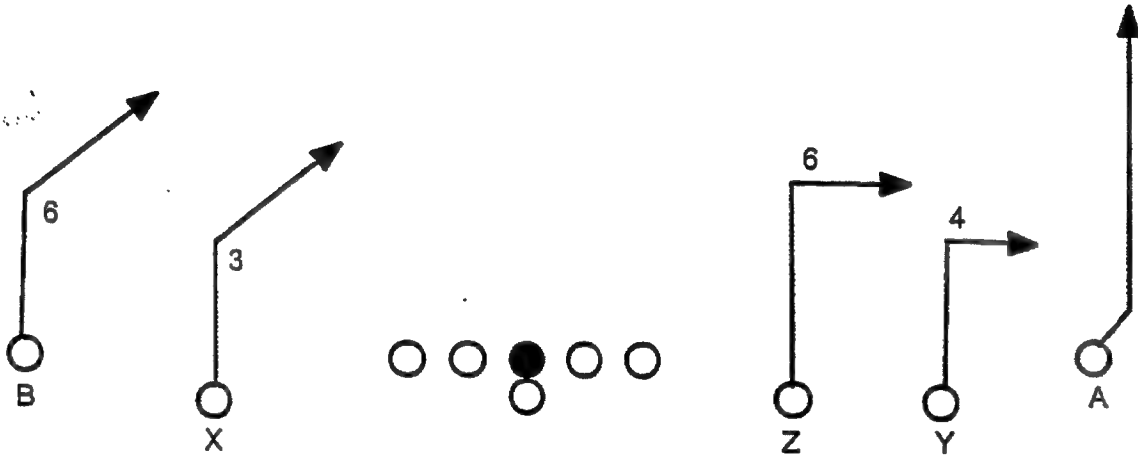


CLEVELAND BROWNS

BUNCH & CROSSERS

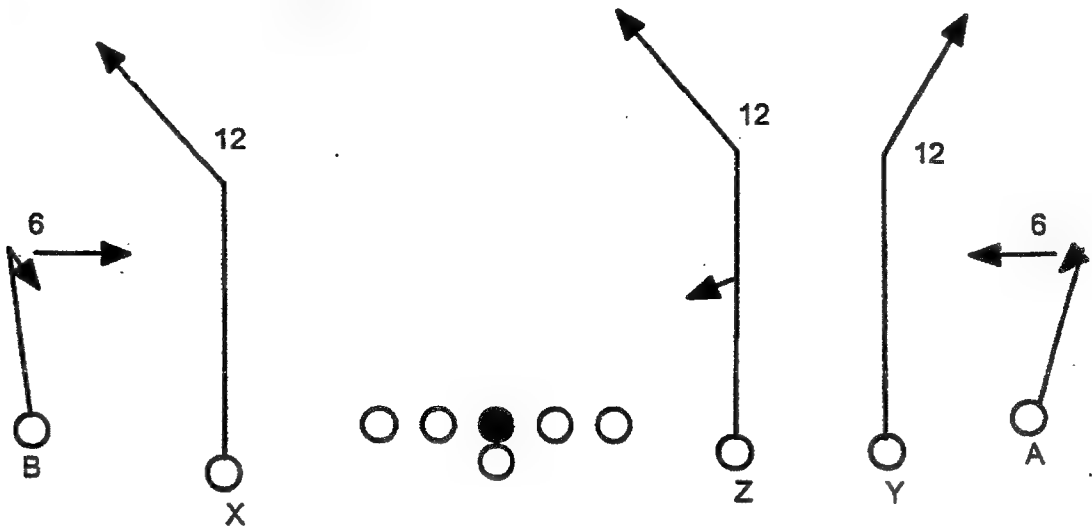
RT / LT AYZ / XB

PLAY NUMBER : 62 / 63 FIRM SCAT DOUBLE OUT SLANTS



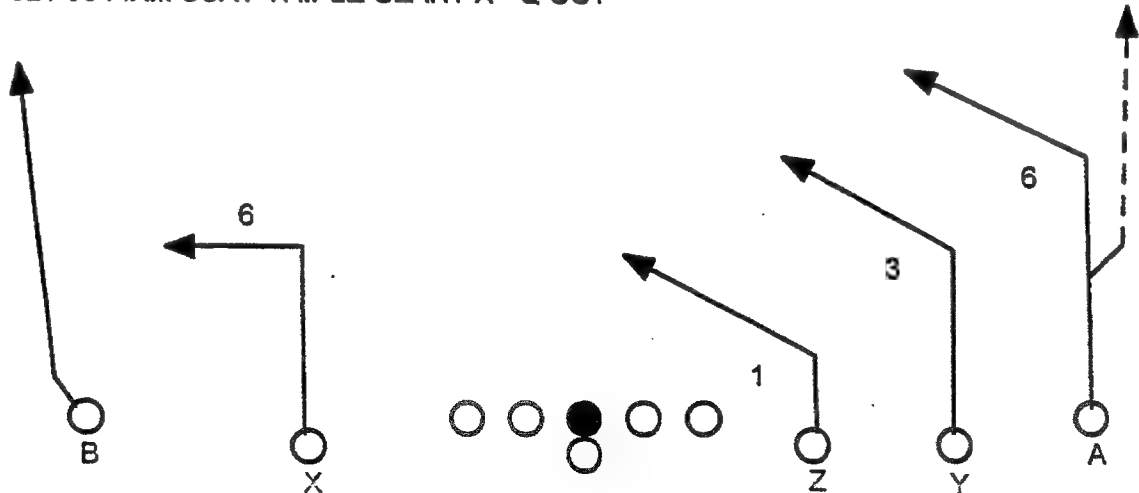
RT / LT AYZ / XB

PLAY NUMBER : 62 / 63 SCAT SMASH Z POST



RT / LT AYZ / XB

PLAY NUMBER : 62 / 63 FIRM SCAT TRIPLE SLANT X - Q OUT



THE BUNCH PACKAGE

These plays will be run from eight 2/3 Fld Slot or 2/3 Wide. Motion can be used to get us into these sets.

Protections 78/79, 62/63 and 80/81

RULES

Call protection and then the play.

PLAY CALL MECHANICS

1. Call the specific receiver on a hook, post or snag.
2. The next inside receiver will run a flag without it being called.
3. The third receiver will run a called route (option, dodge or cross). If nothing is called, then he will run a diagonal.
4. Backside, if not called in route will block. N/T, run a GO or CB depending on play of corner.

VARIATIONS = TRAIL

Trail will start out to look like snag but at the top of all the routes (except the flag) the receivers will all finish coming inside.

PLAYS

78/79 X Post R Option (2/3 Flood Slot or 2/3 Wide ZF)

62/63 W Post Z Dodge (2/3 Flood Slot ZM or 2/3 Wide ZHF)

78/79 X Snag (2/3 Flood Slot or 2/3 Wide ZF)

62/63 W Snag (2/3 Flood Slot ZM or 2/3 Wide ZHF)

78/79 X Hook (2/3 Flood Slot or 2/3 Wide ZF)

62/63 Y Hook or W Hook (2/3 Flood Slot ZM or 2/3 Wide ZHF)

80/81 Z/W Post X Cross (2/3 Flood Slot ZM or 2/3 Wide ZHF)

80/81 X Post W Cross (2/3 Flood Slot or 2/3 Wide ZF)

TRAIL PASSES

62/63 Z Trail (2/3 Flood Slot Z Motion)

78/79 K Trail (2/3 Flood Slot)

HOT/SIGHT ADJUSTMENTS

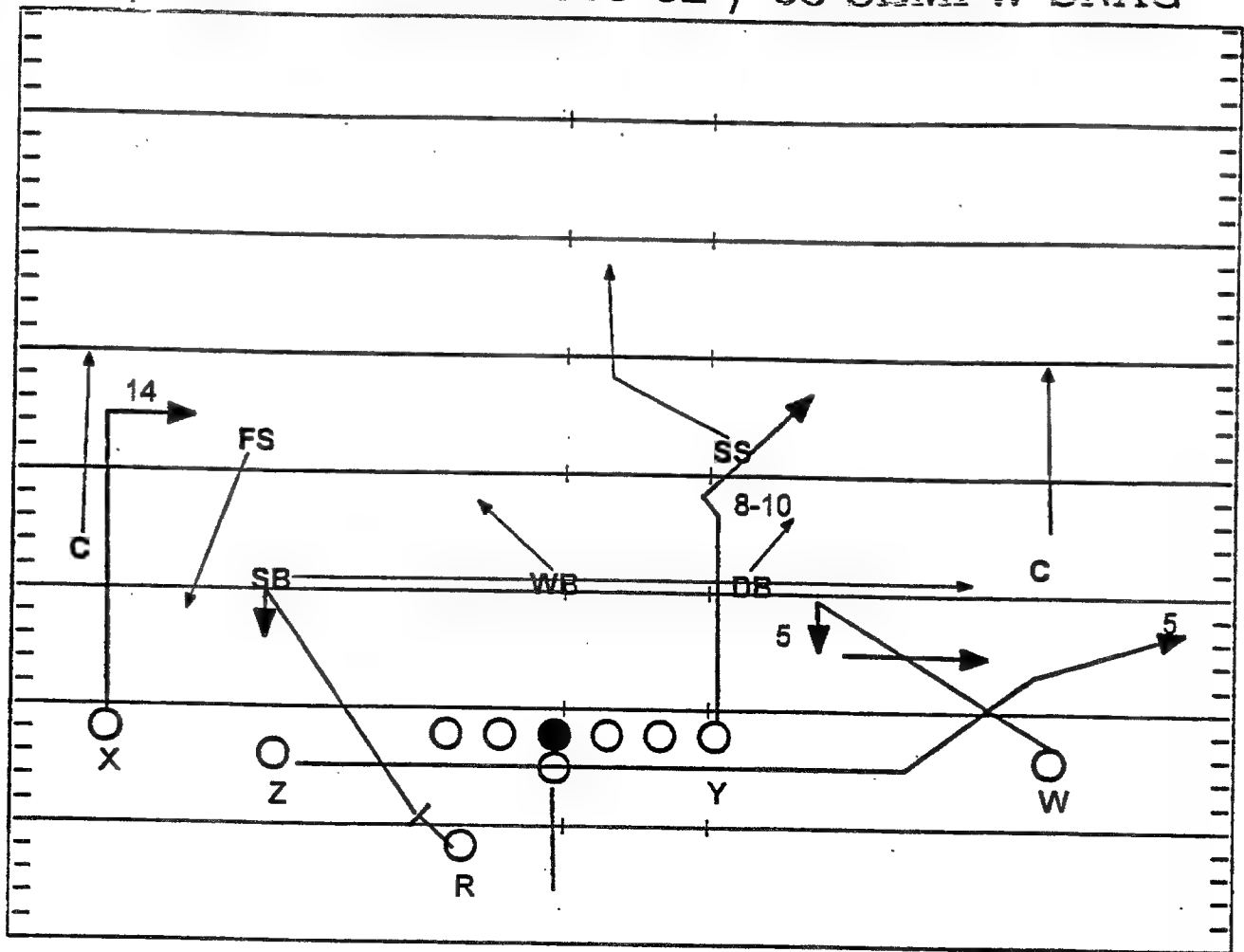
78/79 Protection - Hot off two weak QB can make a Stay call if the FS Tips a Weakside Blitz

62/63 Protection - built in hot based on route.

NOTE: We may run any of our other regular pass plays from a bunch alignment. These plays will NOT use the bunch rules.

Example: 74/75 Semi Curl, 78/79 Semi or 76/77 Flag (Y Drag)

2 / 3 WIDE SLOT Z MO 62 / 63 SEMI-W SNAG



QB: 5 Step Drop

X: Minimum Split - Execute a 14 Yard In Route

Z: Slot Alignment - Motion - Execute a Diagonal

Y: Execute a Flag

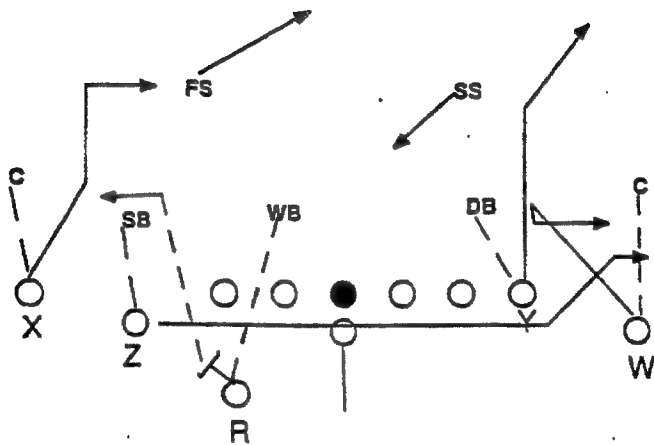
W: Flank Alignment - Execute a Snag

R: Block Protection - N/T Execute an Option Route

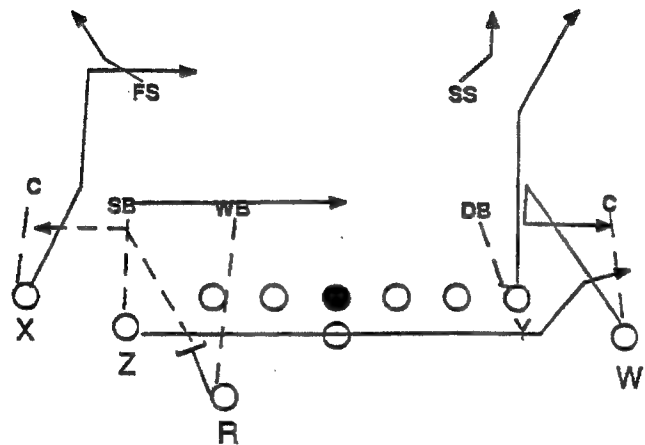
FORMATION(S): 2/3 Wide Z Peel, 6/7

2 / 3 WIDE SLOT Z MO 62 / 63 W SNAG

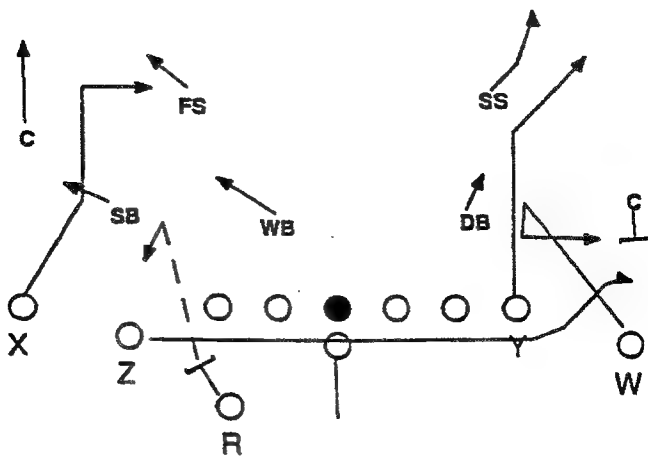
1 FREE 1 ROBBER



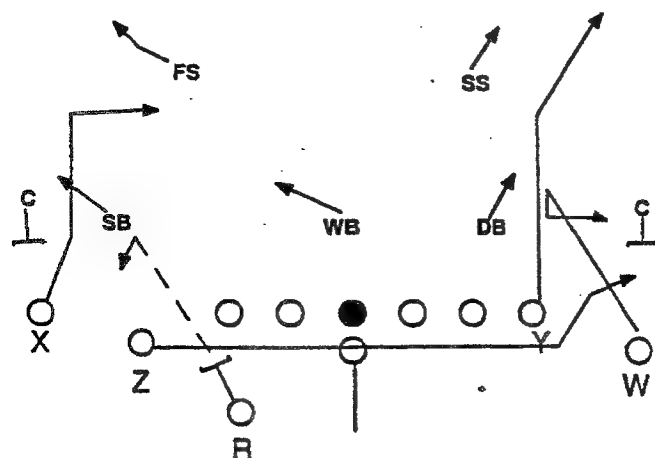
22MAN



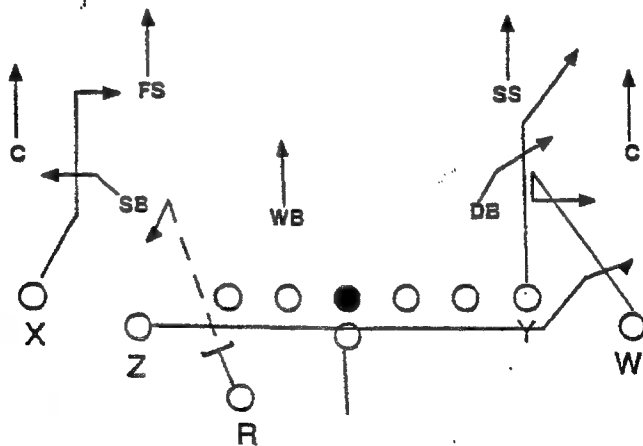
0/2



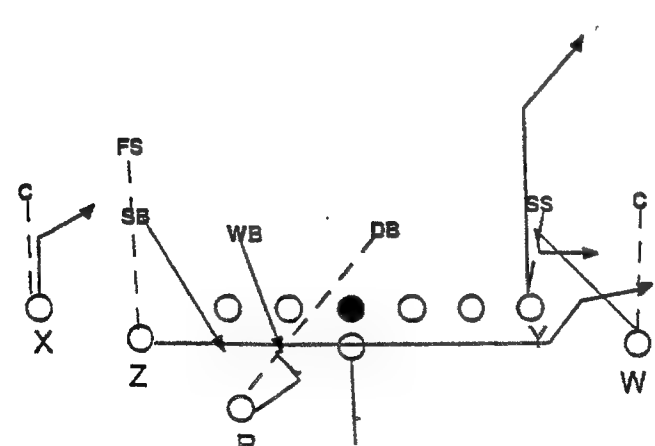
22



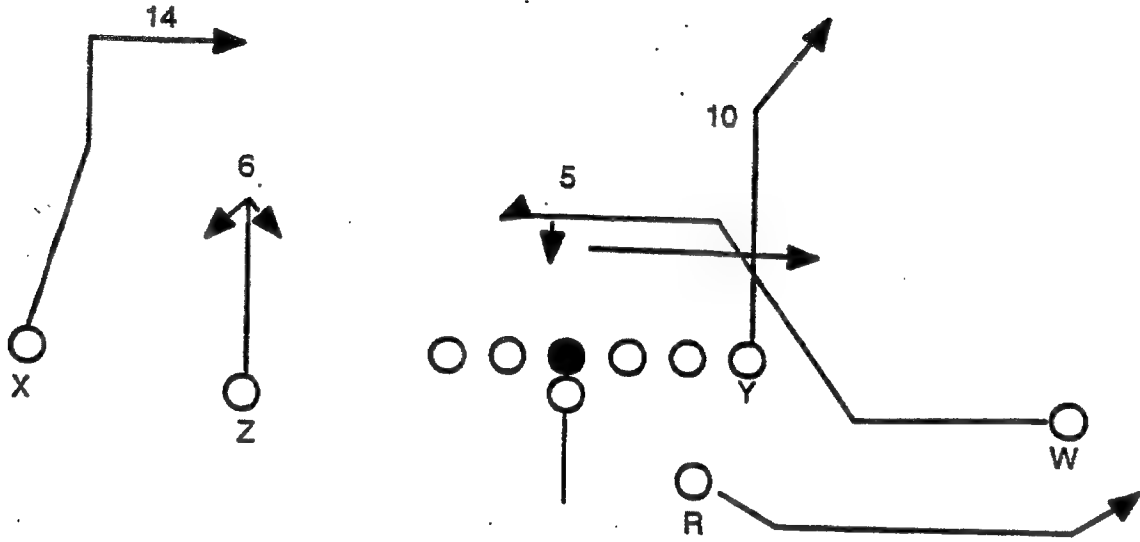
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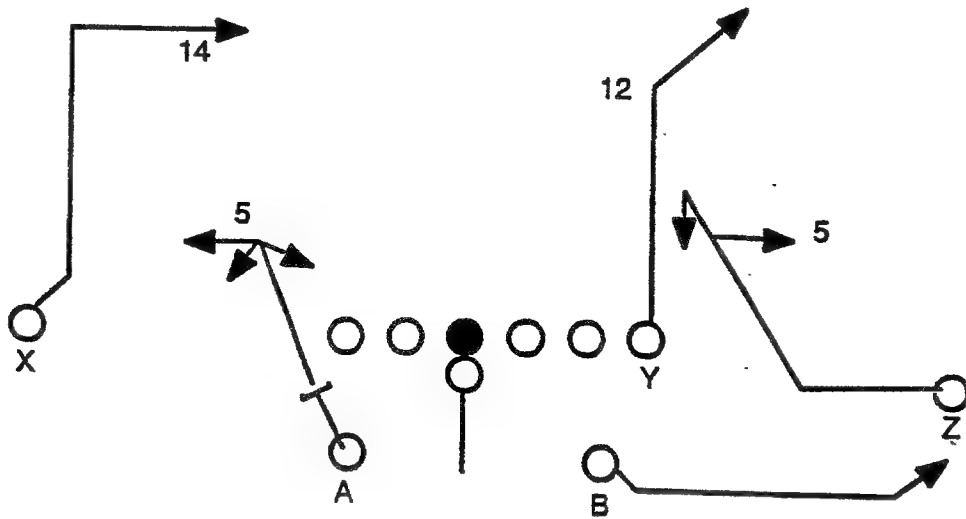
BLITZ 11



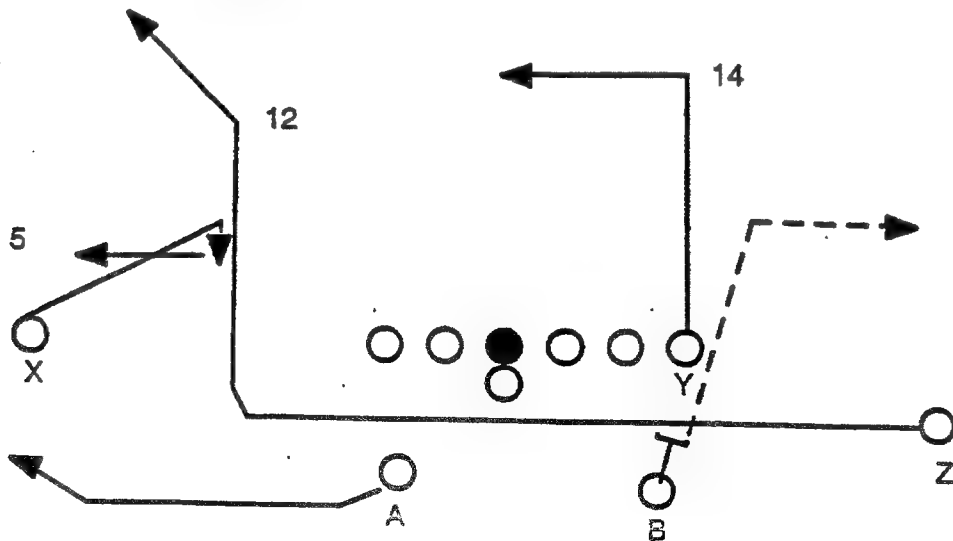
8 / 9 WIDE SLOT W HALF FLY 76 / 77 SCAT W SNAG



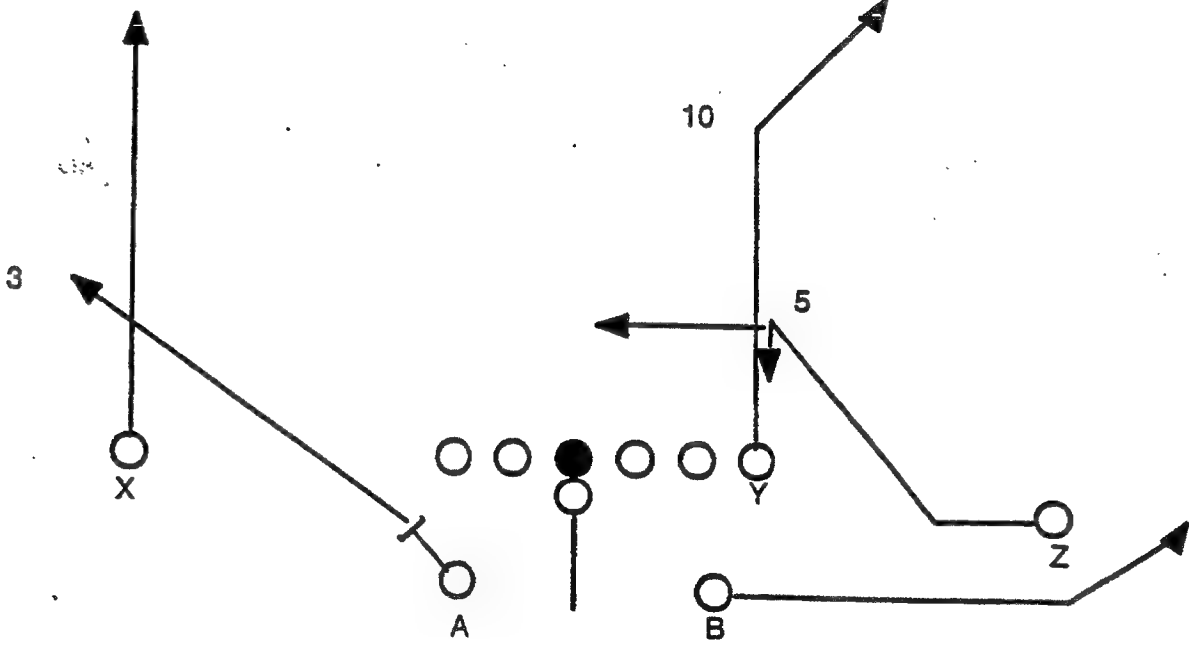
6 / 7 Z HALF FLY 62 / 63 SEMI Z SNAG



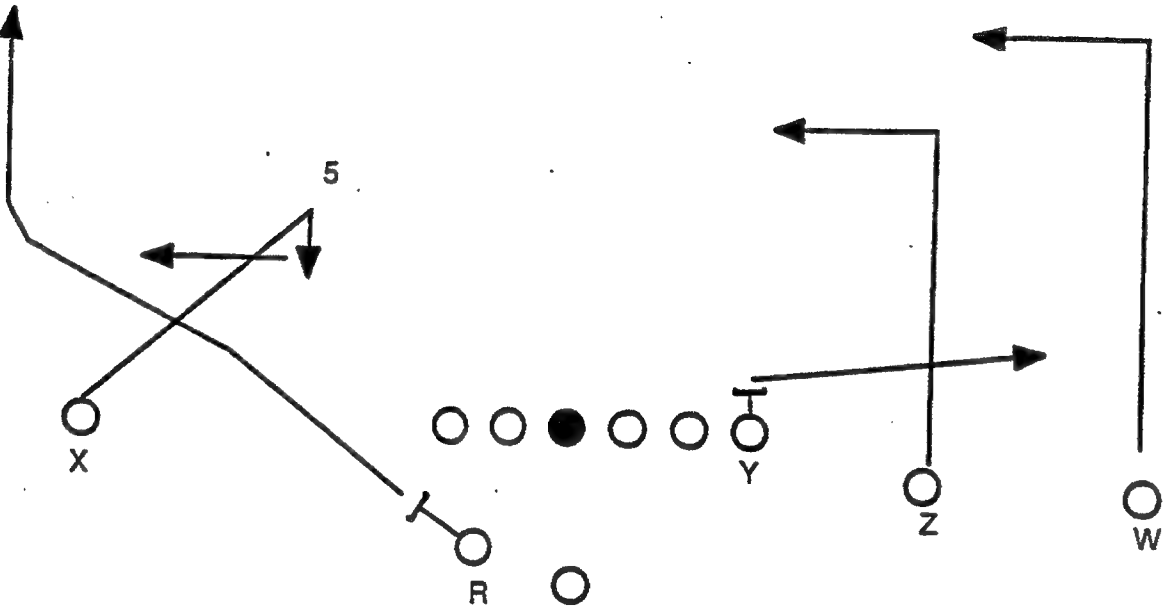
6 / 7 Z FLY 74 / 75 SEMI X SNAG



6 / 7 Z HALF FLY 62 / 63 SEMI Z SNAG AND DRAG



2 / 3 WIDER 80 / 81 SCAT DIG X SNAG R WHEEL



THE LEVEL PACKAGE

These plays will be run from either Load, Heavy, 6/7, Wider or any 3-1 Set.
Protections: 62/63, 74/75 and 76/77.

RULES

Call protection and then the play.

PLAY CALL MECHANICS

1. Call the specific receiver on a Level Route which is a 3-5 yard Crossing Route with the ability to sit down in zone.
2. The first inside receiver will run a 10 yard In Route without it being called.
3. The third receiver will run a Post Route - connect to Fade vs. Press.
4. Backside receiver will run a 12 yard Semi Curl.
5. The back will run a route according to protection.

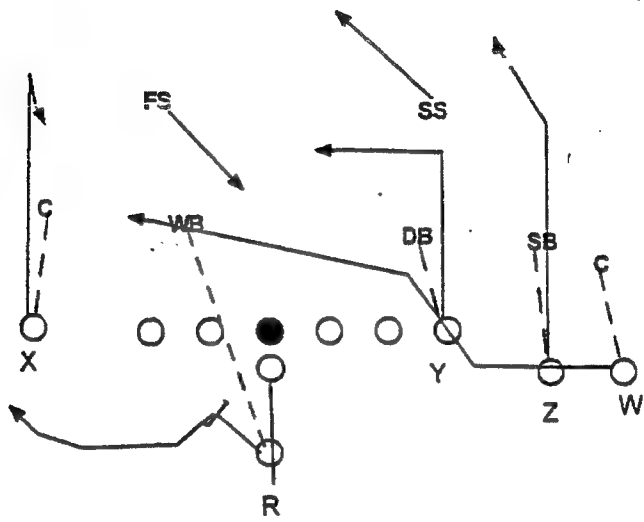
PLAYS

Load Rt/Lt B Peel 74/75 T Level
Hvy Rt/Lt ZHF 74/75 Z Level
0/1 Wider WHF 62/63 W Level

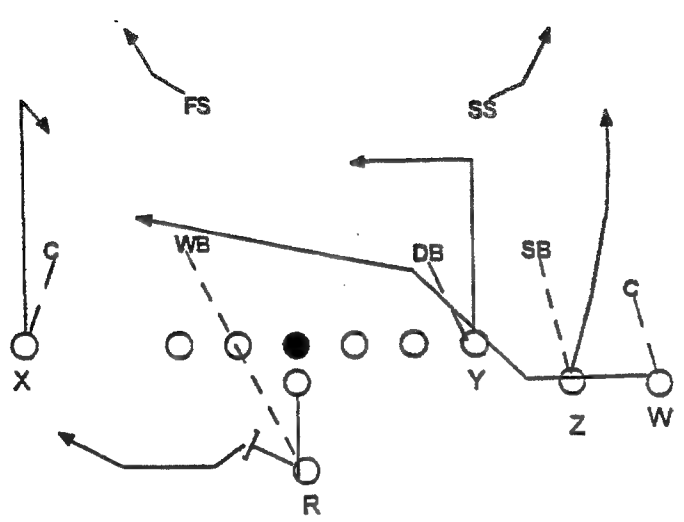
HOT/S.A. RULES

Based on route.

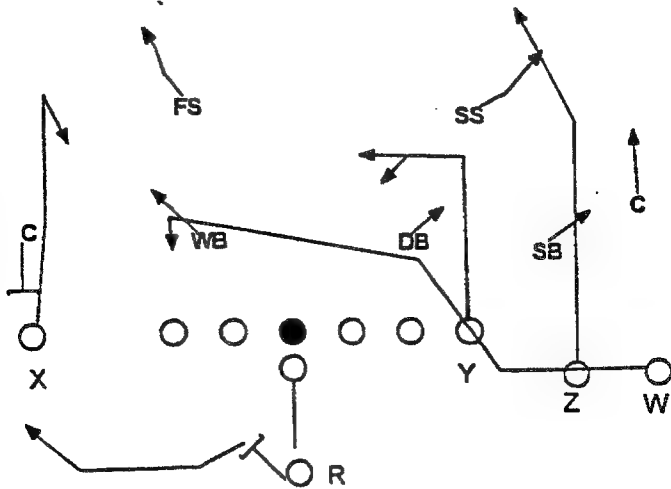
1 FREE 1 ROBBER



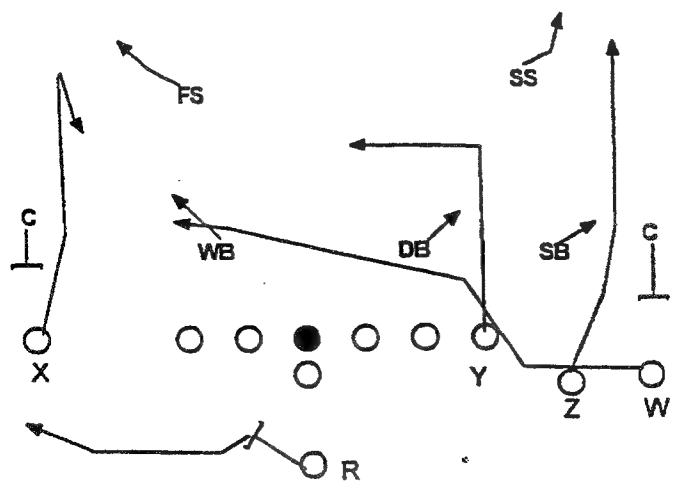
22 MAN



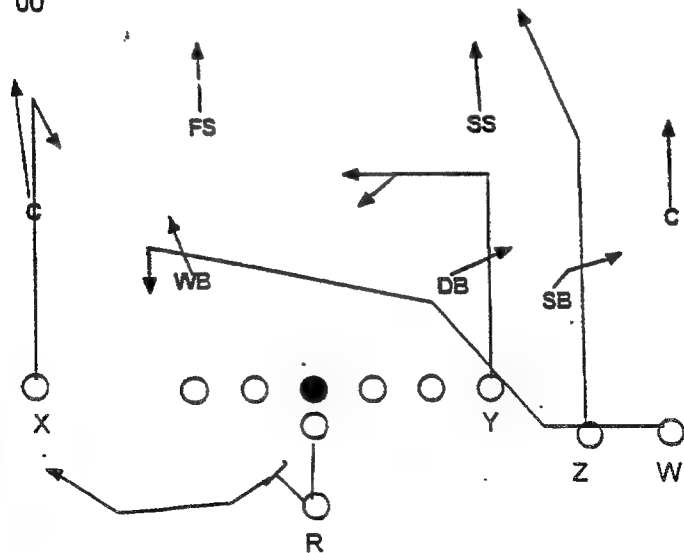
0/2



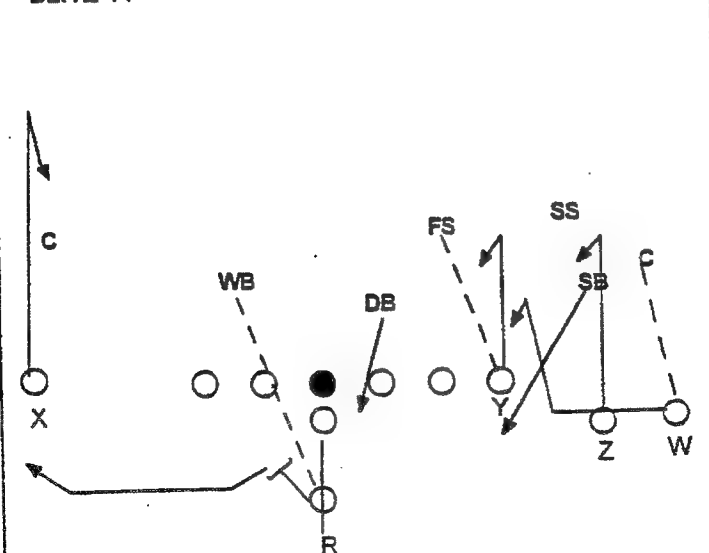
22



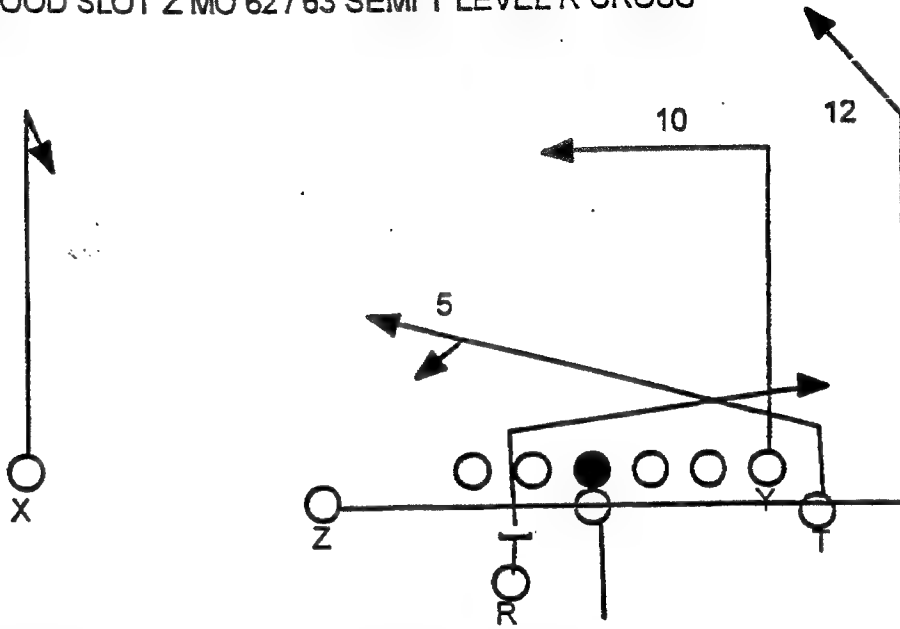
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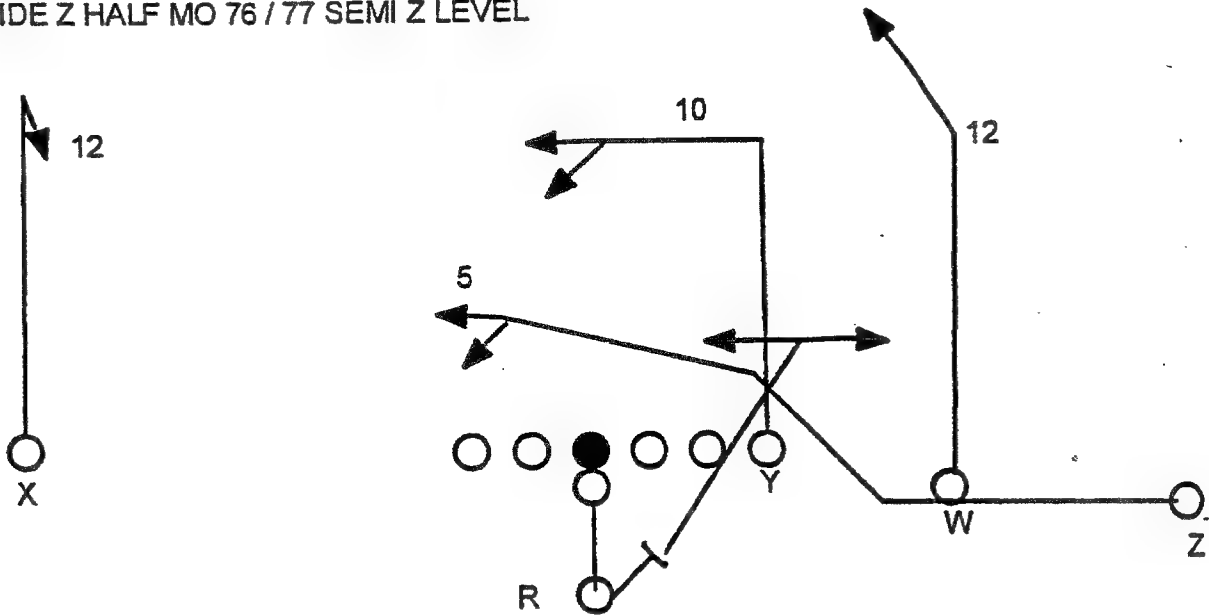
BLITZ 11



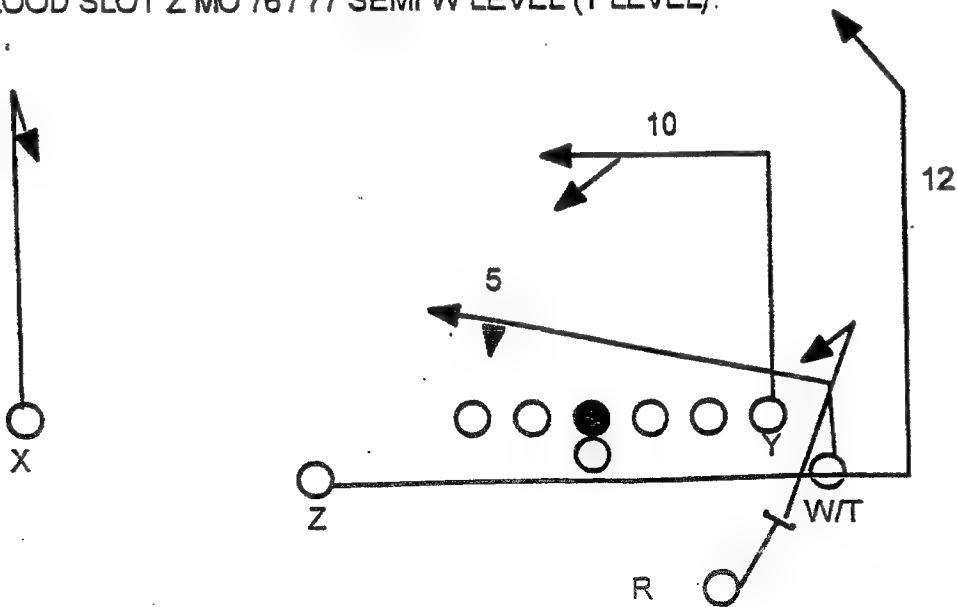
2 / 3 FLOOD SLOT Z MO 62 / 63 SEMI T LEVEL R CROSS



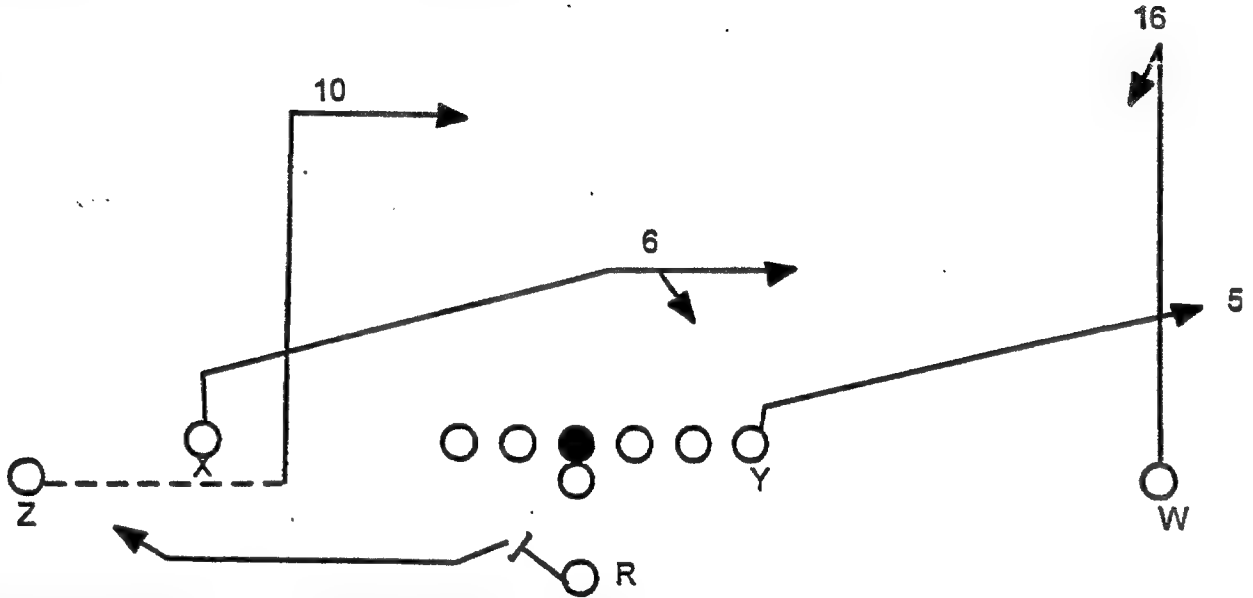
O / 1 WIDE Z HALF MO 76 / 77 SEMI Z LEVEL



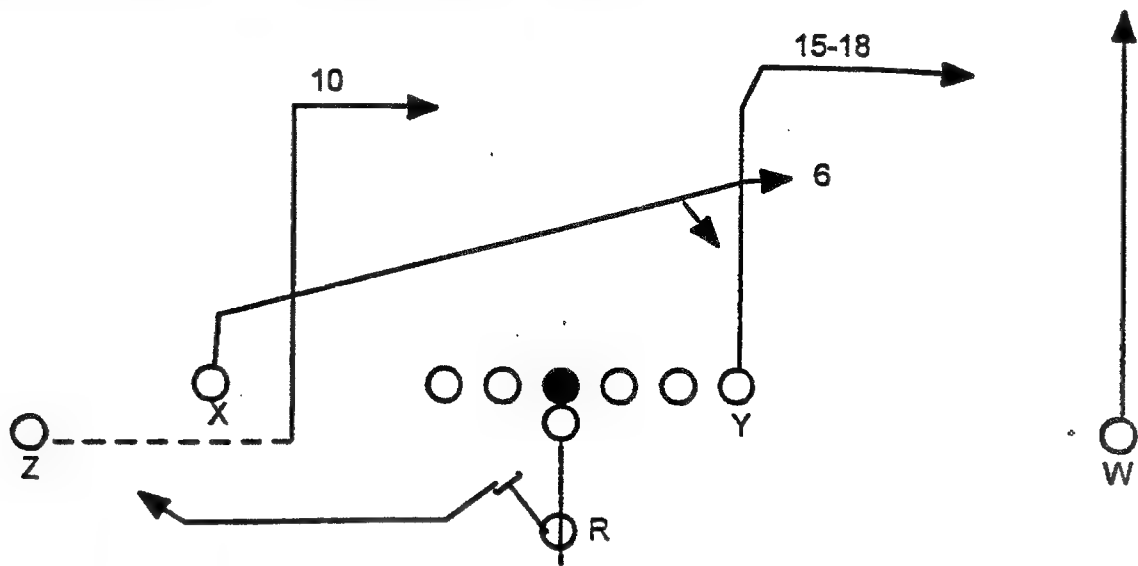
8 / 9 FLOOD SLOT Z MO 76 / 77 SEMI W LEVEL (T LEVEL).



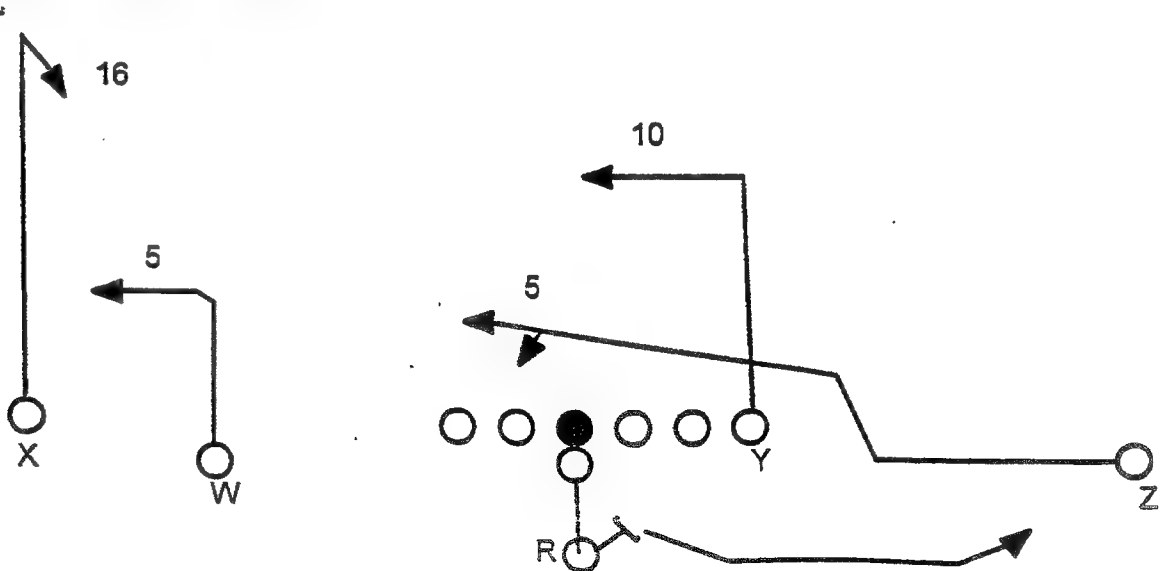
0 / 1 OVER WIDE ZHM 62 / 63 SEMI X LEVEL DIAGONAL CURL

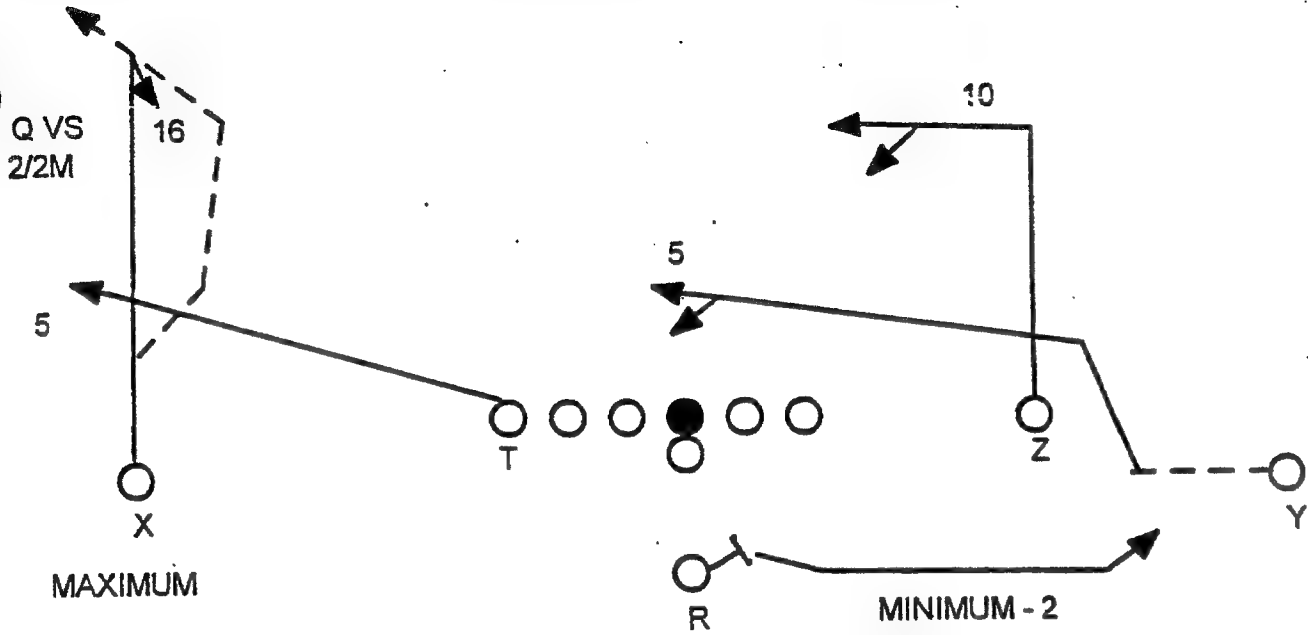


0 / 1 OVER WIDE ZHM 62 / 63 SEMI X LEVEL Y SAIL

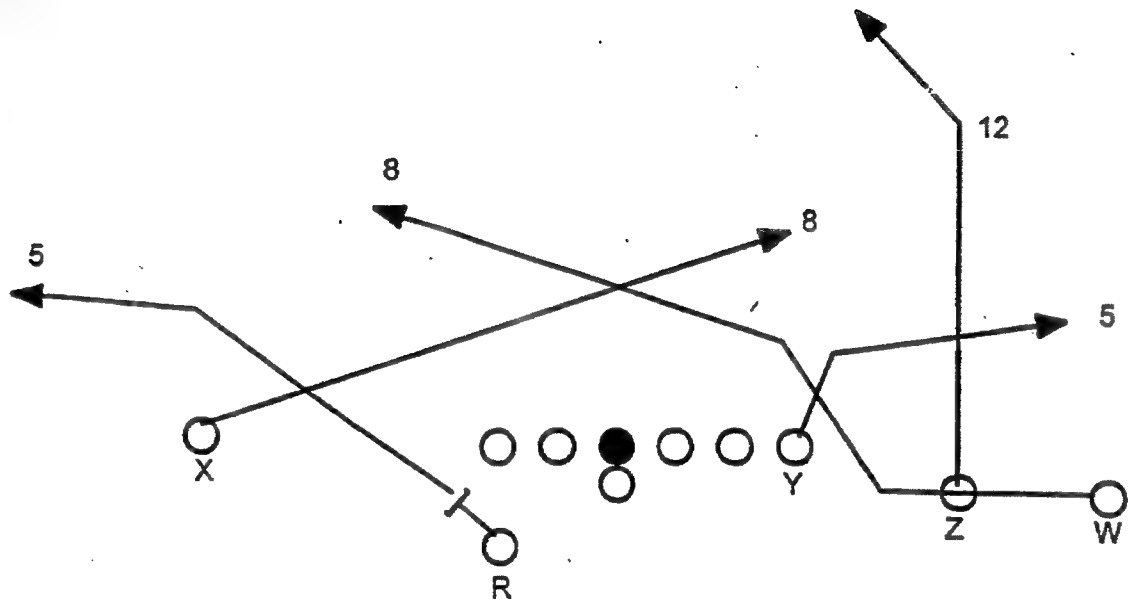


76 / 77 SEMI Z LEVEL DIAGONAL CURL

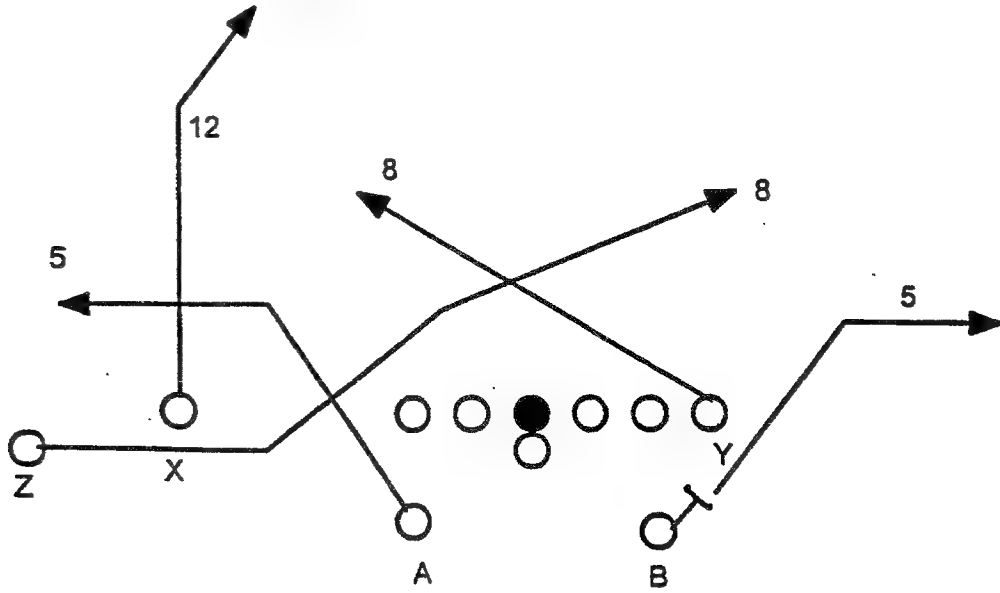




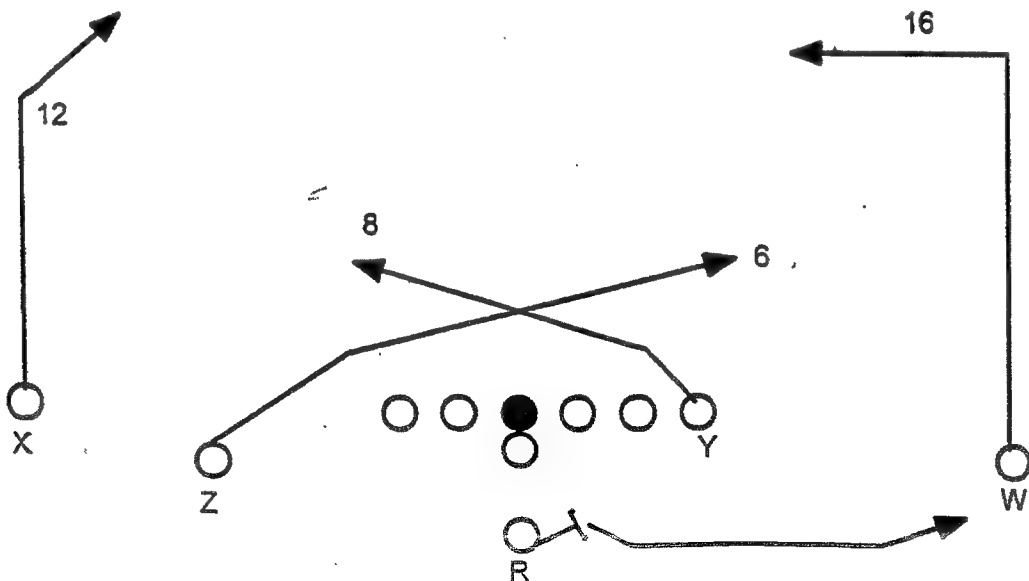
2 / 3 WIDER W HALF MO 62 / 63 SEMI W / X CROSS



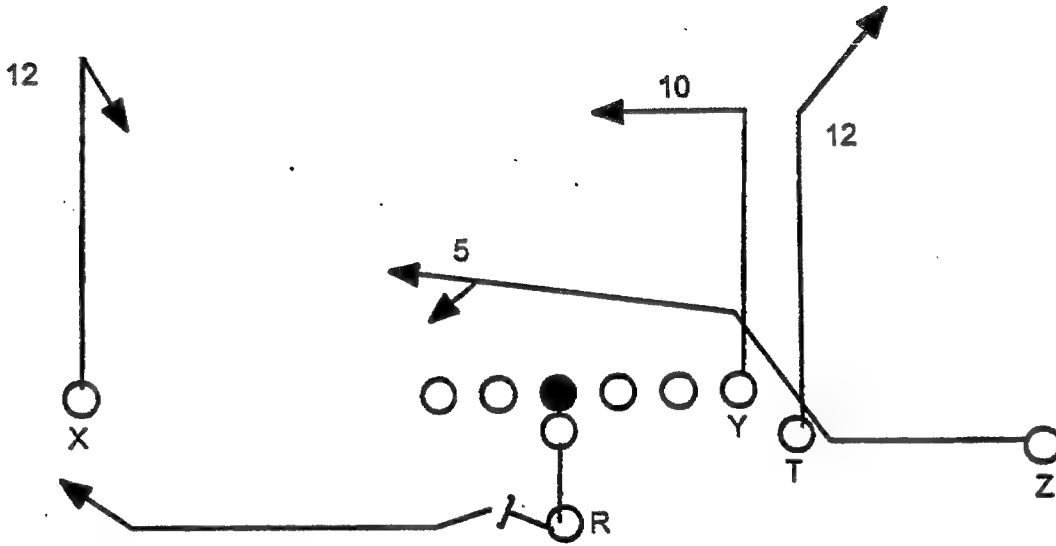
6 / 7 SLOT Z HALF MO 74 / 75 SEMI Y / Z CROSS



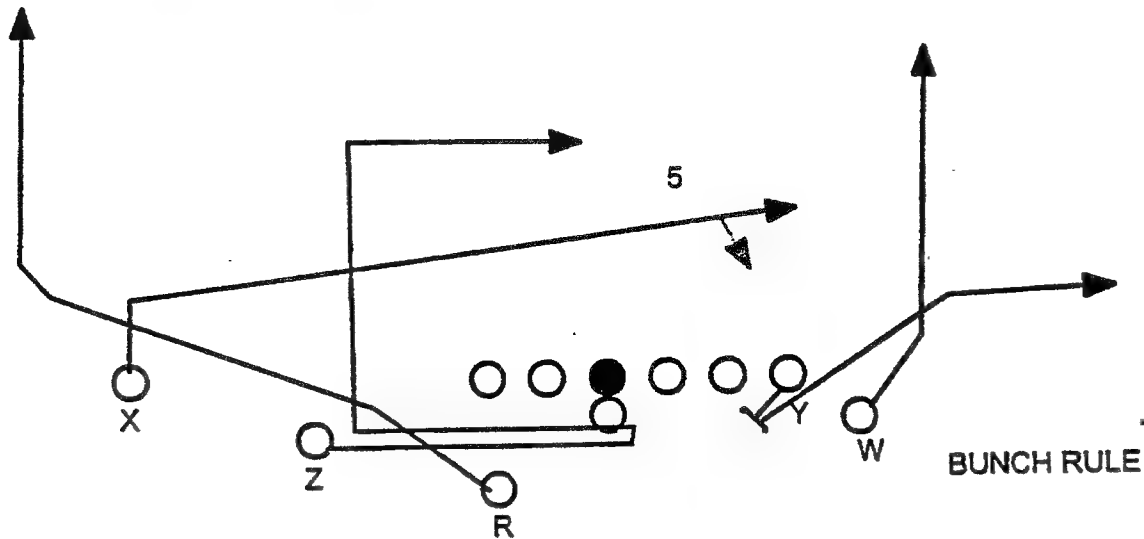
0 / 1 WIDE SLOT 76 / 77 SEMI W IN



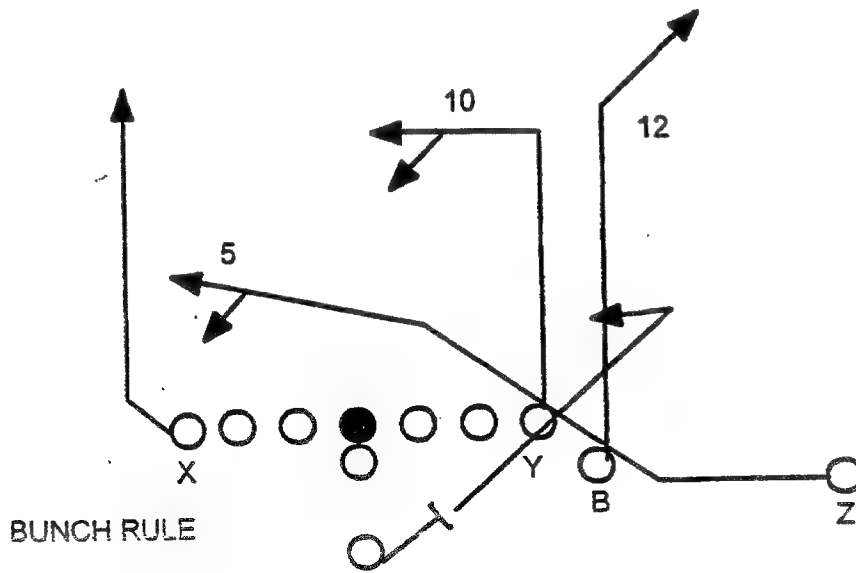
0 / 1 FLOOD Z HALF MO 62 / 63 SEMI Z LEVEL



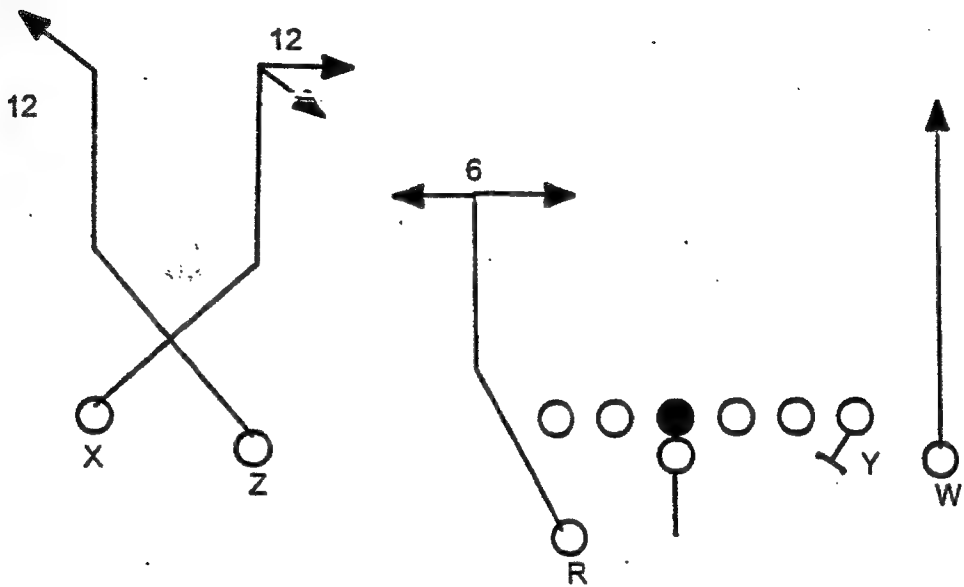
2 / 3 FLOOD SLOT Z PEEL 80 / 81 SEMI X LEVEL



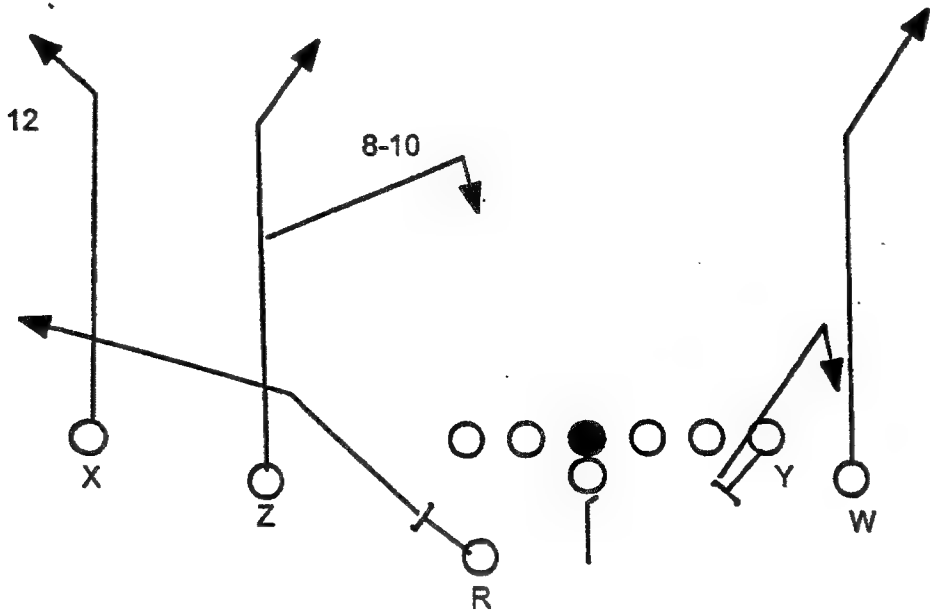
HEAVY R / L HALF MO 74 / 75 SEMI Z LEVEL



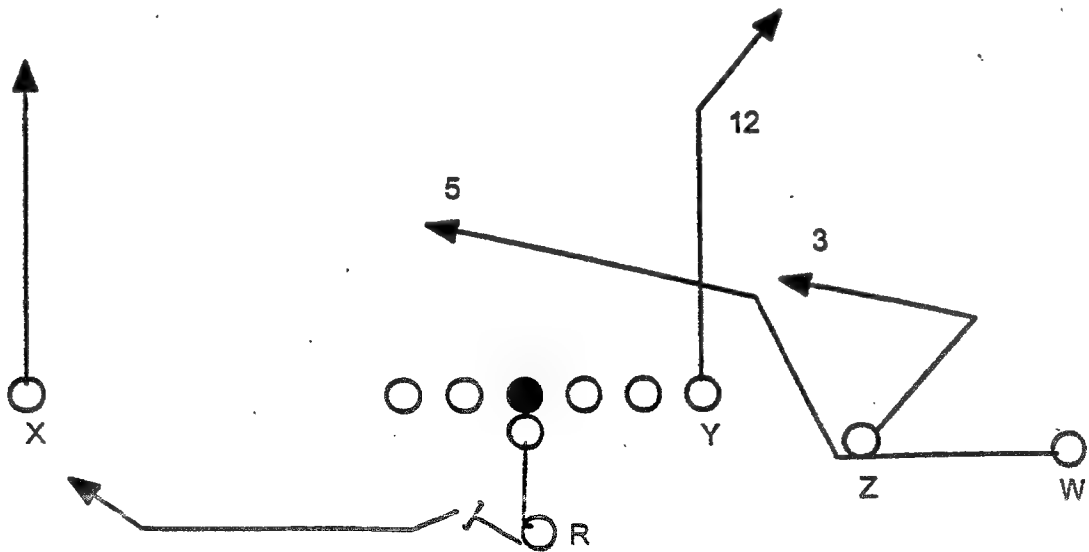
2 / 3 FLOOD SLOT 78 / 79 X HOOK R OPTION



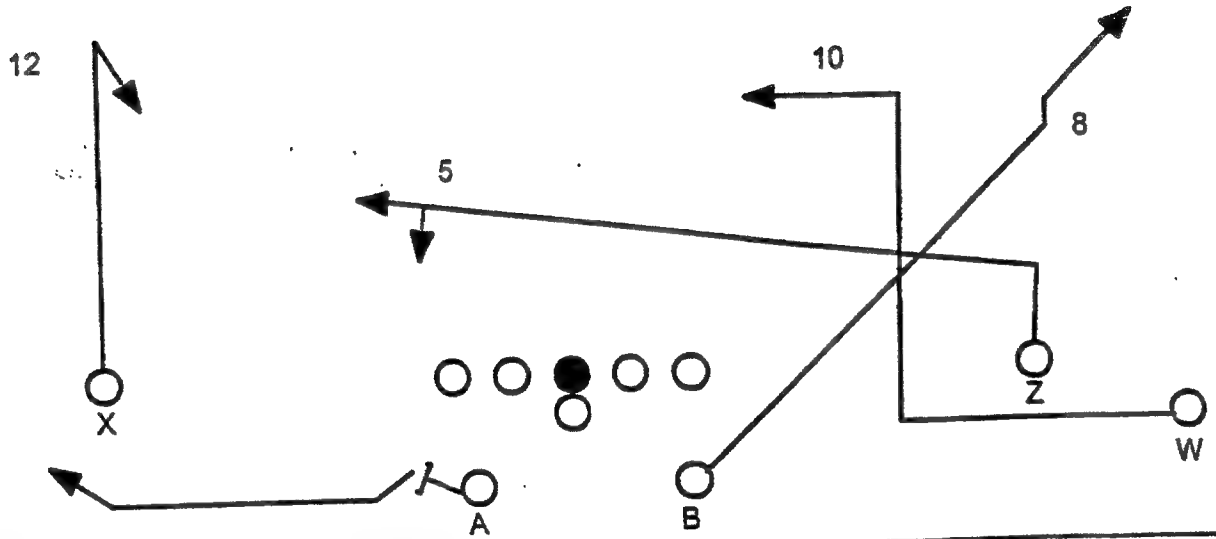
2 / 3 FLOOD SLOT 80 / 81 FLAG



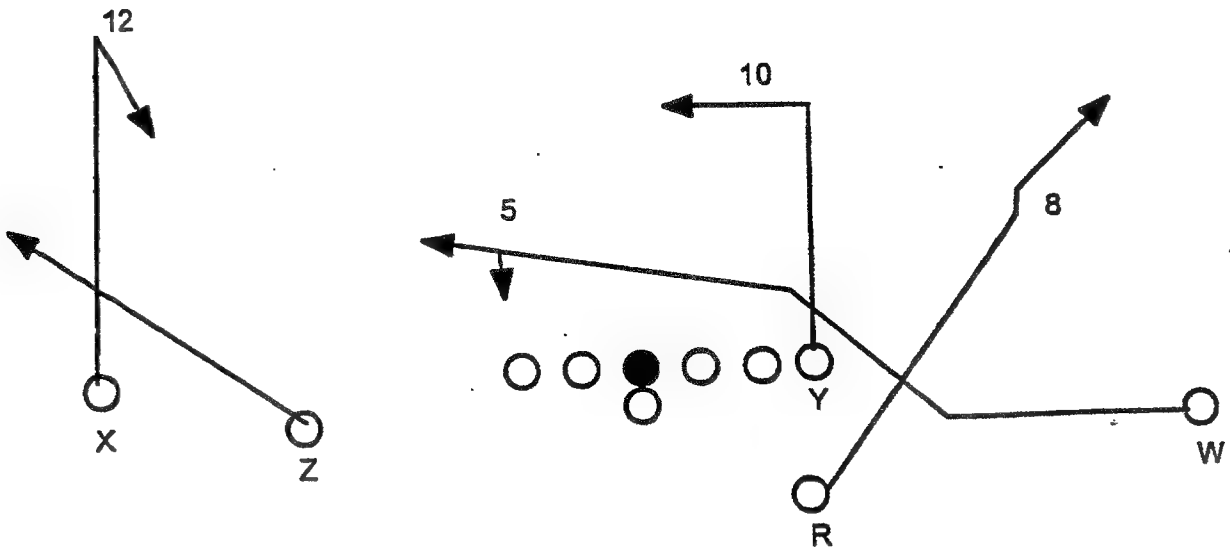
0 / 1 WIDER W HALF MO 62 / 63 Z TRAIL



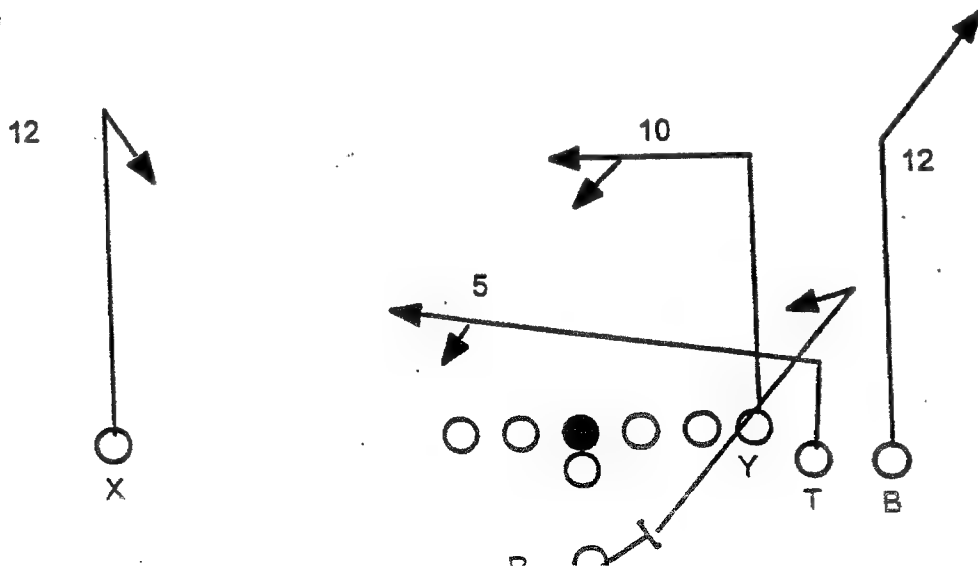
6 / 7 SPREAD W HALF FLY 62 / 63 SEMI Z LEVEL



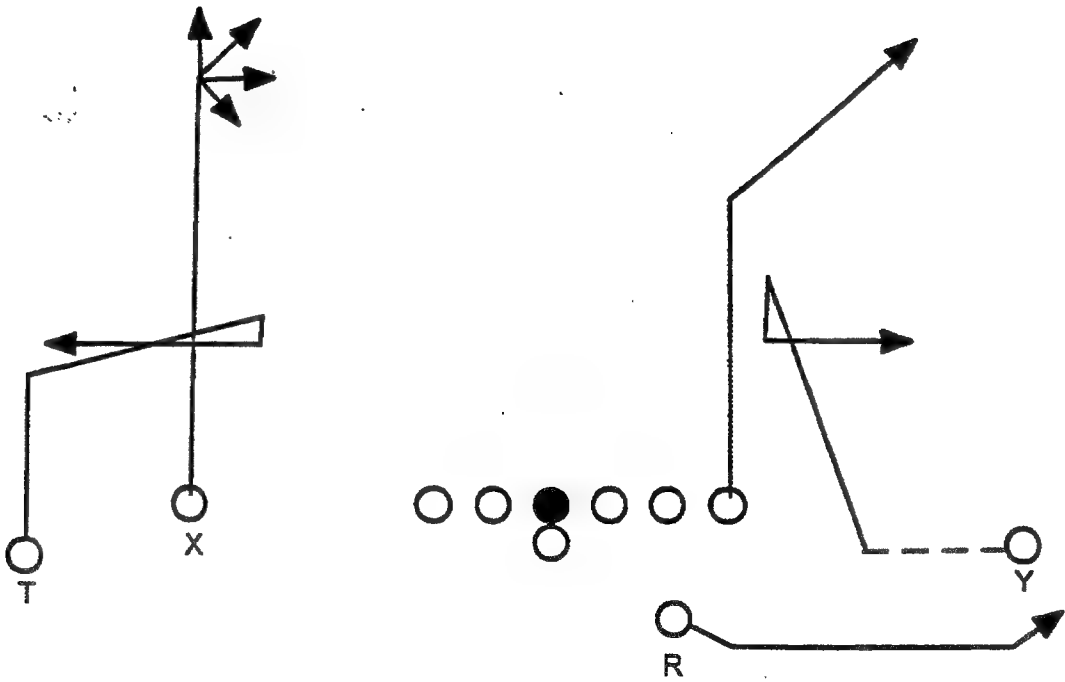
9 WIDE SLOT W HALF FLY 76 / 77 SCAT W LEVEL



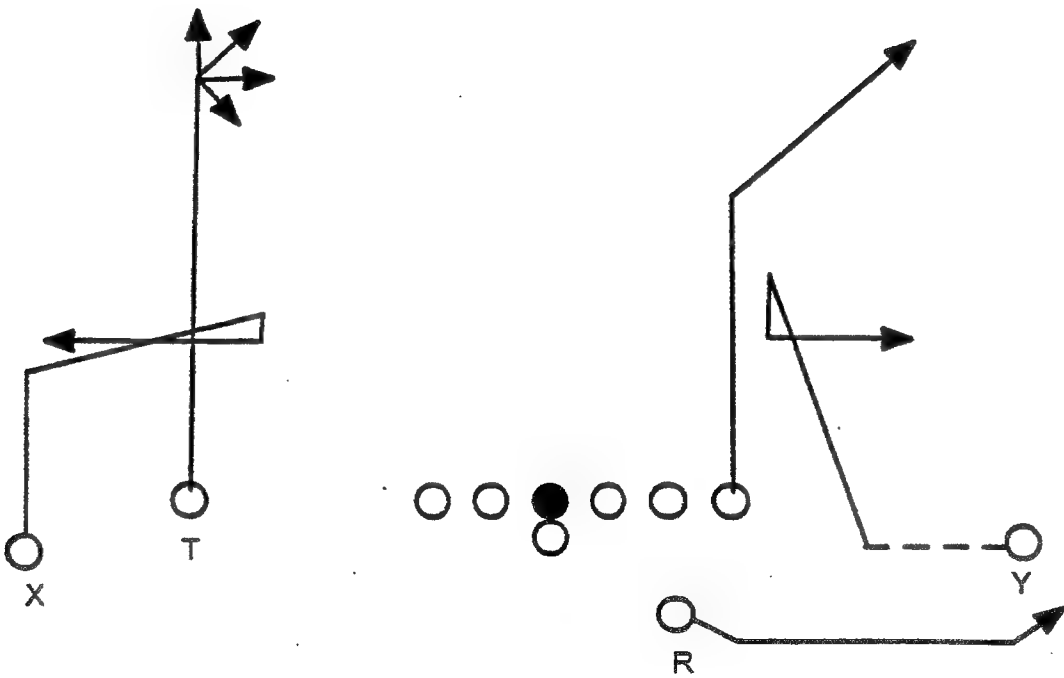
LOAD R / L 74 / 75 SEMI T LEVEL



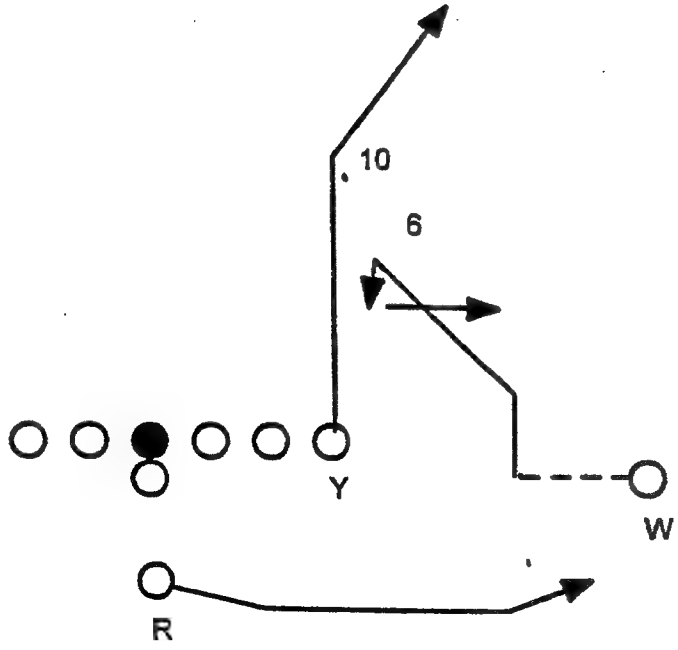
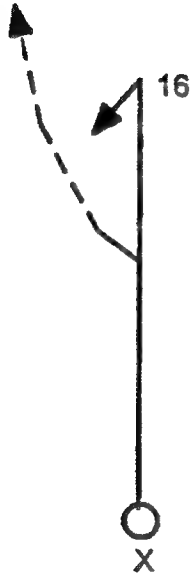
76 / 77 SCAT Y SNAG T SHALLOW

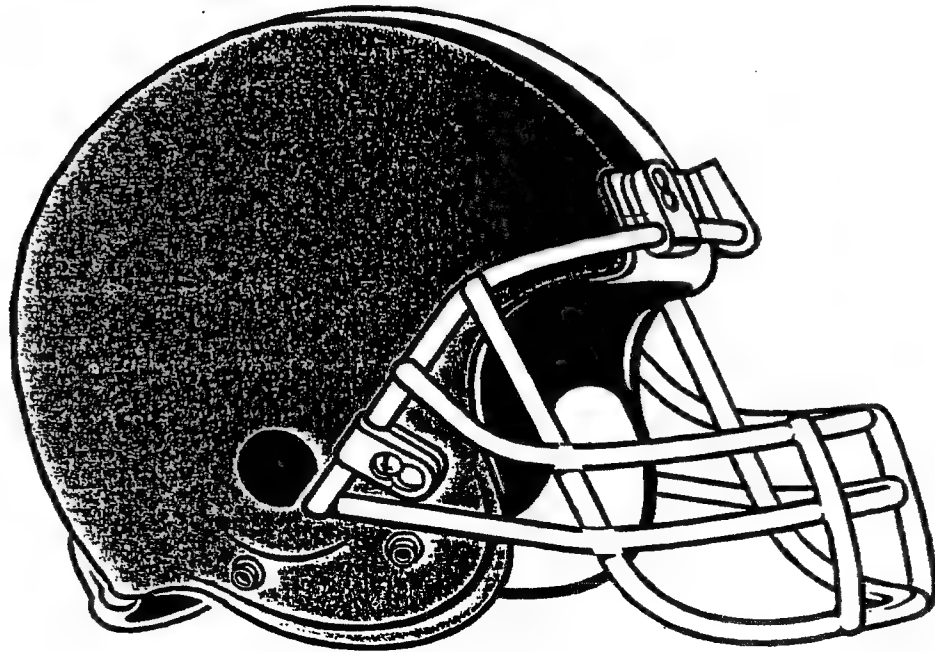


76 / 77 SCAT Y SNAG X SHALLOW



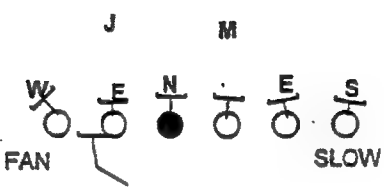
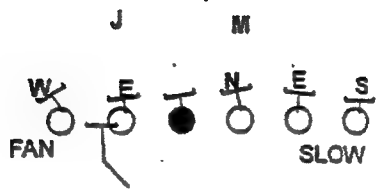
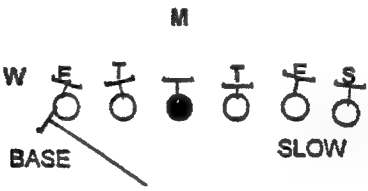
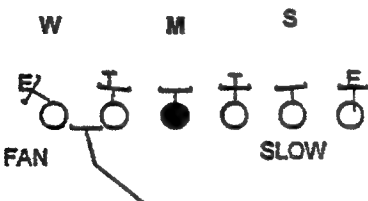
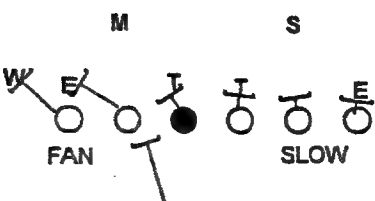
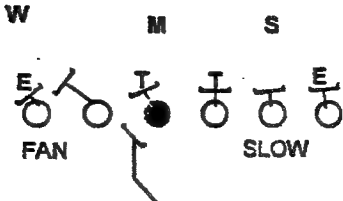
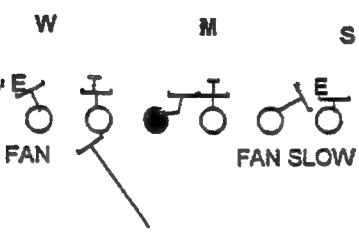
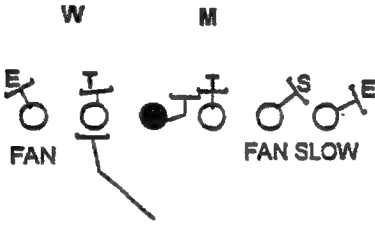
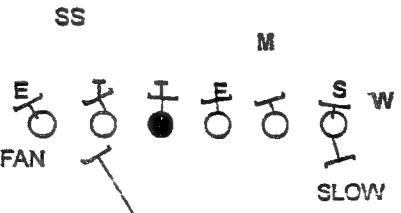
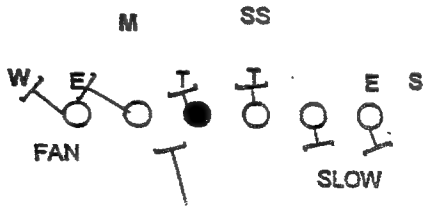
PLAY NUMBER : 76 / 77 SCAT W SNAG Z HOOK

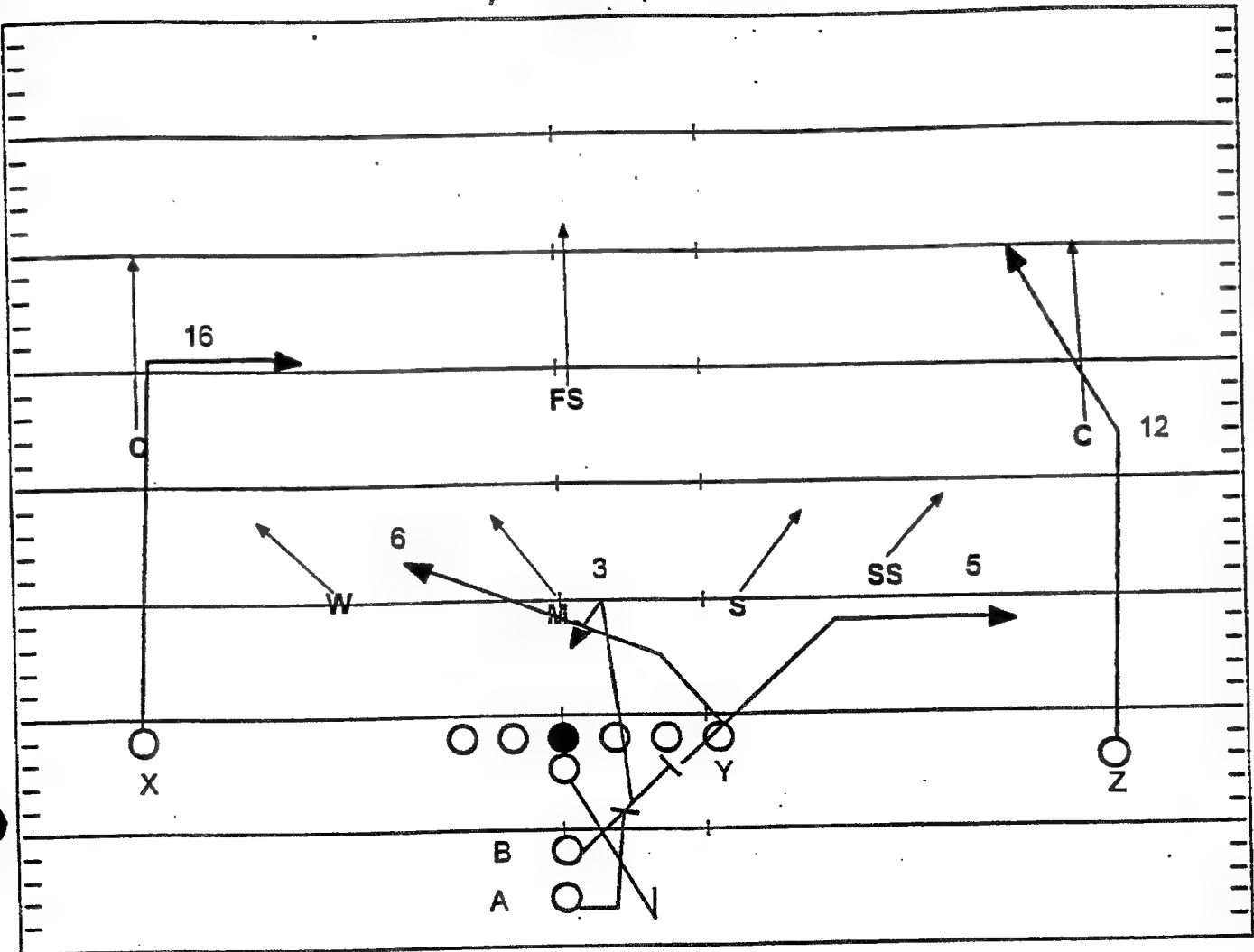




CLEVELAND BROWNS

100 SERIES

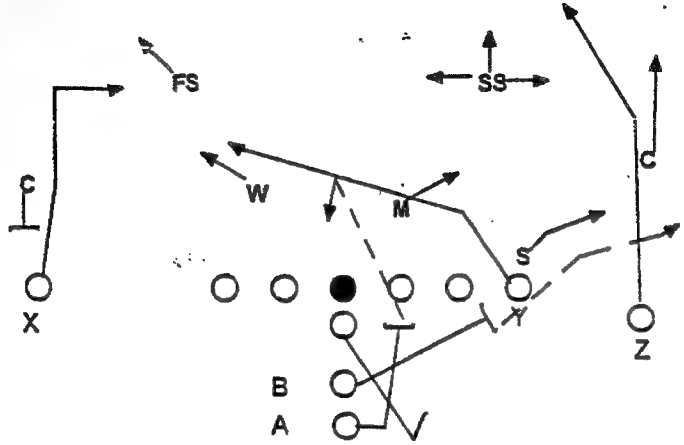
 <p>SL115 34 UNDER</p>	 <p>34 / 44 SL115</p>
 <p>SL115 4-3</p>	 <p>43 STK SL115</p>
 <p>SL115 43 OVSTK</p>	 <p>43 OVSTKWIN SL115</p>
 <p>SL115 44 STG</p>	 <p>44 STGSAM SOUT SL115</p>
 <p>SL115 43 DIAM</p>	 <p>OVSTK SOUT SIN SL115</p>



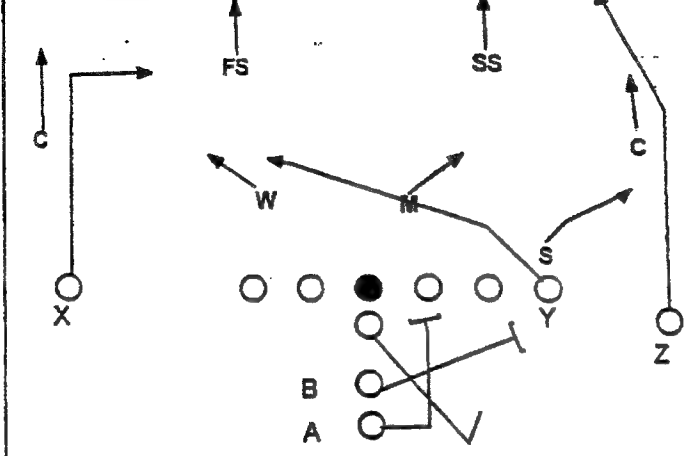
- QB Fake Ride 36/37 Progression Read - X - Y to Backs
- X Maximum Split - Execute a 16 Yard In. vs. Cover 2 = Q
- Z Maximum Split - Execute a Post Route
- Y Inside Release - Execute a 6 Yard Drag Route
- A Fake Ride 36/37. Block Protection Rule - N/T Execute 3 Yard Checkdown.
- B Block Protection Rule - N/T Execute a Diagonal Route.

FORMATION(S): 0/1 Slot Z Mo

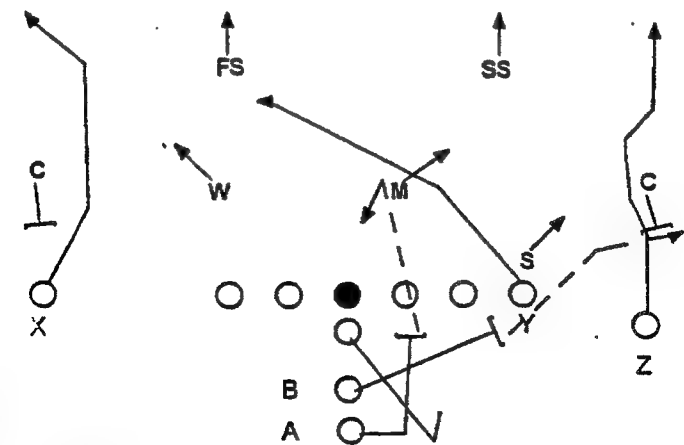
COVER 0/2



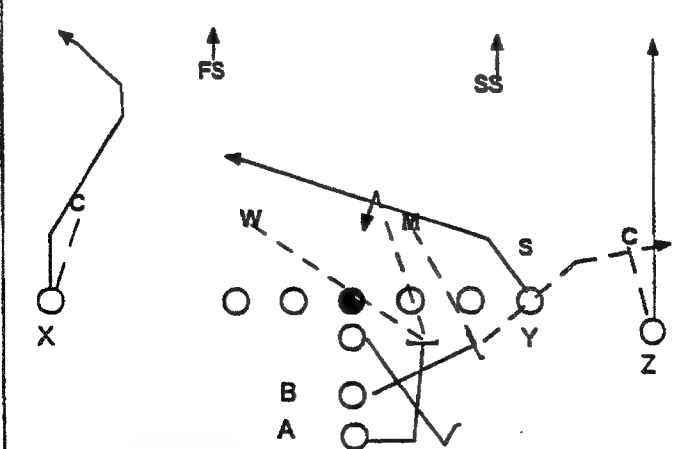
COVER 0



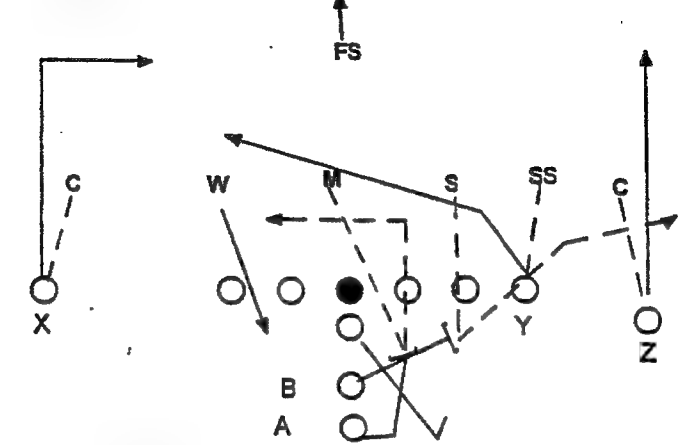
COVER 2



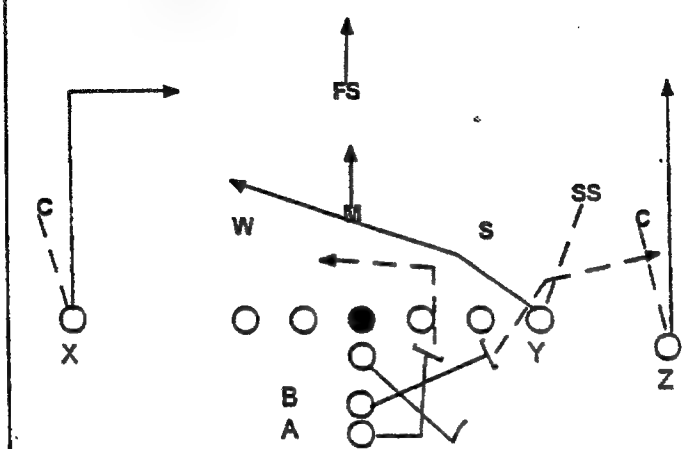
COVER 2 MAN



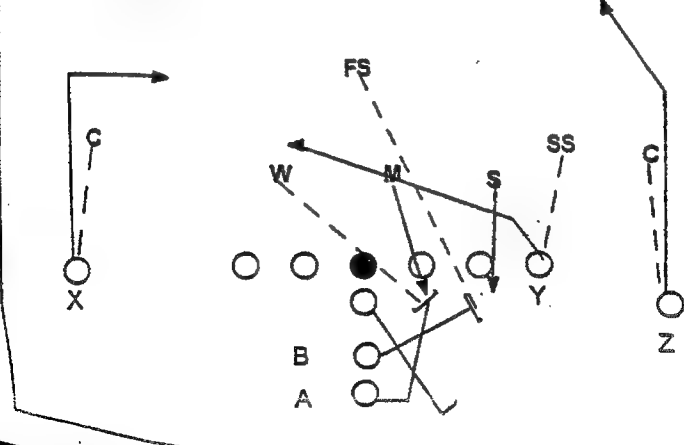
COVER 1 FREE PRESS



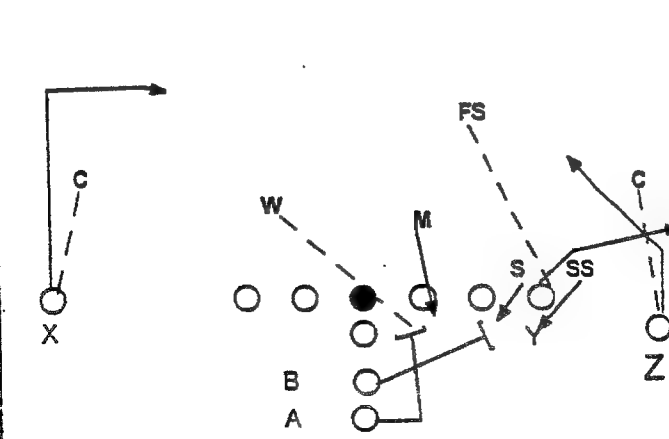
COVER 1 FREE



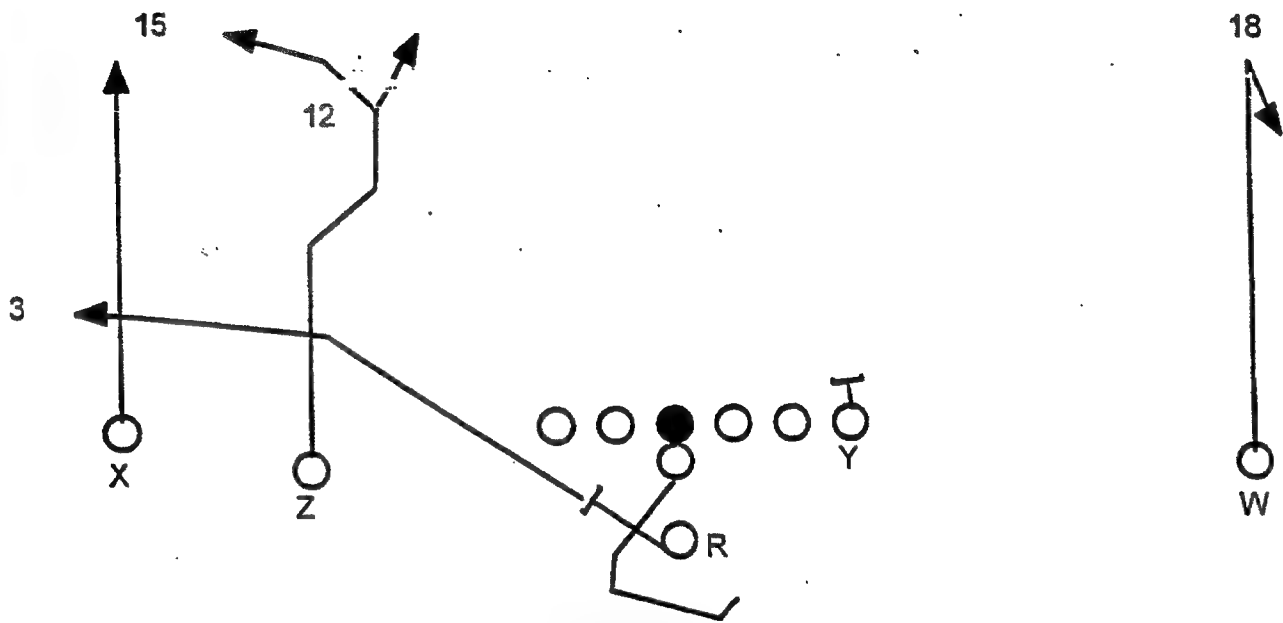
MIKE SAM COVER 1



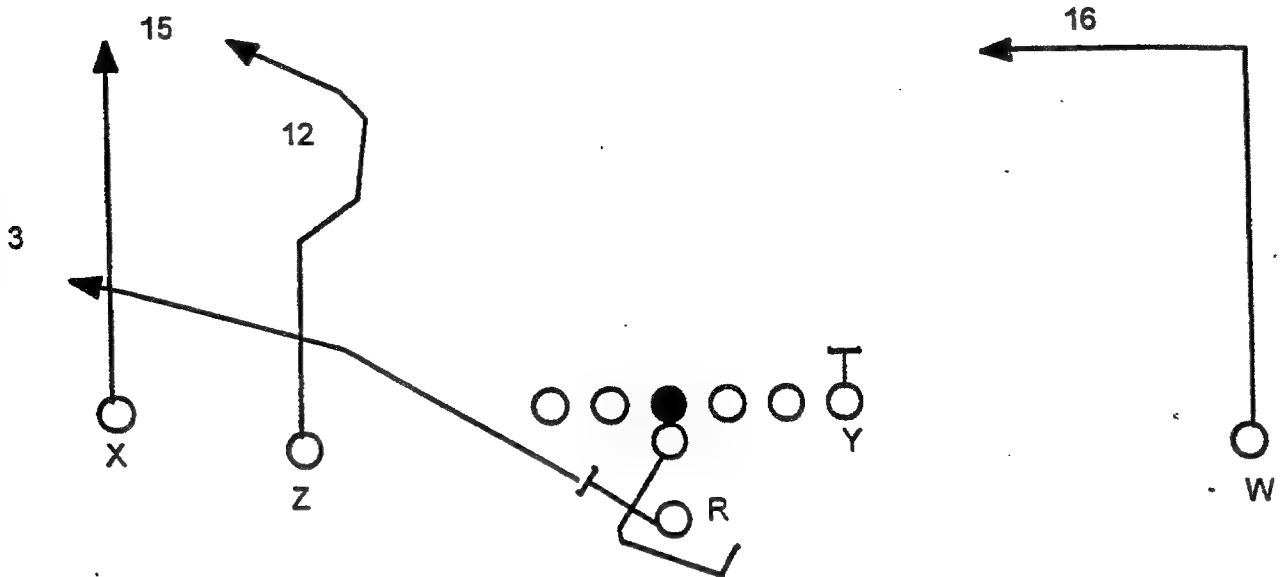
SS SHARK 1



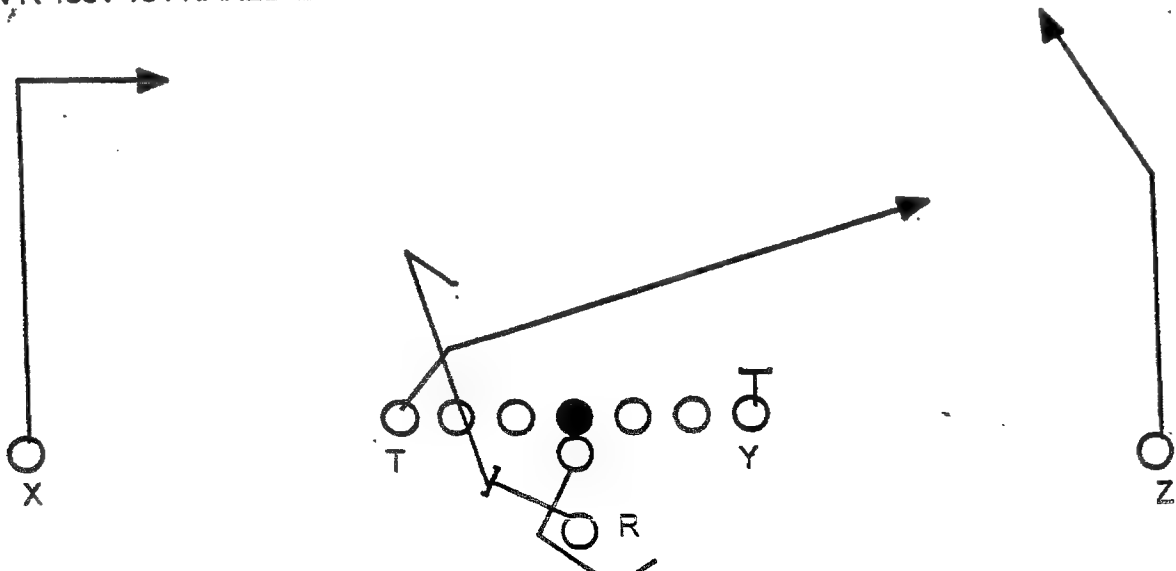
0 / 1 WIDE SLOT R 135 / 134 NAKED THROWBACK



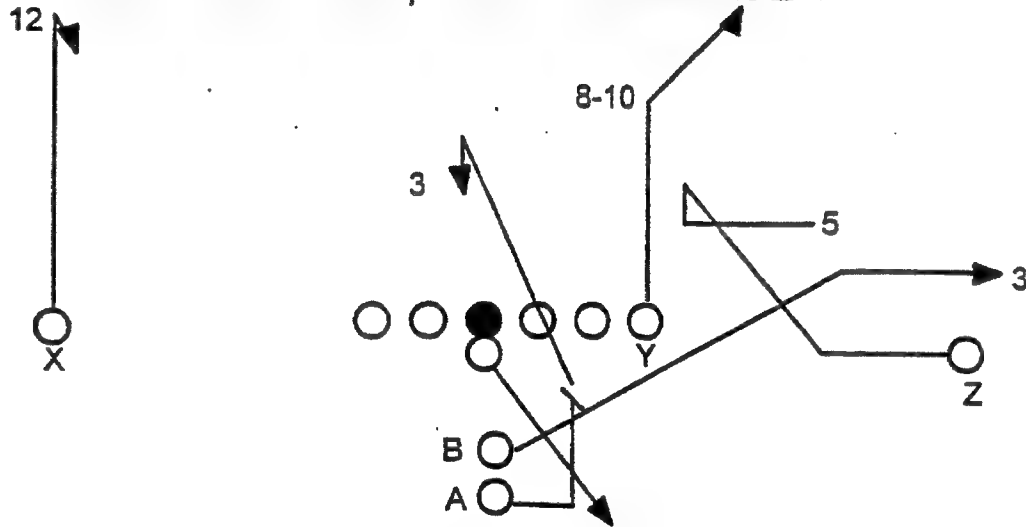
0 / 1 WIDE SLOT R 135 / 134 NAKED THROWBACK W IN



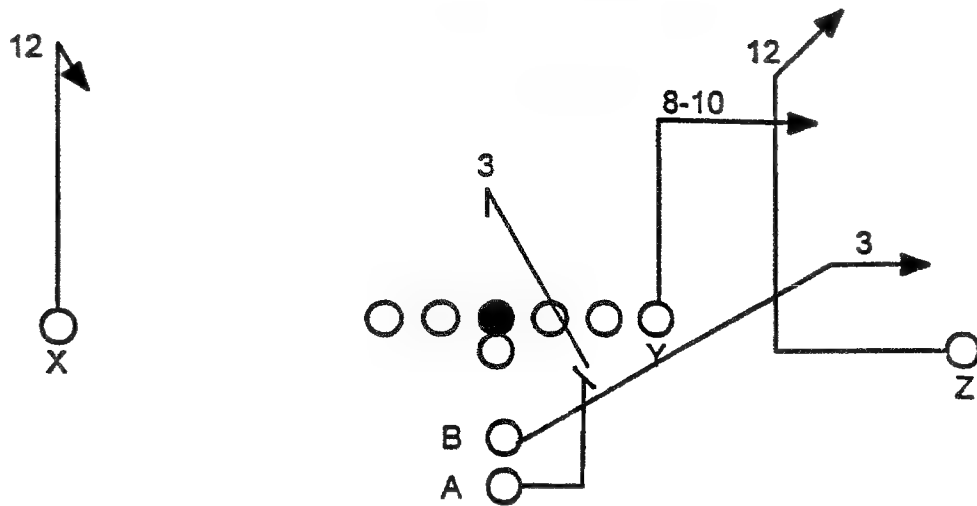
0 / 1 ON R 135 / 134 NAKED Z POST



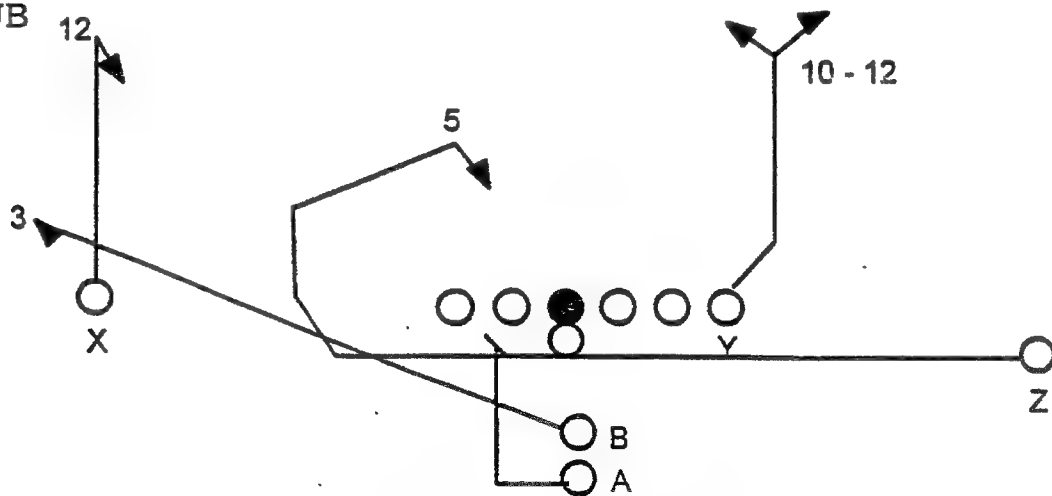
0 / 1 Z HALF FLY R 136 / 137 DUAL SEMI Z SNAG



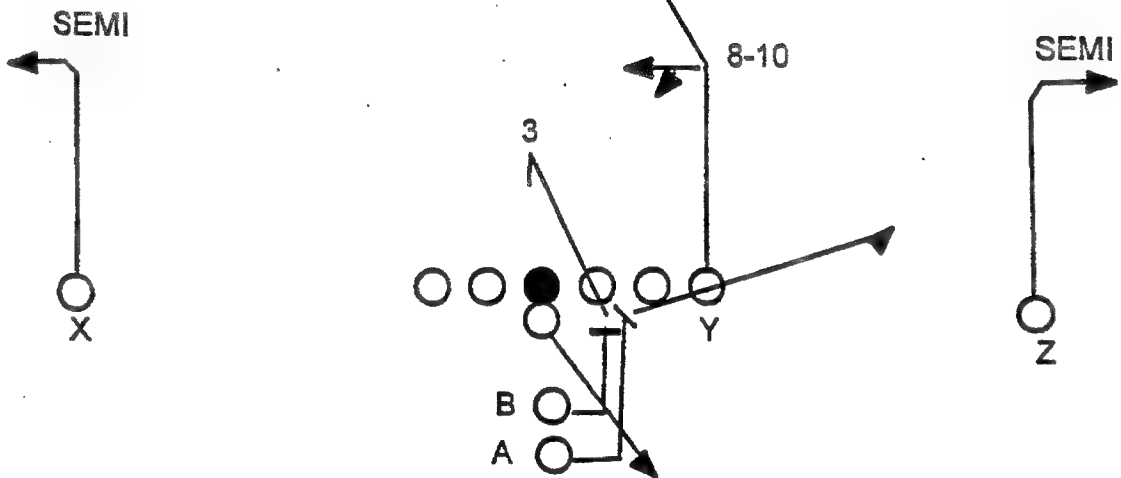
0 / 1 Z HALF FLY R 136 / 137 DUAL SEMI Y OUT Z FLAG



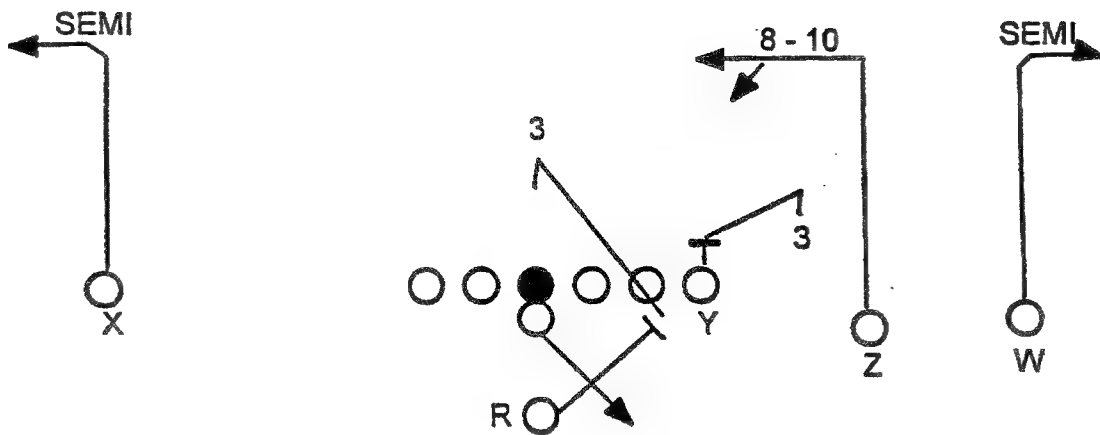
0 / 1 Z FLY R 136 / 137 DUAL SEMI Z
RUB



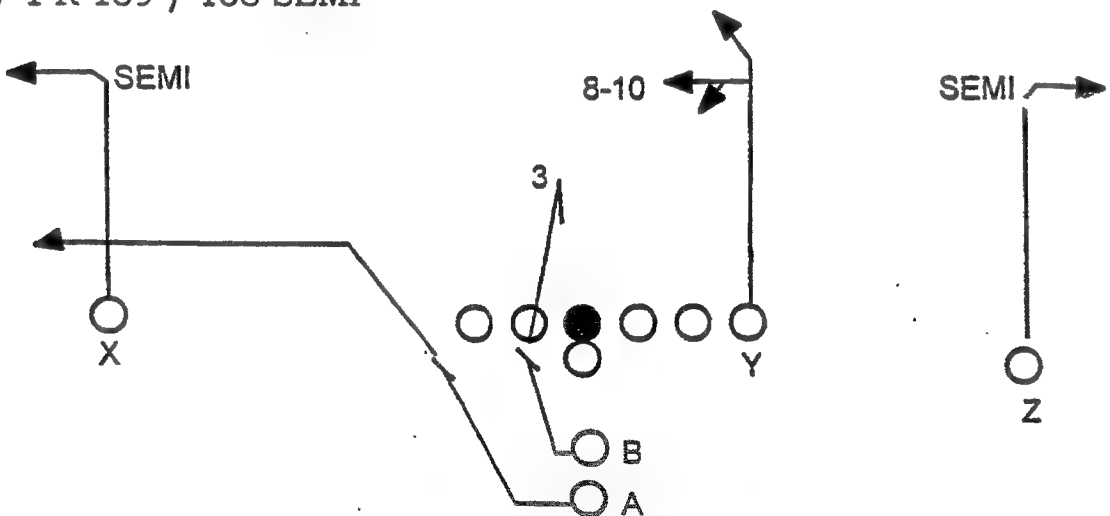
U / 1 R 138 / 139 SEMI (GO)



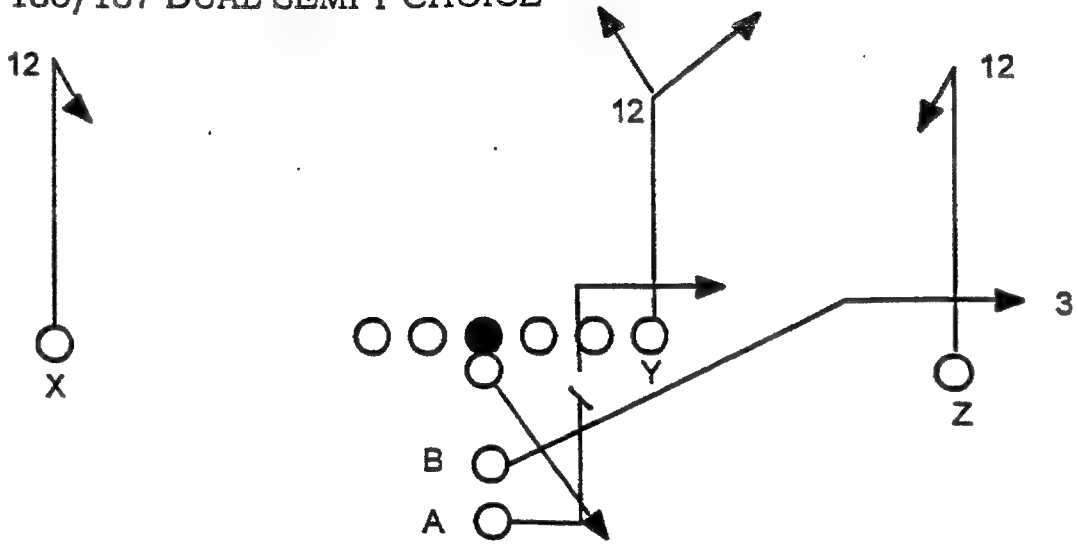
0 / 1 WIDER R 136 / 137 SLOW SEMI



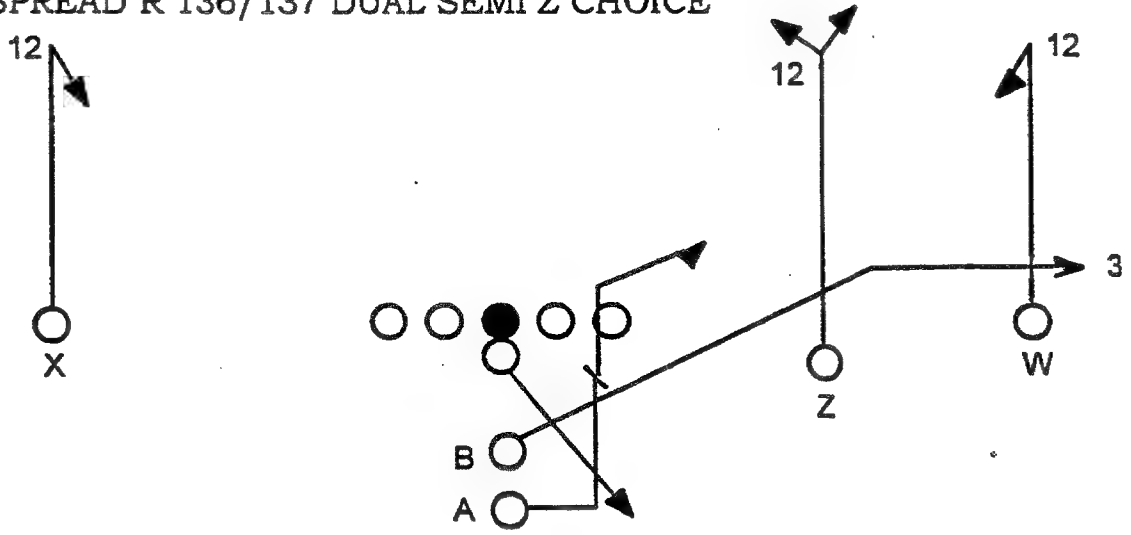
0 / 1 R 139 / 138 SEMI



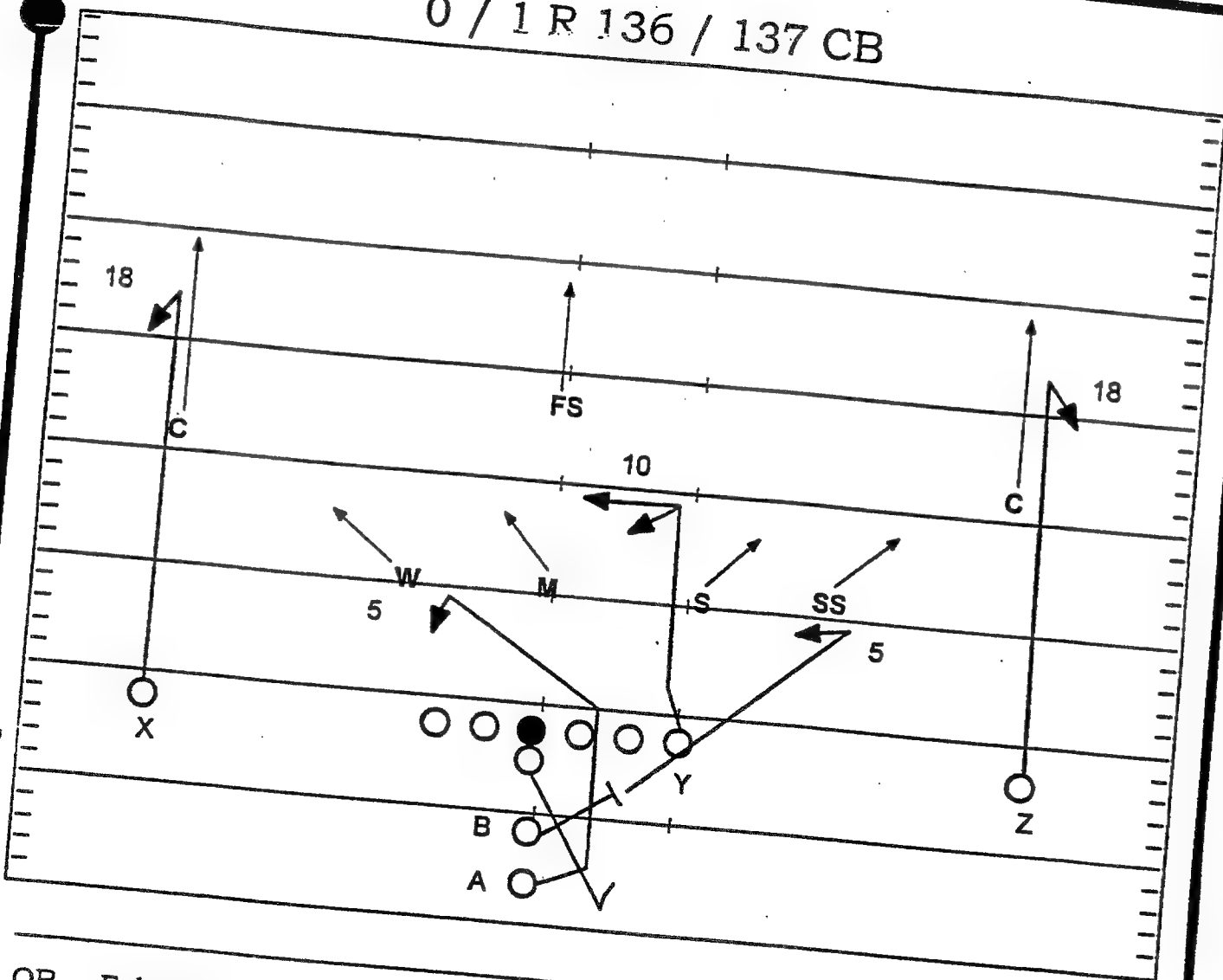
0/1 R 136/137 DUAL SEMI Y CHOICE



0/1 SPREAD R 136/137 DUAL SEMI Z CHOICE

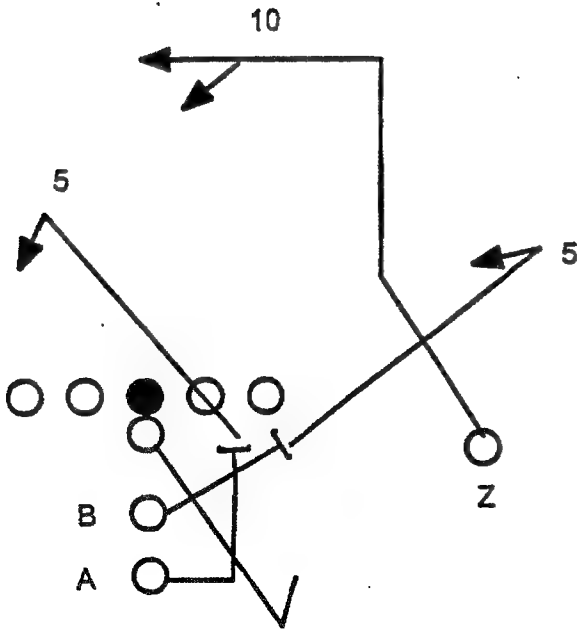


0 / 1 R 136 / 137 CB

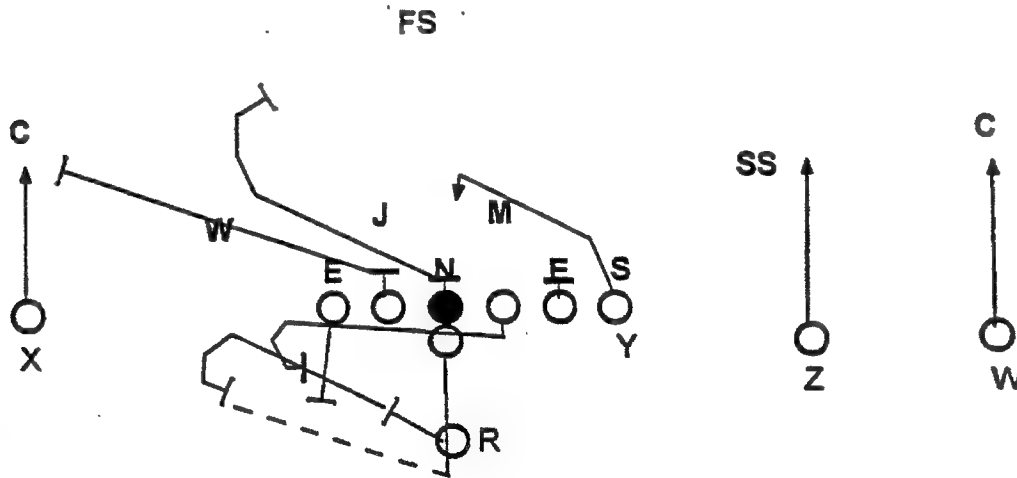


- QB Fake Ride 36/37 Directional Read - Possible 3 on 2 Ball vs. Cover 2
- X Maximum Split - Execute an 18 Yd Comeback. Fade vs. 2, 2 Man
- Z Maximum Split - Execute an 18 Yd Comeback. Fade vs. 2, 2 Man
- Y Execute a Middle Read
- A Fake Ride 36/37. Block Protection Rule - N/T Execute 5 yd Checkdown in Opposite Tackle Box
- B Block Protection Rule - N/T Execute a Stop Route

FORMATION(S): 0/1 Spread, 0/1 Strong



PLAY NUMBER : 562 / 563 SLOW SCREEN L / R TO R

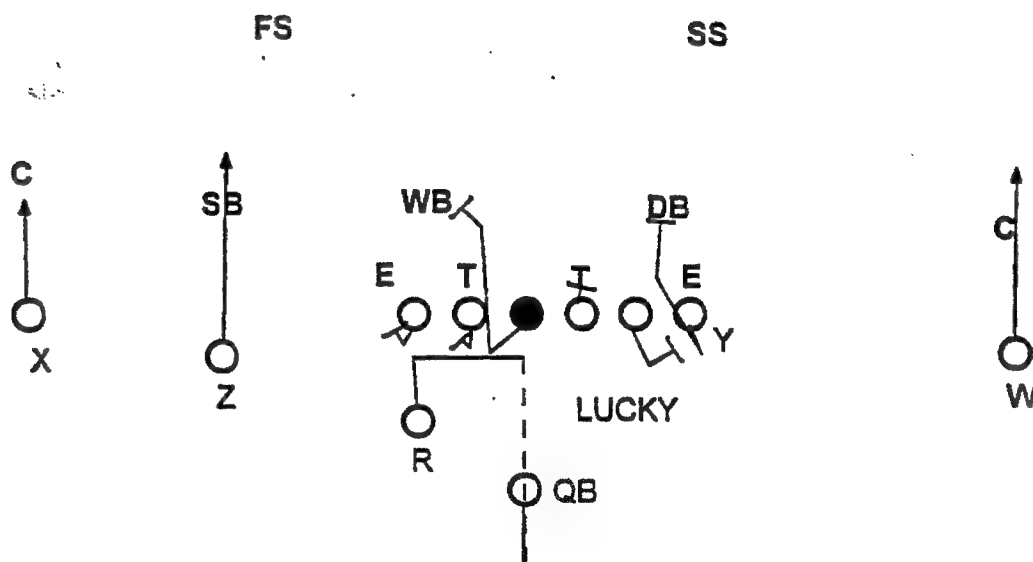


0 WIDER 562 SCREEN LT TO R
 CONCEPT: Slow Screen Off 62/63 Protection

RULE:

- Z Run off.
- Y Chip way out, choice - block Mike.
- FST Screen Side - Drop and cut man on or man outside (contain rusher) 1001, 1002, 1000 cut. Get man down to create throwing lane for QB.
- FSG Screen Side - Block 62/63 protection for 1001, 1002 release down LOS and proceed to KO area. Be aware of coverage you could have FSLB vs. man coverage.
- C Block 62/63 protection for 1001, 1002, proceed down LOS to FS lead area. You have FSLB vs. zone, BSLB vs. man coverage.
- BSG Block 62/63 protection for 1001, 1002, proceed down LOS for peel. Block the chase defender. N/T turn upfield for BSLB seal.
- BST Block 62/63 protection rules.
- X Pattern.
- QB 5-step drop, draw rush, get ball to back in screen area.
- R Block 62/63 protection. Proceed under cut of FST to Screen area (3x5). Catch ball and go North and South. You should chip release if your responsibility comes. If no rush proceed to area with the FSG.
- W Pattern.

PLAY NUMBER : 562 / 563 MIDDLE SCREEN TO R



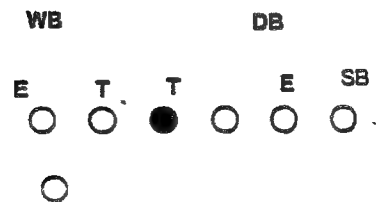
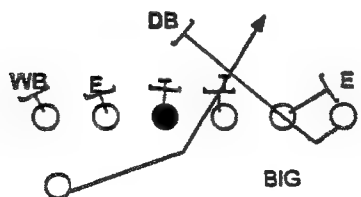
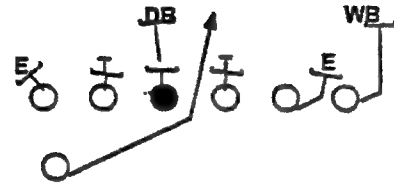
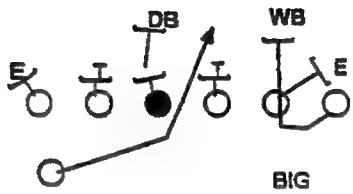
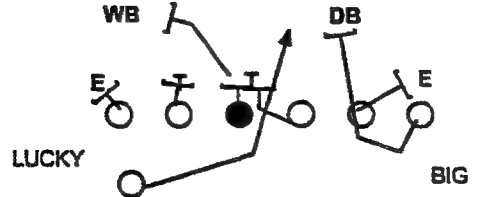
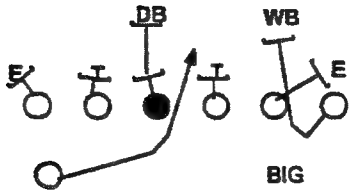
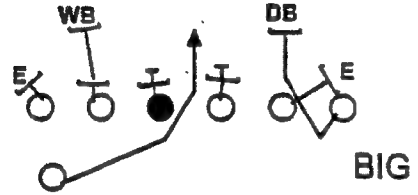
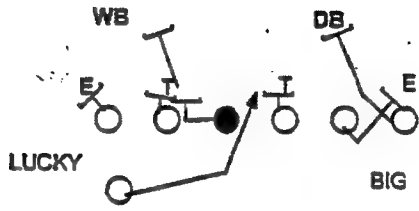
0 WIDER 562 MIDDLE SCREEN TO R

CONCEPT: Middle Screen Off of 62/63 Protection.

RULE:

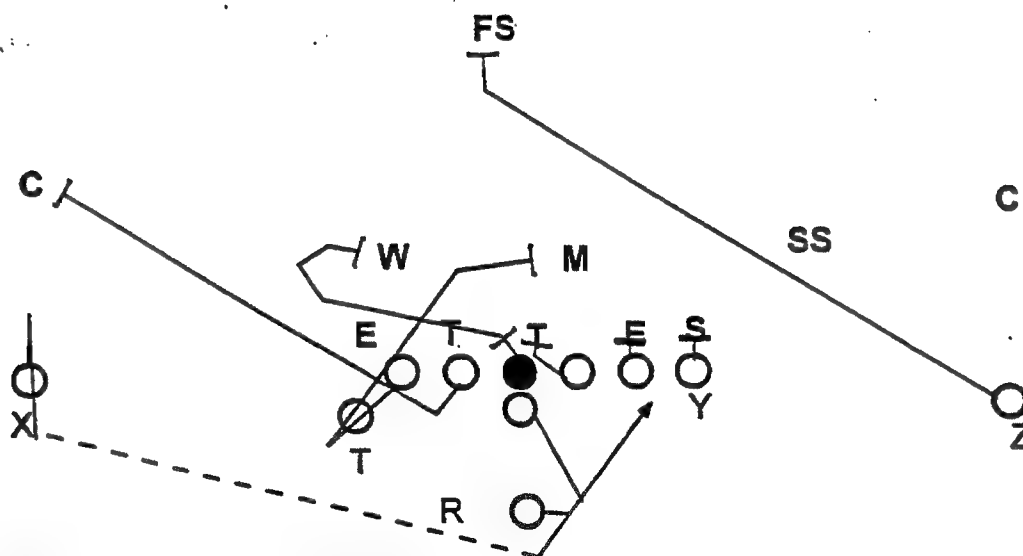
- Z Run off.
- Y Block #3. Alert if tackle uncovered "Big". Release vs. Man Coverage.
- FST Block #2. Alert Block #2 LOS if uncovered.
- FSG Block #1. Alert "Ringo/Lucky".
- C Block #0. Alert "Ringo/Lucky".
- BSG Block #1. Alert "Ringo/Lucky".
- BST Block #2. Alert Block #2 LOS if guard covered.
- X Pattern.
- QB 5-step drop, draw rush, get ball to back in screen area.
- R Proceed to screen area. Catch ball and go North and South to Screen Area.
- W Pattern.

562 / 563 MIDDLE SCREEN L / R TO R



CHECK AUD

PLAY NUMBER : R 534 / 535 X GUT SCREEN L / R

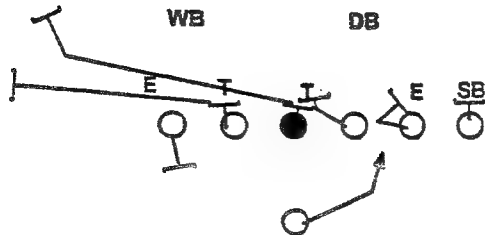
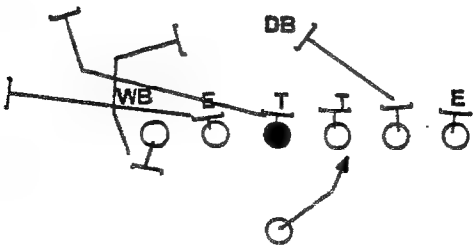
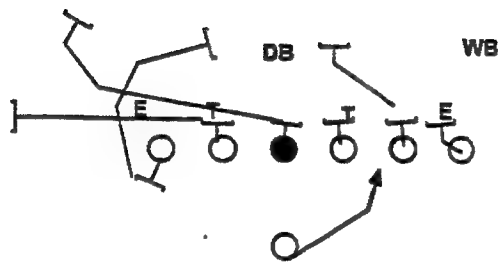
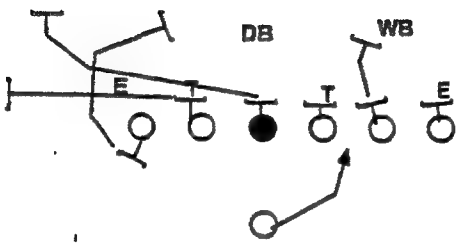
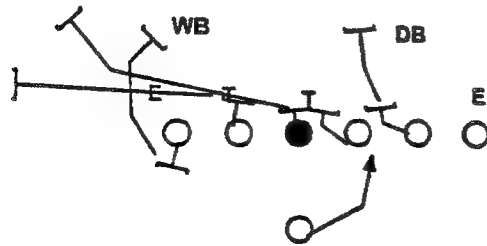
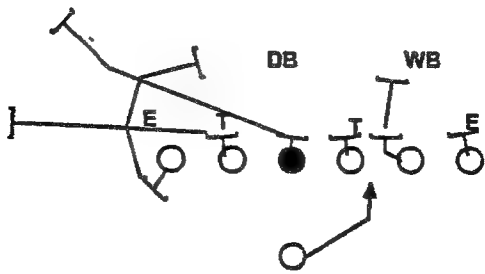
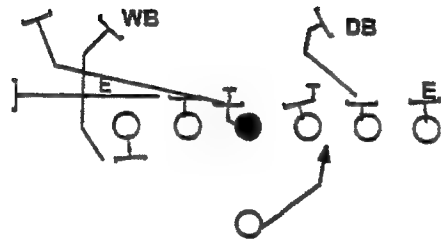
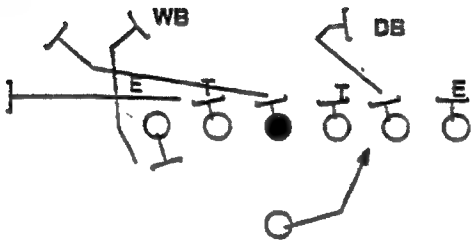


0 UP T MO R 534 X GUT SCREEN LT

CONCEPT: Zone Blocking Scheme that Stretches the Defense. O-Line will Use Defense Momentum to Create an Alley.

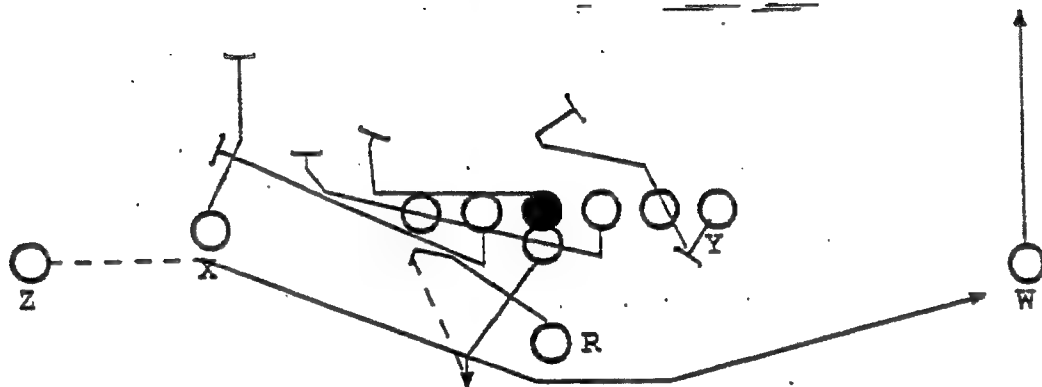
RULE:

- Z Release, block deep 1/3 or Screen side 1/2.
- Y Base Block EMOL.
- FST Base Block Man or Over.
- FSG Base Block Man or Over.
- C Man On - False key to # side then release. (1001 Go) Down LOS to Lead area. UNC - false key to # side then release. (Try to get Man On to go to # side.)
- BSG Man On Get him to go inside (1001, Go) Down LOS to KO area. UNC - False key # side (Release 1001, Go) Down LOS to KO.
- BST Slow Drop Gut on EMOL. Allow G/C to go in front of you then turn up to Inside. Block next level to backside. (Alert block).
- X 3 steps up - 3 steps back find passing lane. After catch set up KO block.
- QB Fake R 34/35 Zone - 5 step drop, find passing lane to X off gut block of tackle.
- BALL CARRIER Excellent 4/35 fake. Look for leakers.
- T/BACK Motion to frontside and block force.

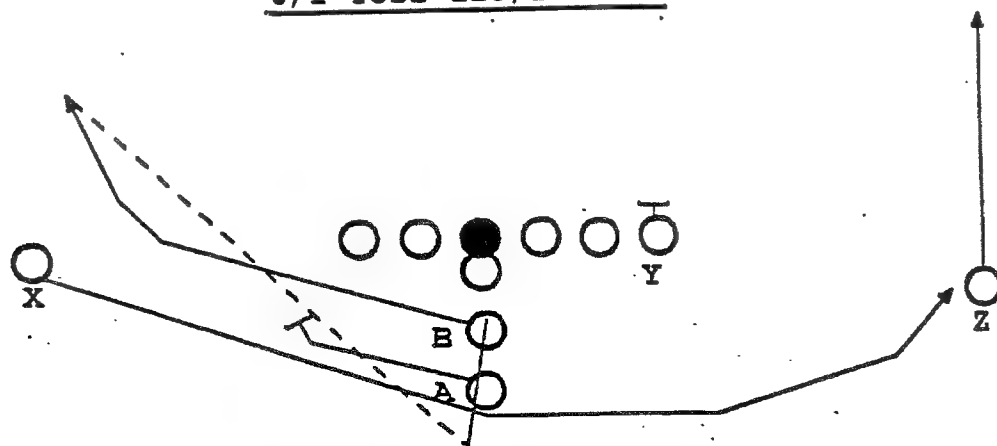


GADGETS

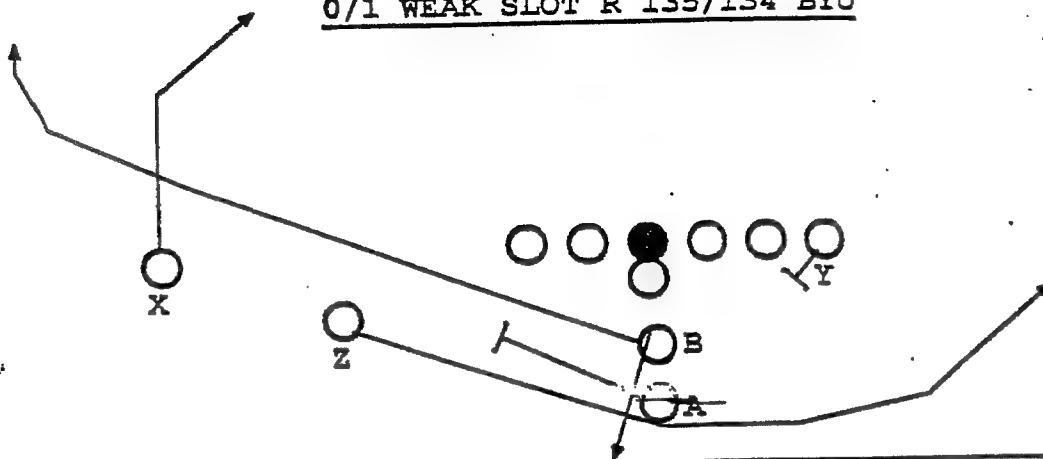
0/1 OVER WIDE Z HALF MO R 534/535 FAKE Z REV SCREEN R/L TO R



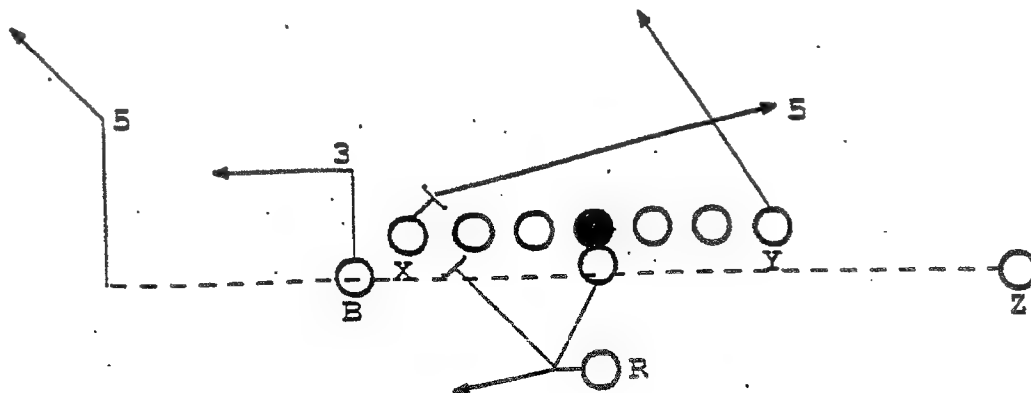
0/1 TOSS 139/138 BYU



0/1 WEAK SLOT R 135/134 BYU

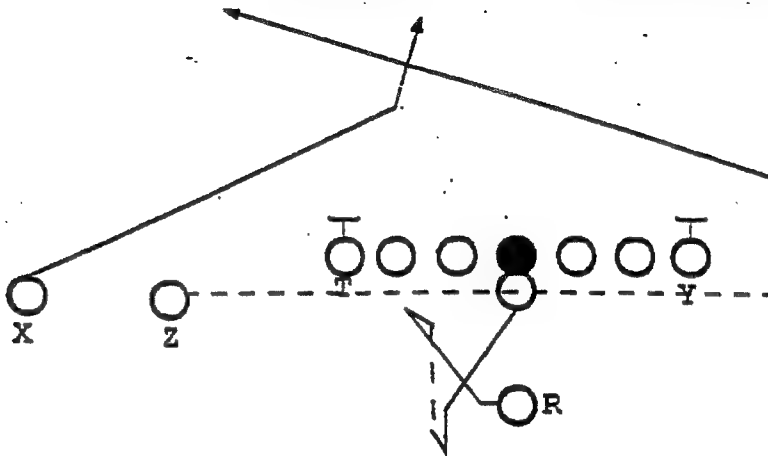


HEAVY R/L UP Z FLY R 239 ED

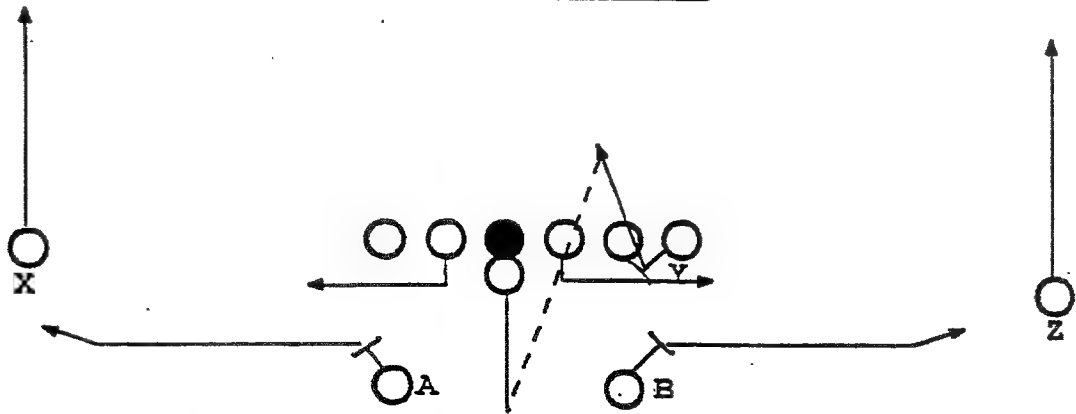


GADGETS

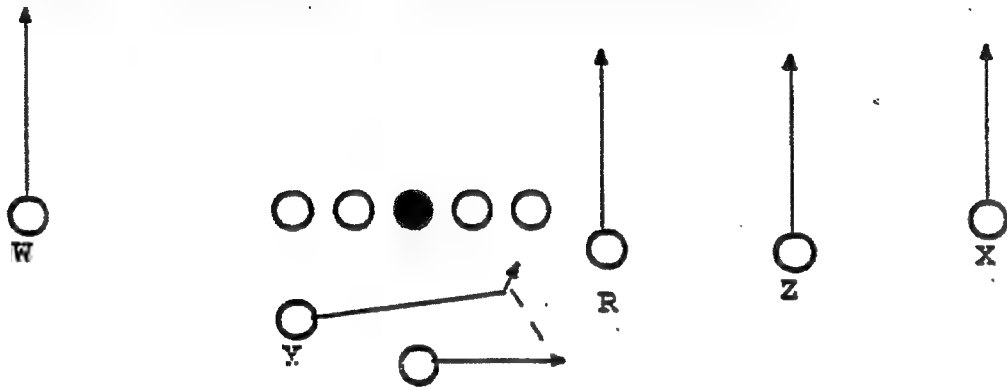
0/1 ON SLOT Z MO R 135/134 SLOW FLEA FLICKER



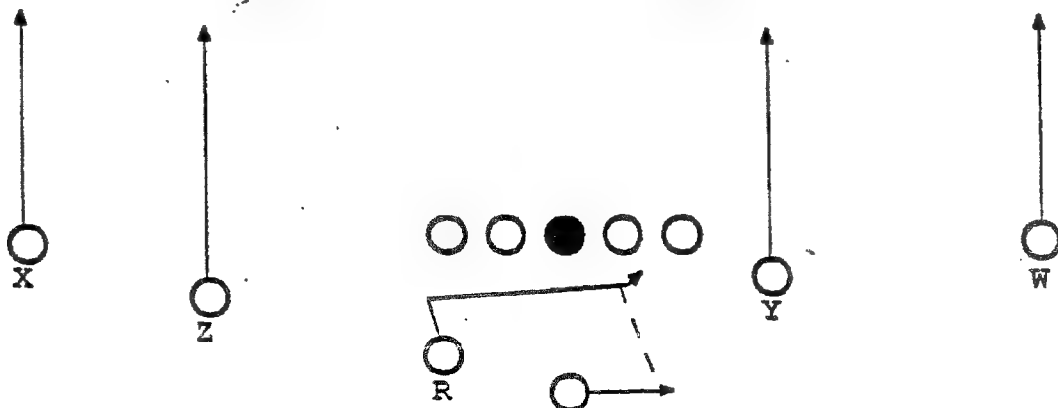
6/7 82/83 FUN PASS



(STRETCH) HALF RT/LT UP 208/209 SHOVEL PASS RT/LT TO Y

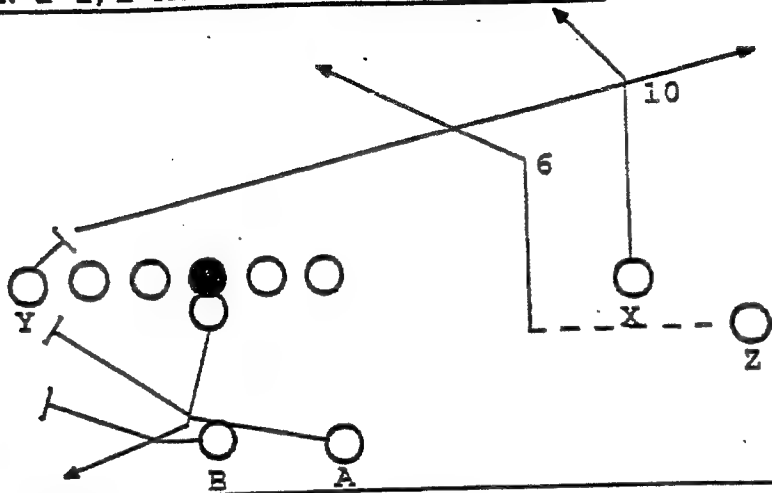


(4W's) HALF RT/LT 218/219 SHOVEL PASS RT/LT TO R

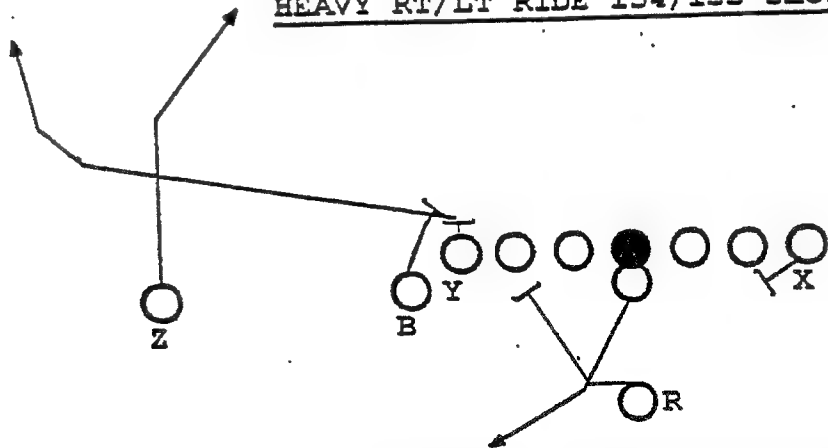


GADGETS

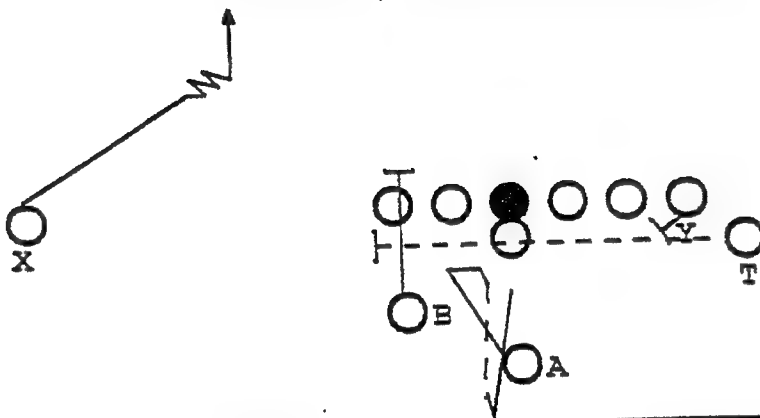
2/3 OVER Z 1/2 MO RIDE 136/137 TB TO Y



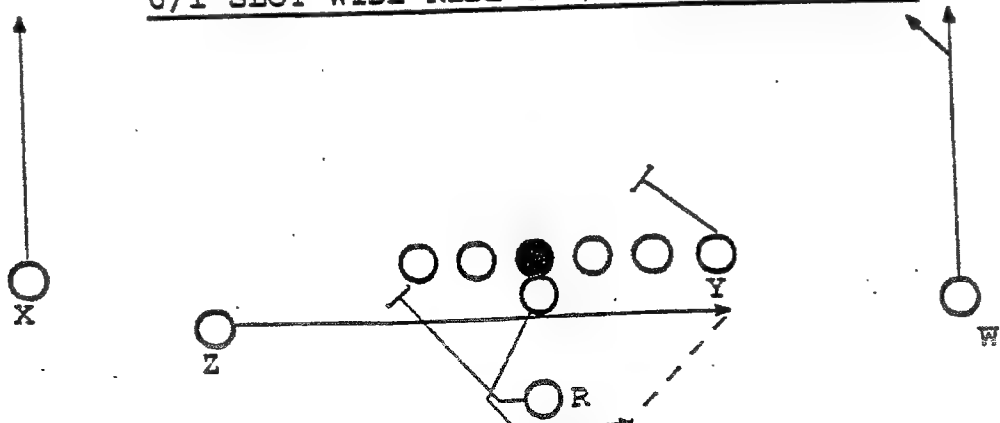
HEAVY RT/LT RIDE 134/135 SLOW Y DELAY WHEEL



0/1 WEAK CLOSE T FLY SLANT 132/133 FLEA FLICKER

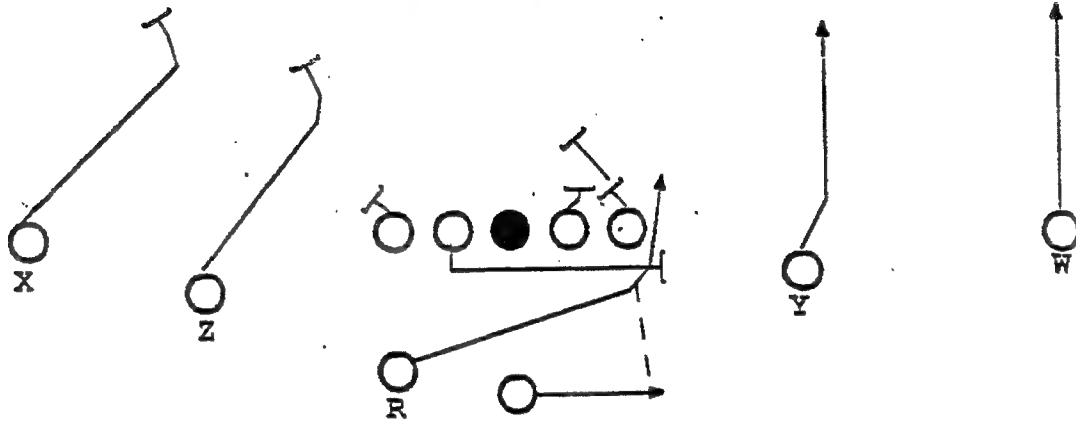


0/1 SLOT WIDE RIDE 335/334 NAKED SHOVEL

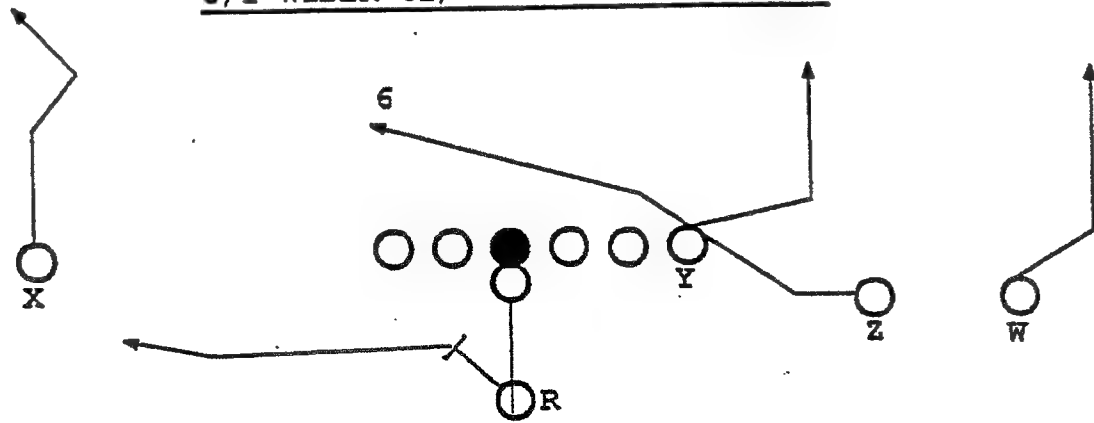


GADGETS

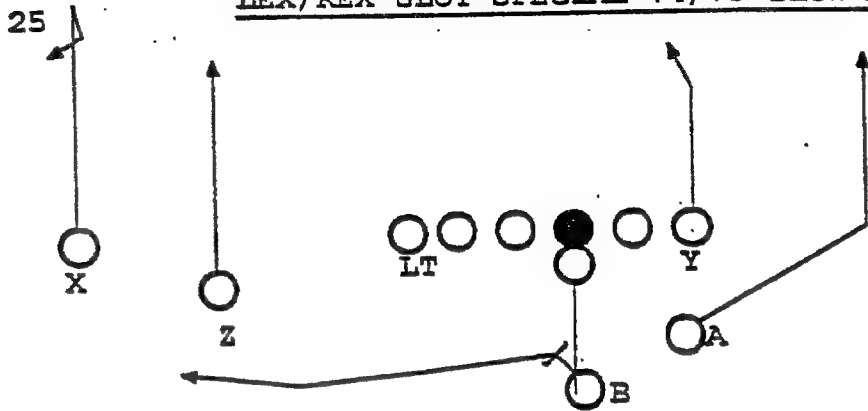
HALF RT/LT 218/219 SHOVEL PASS RT/LT



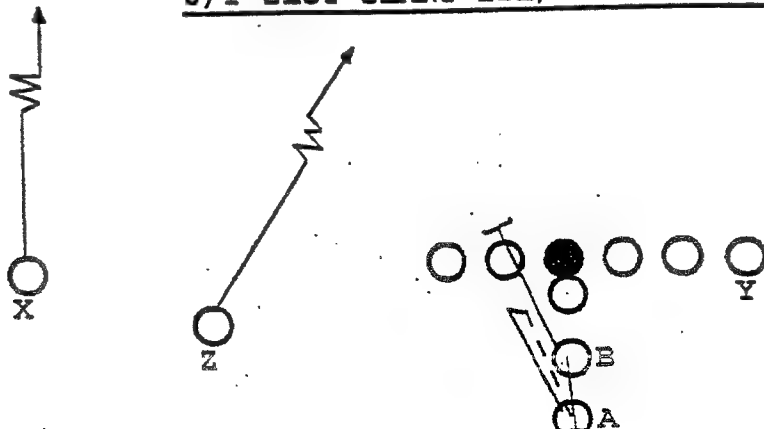
0/1 WIDER 62/63 FAKE W GO SCREEN



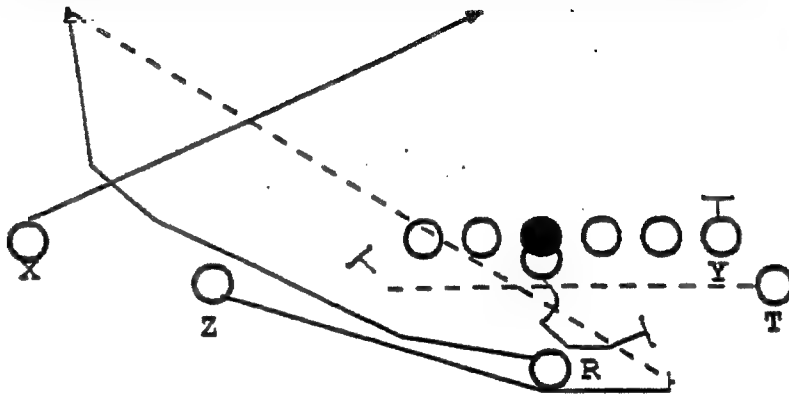
LEX/REX SLOT SPECIAL 74/75 SLOW A GO



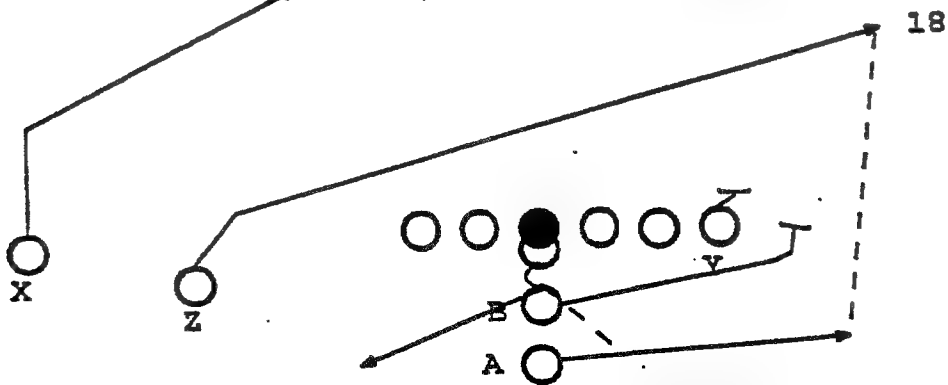
0/1 SLOT SLANT 132/133 FLEA FLICKER



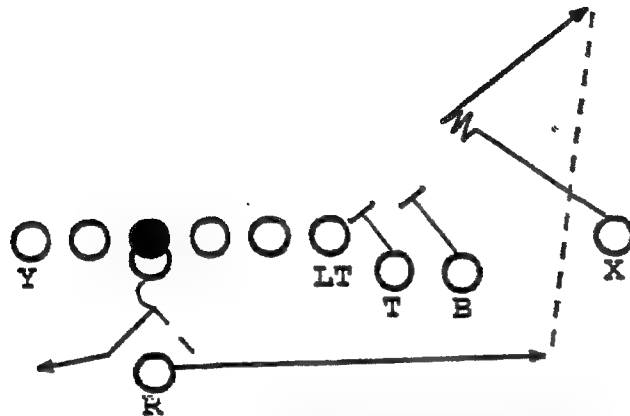
0/1 FLOOD SLOT T FLY TOSS PASS 439/438 Z REVERSE TB TO R



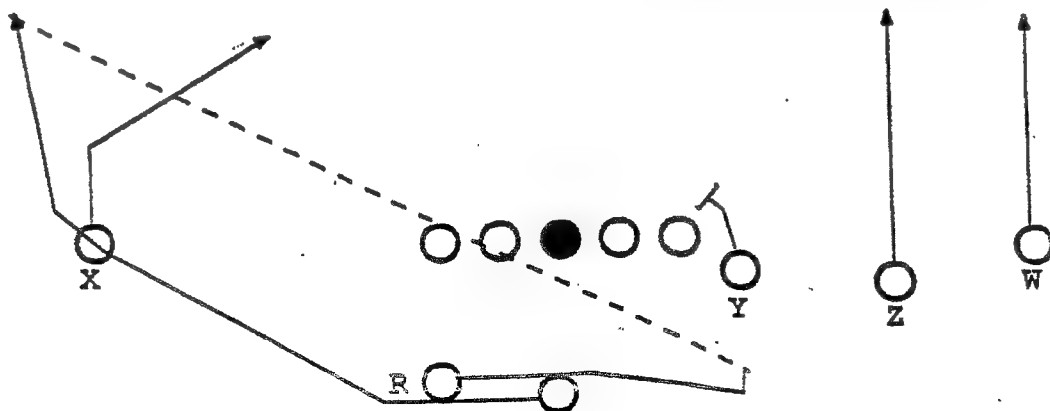
0/1 SLOT TOSS PASS 438/439



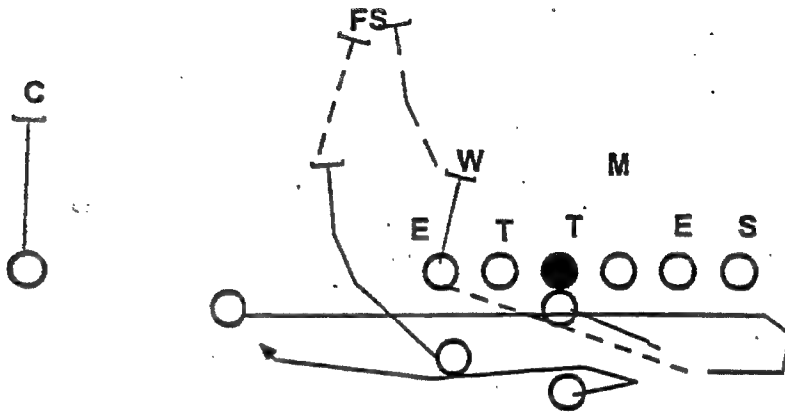
REX LD R/L TOSS PASS 438/439 U CRACK



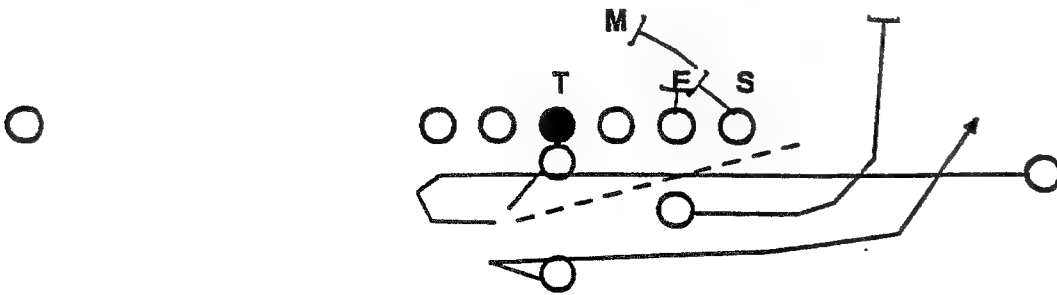
GUN FLOOD R/L PASS 438/439 THROWBACK TO QB



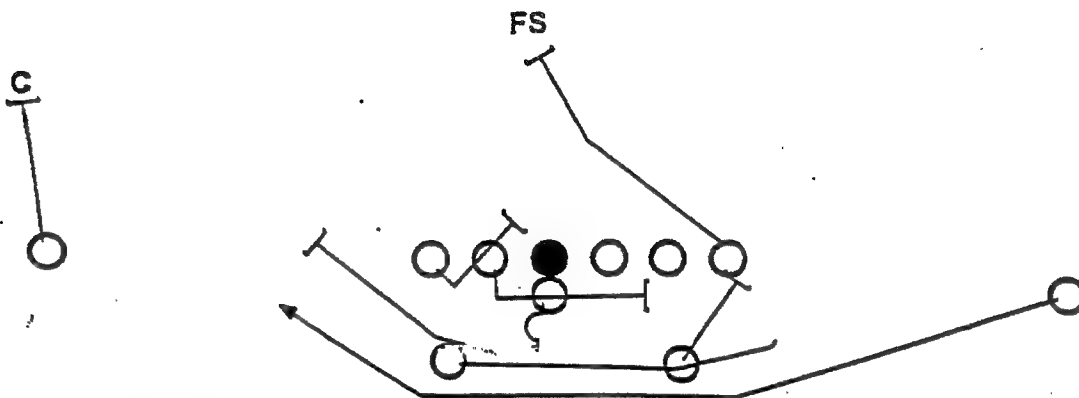
0 WK SLOT Z MOT SL - 39 OPTION



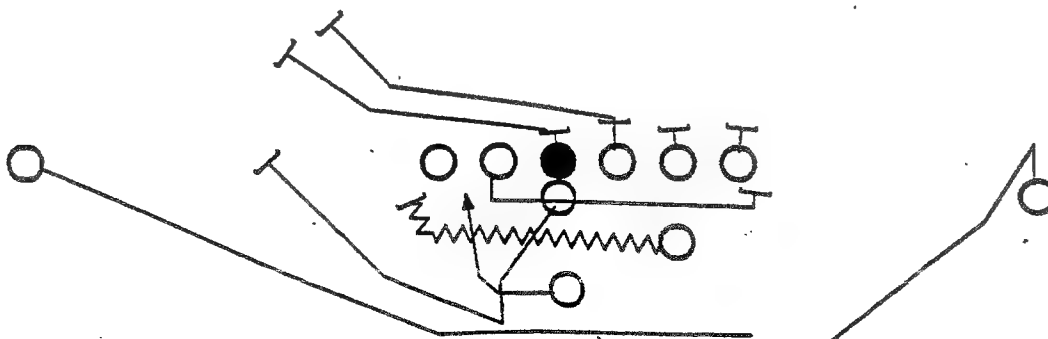
0 ST Z FLY SL - 38 OPTION



6 - SL - 36 Z REV LT



0 STR B FLY R - 35 DBL Z REV LT



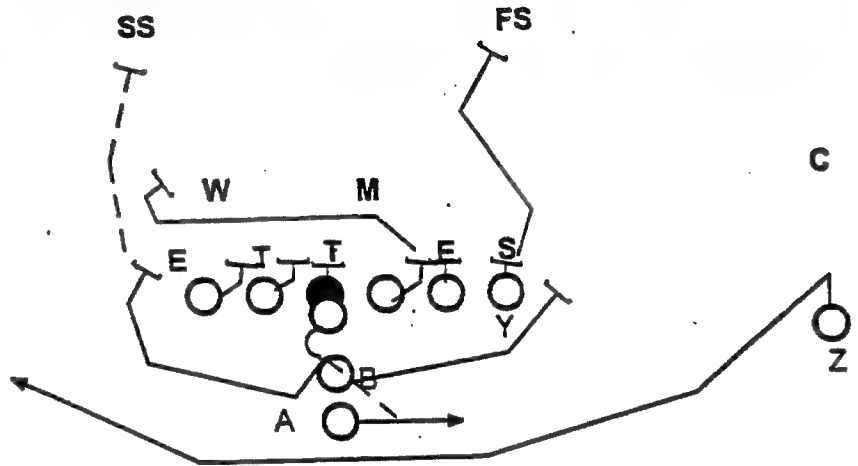
GADGETS

TOSS 38 BOSS Z REV LT

UNCOVER OG - W / M

Y - 2 COUNT TO FS

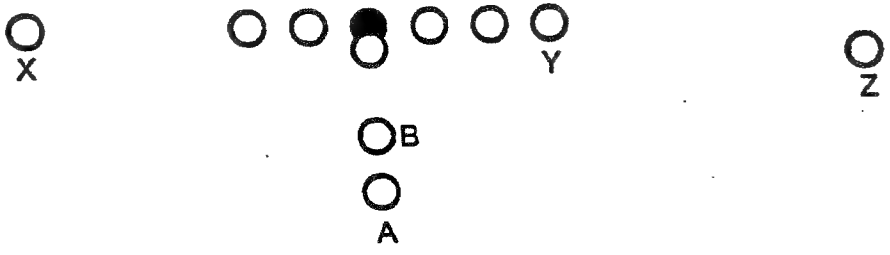
QB - TOSS THEN BLOCK
END MAN ON LOS



HAND OFF = 8 - 10 YDS DEEP

TOSS 38 BOSS FAKE Z REV LT

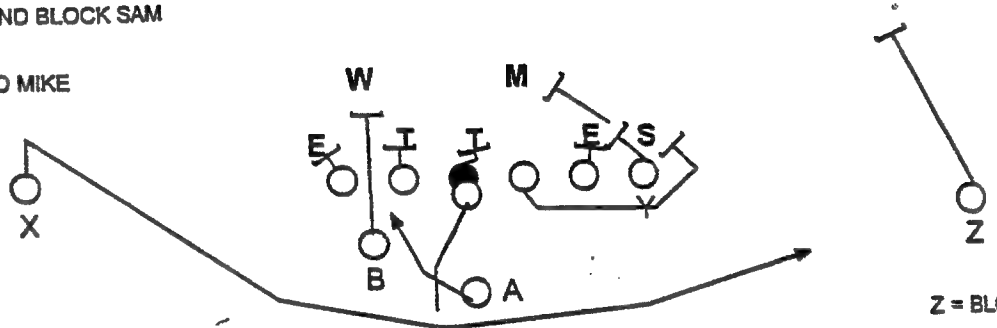
COACHING POINT = FB ON FORCE



R 39 SLASH X REV RT

UNCOVERED OL PULL AND BLOCK SAM

ONSIDE - T / Y = TREY TO MIKE

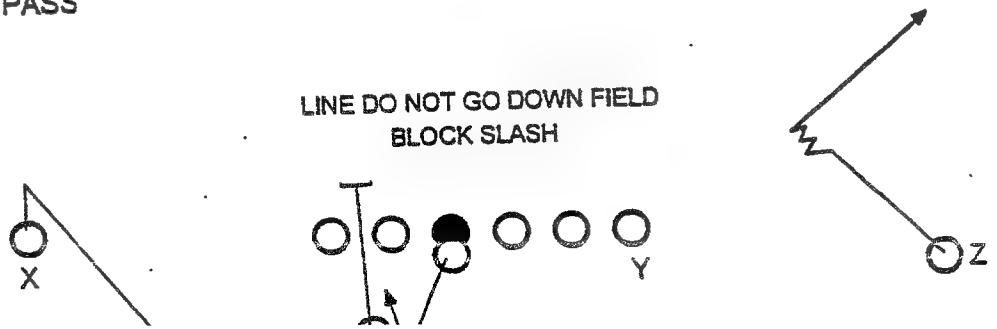


Z = BLOCK FORCE

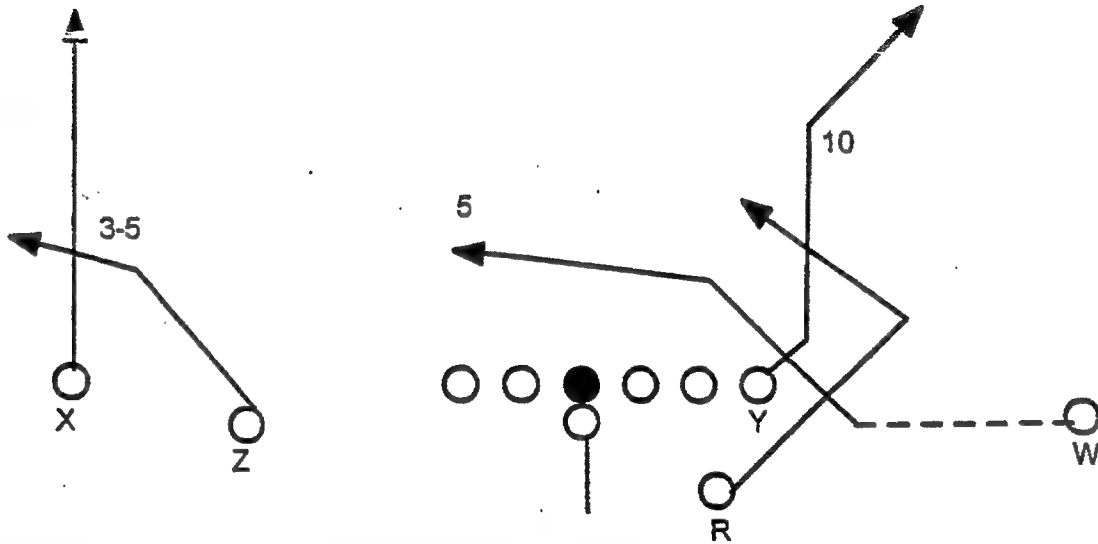
HAND OFF 5 - 5 AND A HALF YDS DEEP

R 39 SLASH X REV RT PASS

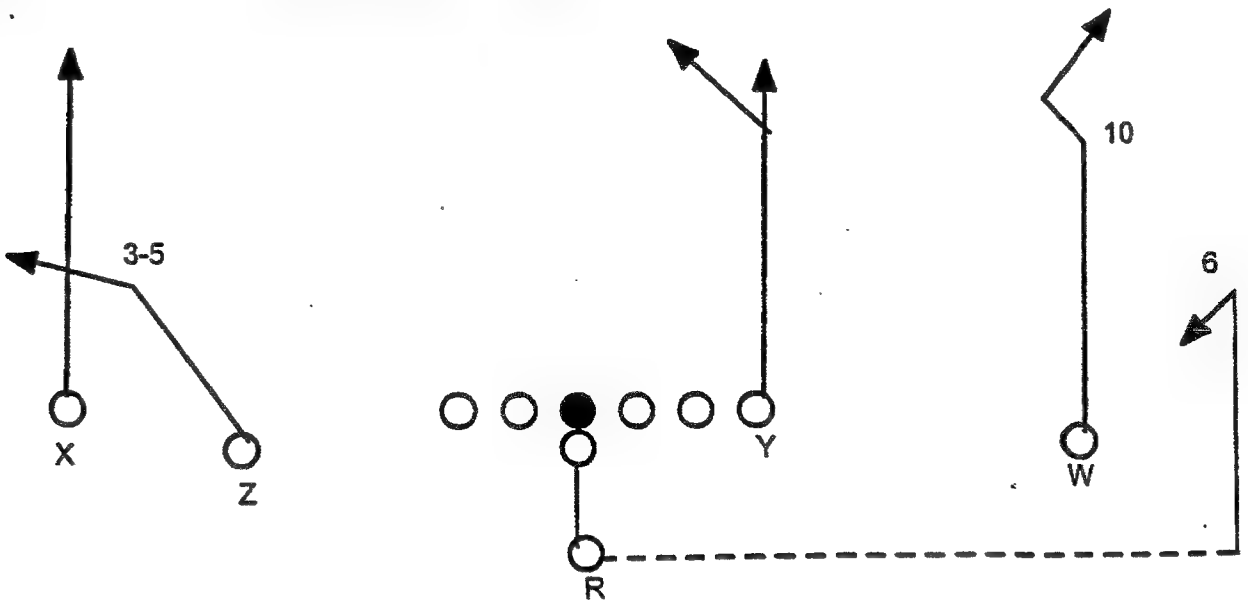
LINE DO NOT GO DOWN FIELD
BLOCK SLASH



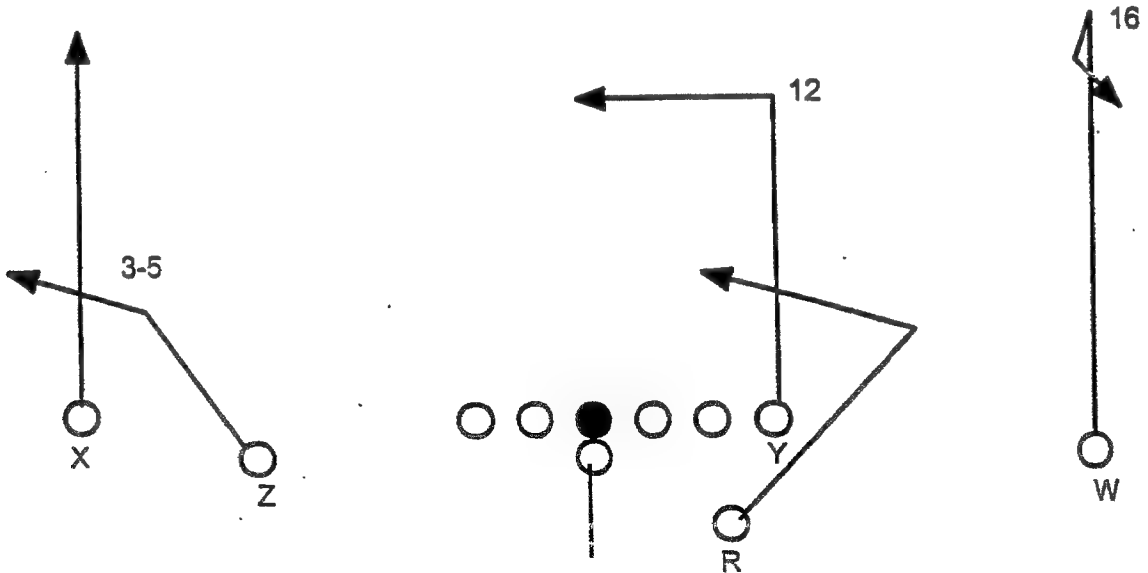
8 / 9 WIDE SLOT W HALF FLY 76 / 77 SCAT R TRAIL



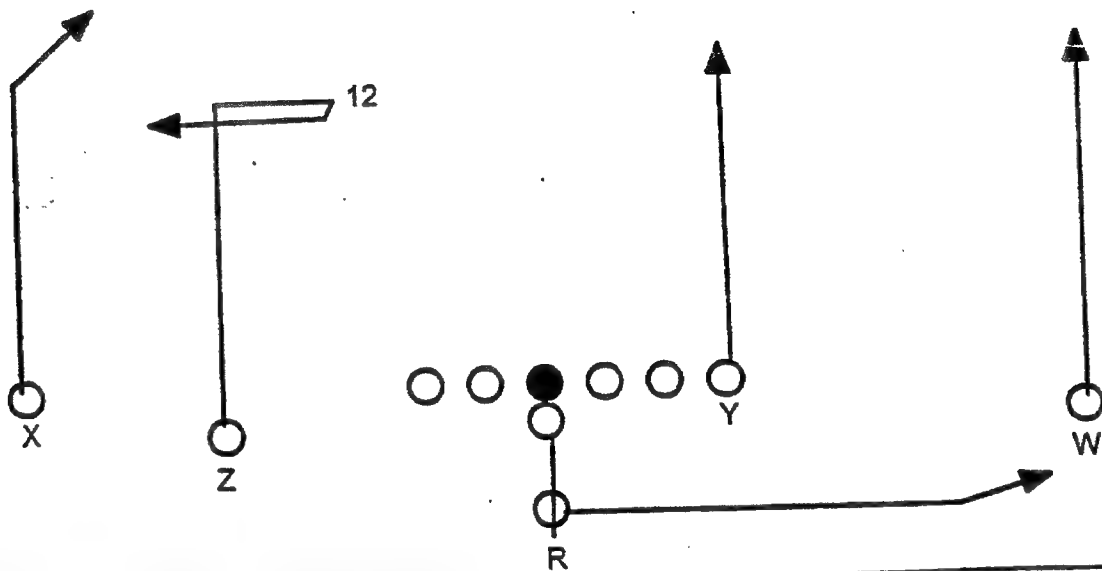
0 / 1 WIDE SLOT R MO 76 / 77 SCAT W FLAG Y SEAM



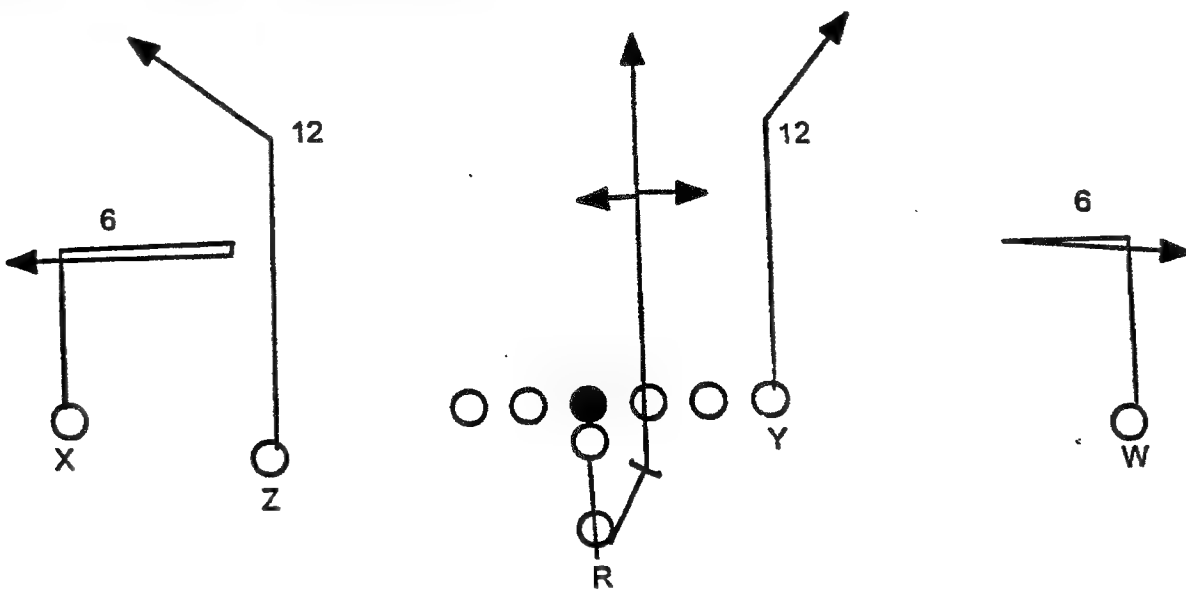
8 / 9 WIDE SLOT 76 / 77 SCAT R ANGLE



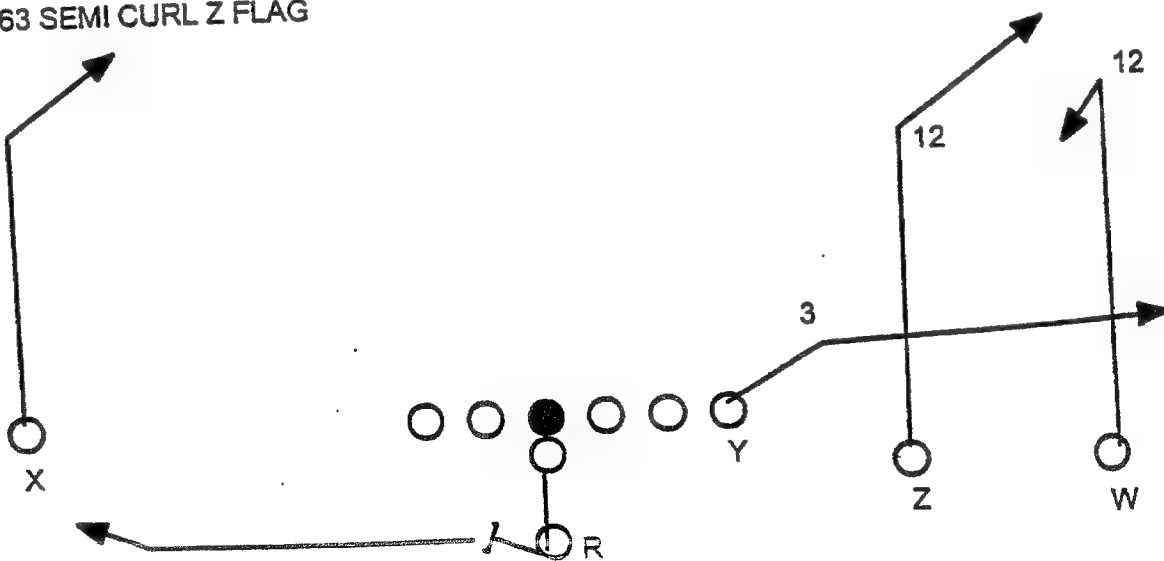
0 / 1 WIDE SLOT 76 / 77 SCAT STREAK X POST



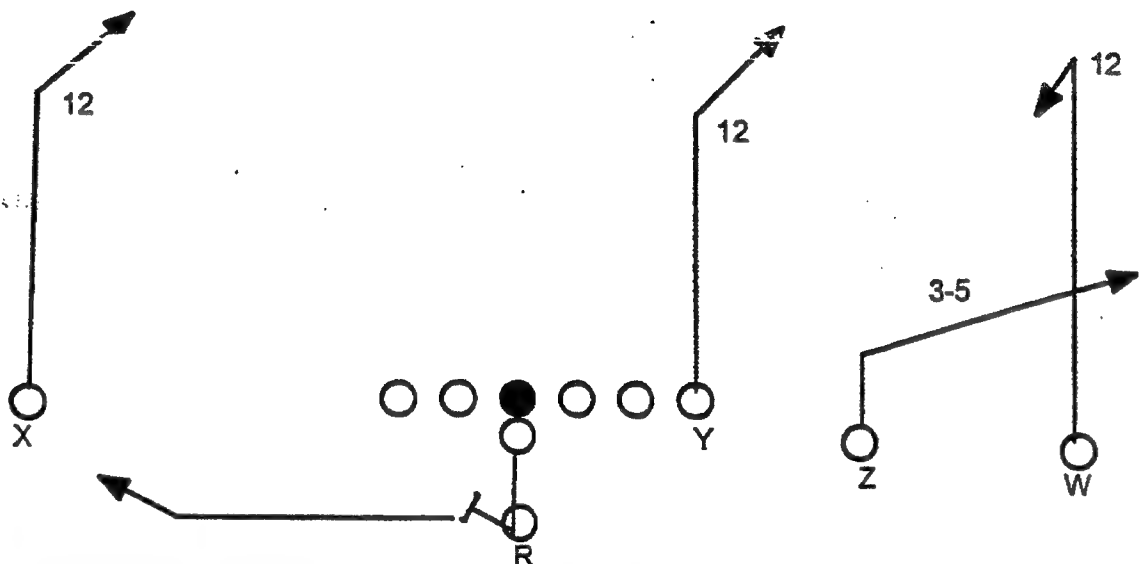
0 / 1 WIDE SLOT 76 / 77 SCAT DOUBLE SMASH



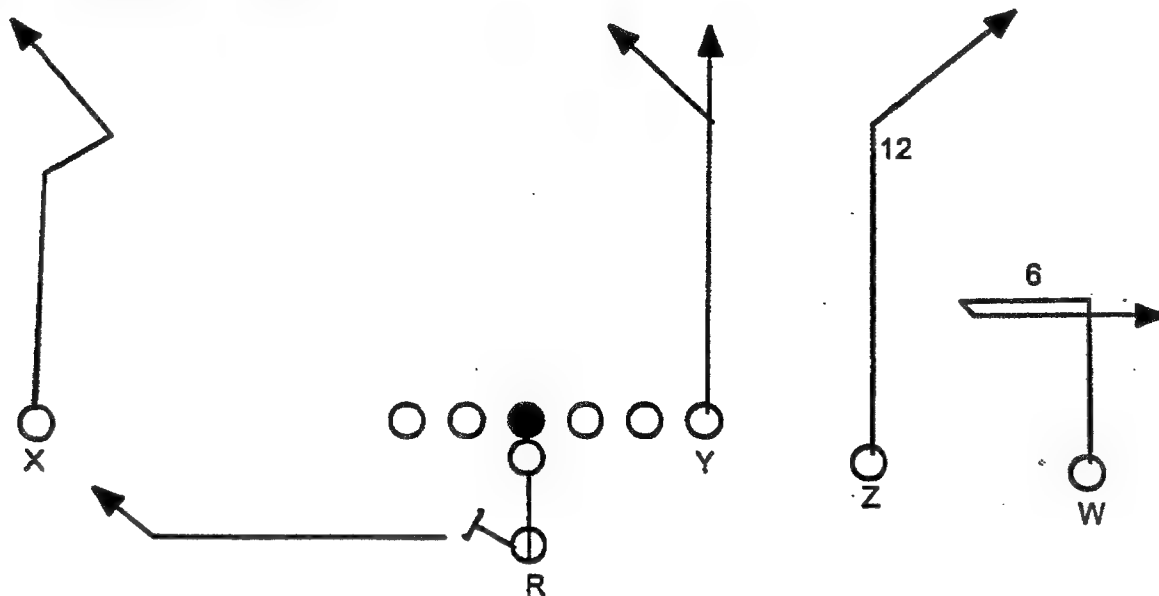
0 / 1 WIDER 62 / 63 SEMI CURL Z FLAG



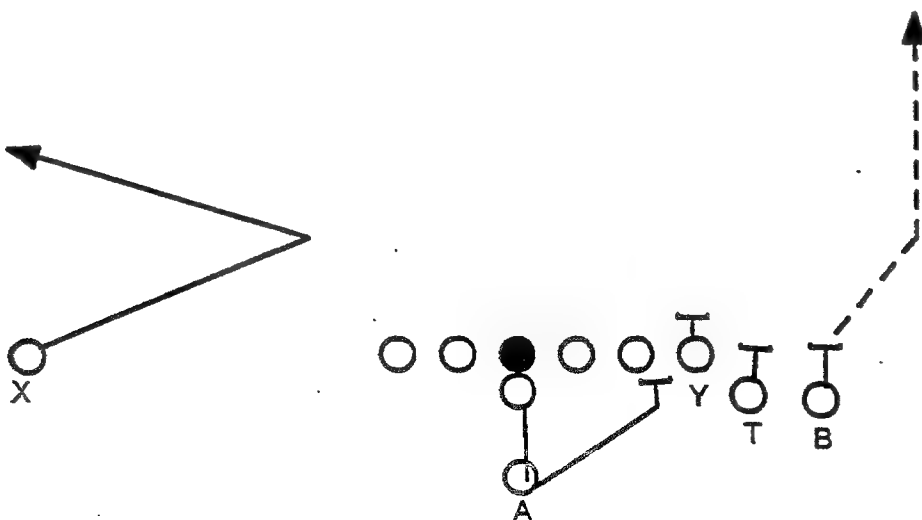
0 / 1 WIDER 62 / 63 SEMI CURL Y FLAG



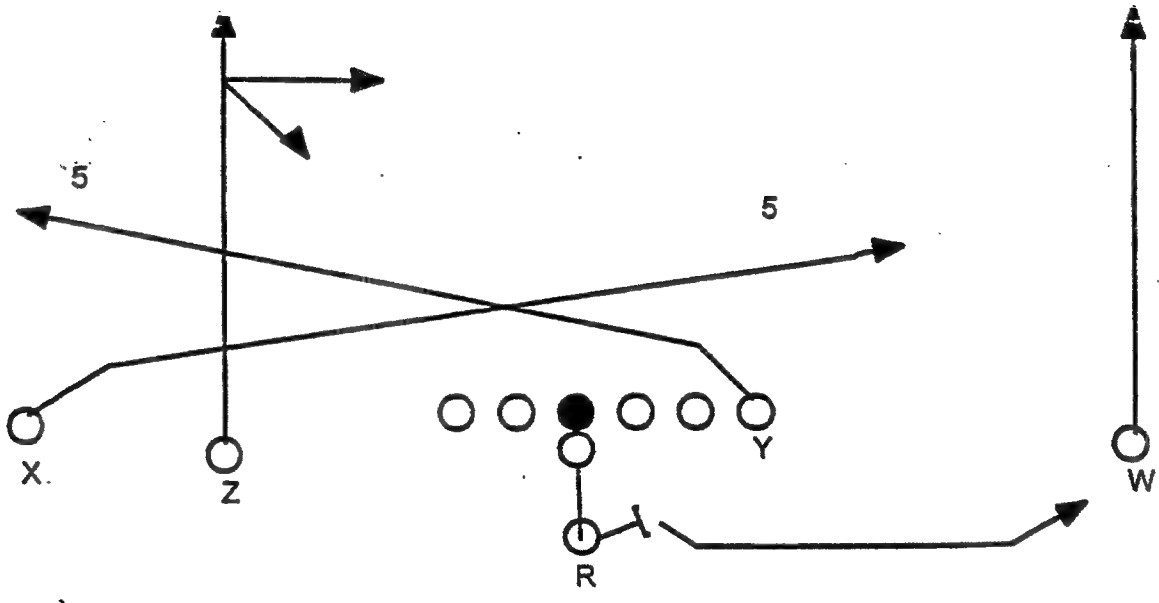
0 / 1 WIDER 62 / 63 SMASH Y POST



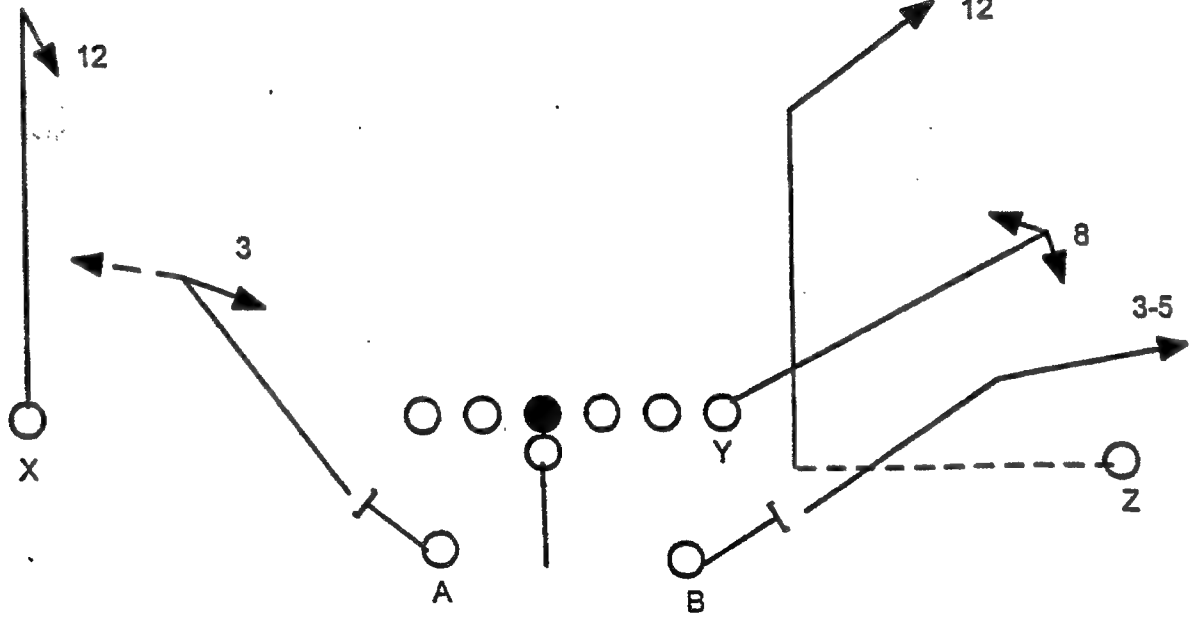
LOAD R / L TOSS PASS 136 / 137 SLOW X K (SLANT)



0 / 1 WIDE SLOT 76 / 77 STREAK X SHALLOW Y UNDER



6 / 7 Z HALF FLY 84 / 85 SEMI RED Y STOP Z CORNER



FOUR MINUTE

Load Personnel

Load Rt/Lt

B Fly Ride 35/34
B Fly P 10/11 Trap
Toss 38/39 U Crack
Toss 38/39 Boss
Toss 138/139 Slow XK (X Go)
R 36/37 Bounce
B Fly R 10/11

Detroit Personnel

0/1 Up Slot

TMO Ride 38/30 Zone
TMO Ride 35/34
TMO P10/11 Trap
Ride 34/35
TMO 62/63 Semi Y Hook
Z Peel 62/63 Semi curl
Z Peel 62/63 Semi T Hook

Heavy Personnel

Heavy Right (Lt) Up

Ride 35/34 Zone
B Peel Ride 39/38 Zone
Ride 34/35
BMO Ride 38/39 Zone
BMO 62/63 Semi Y Hook
BMO 62/63 Semi Curl

2 TE Personnel

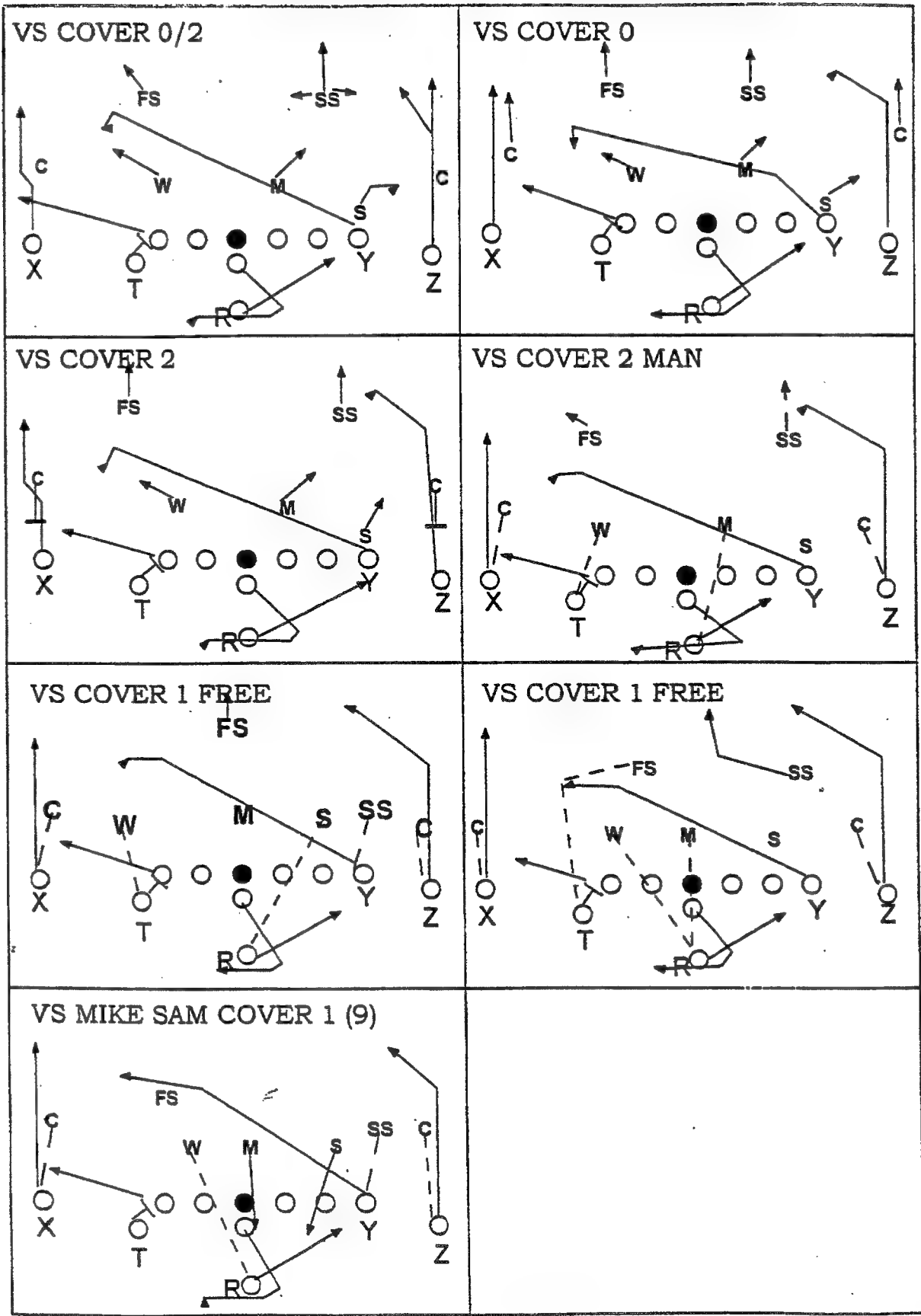
0/1 Tite

Z Fly Slant 33/32 Lead
Z Peel Slant 32/33 Lead
Ride 36/37 Bounce
A Fly 74/75 Streak Y shallow
62/63 Semi Curl
R 47/46 Fan
R 46/47 Boss

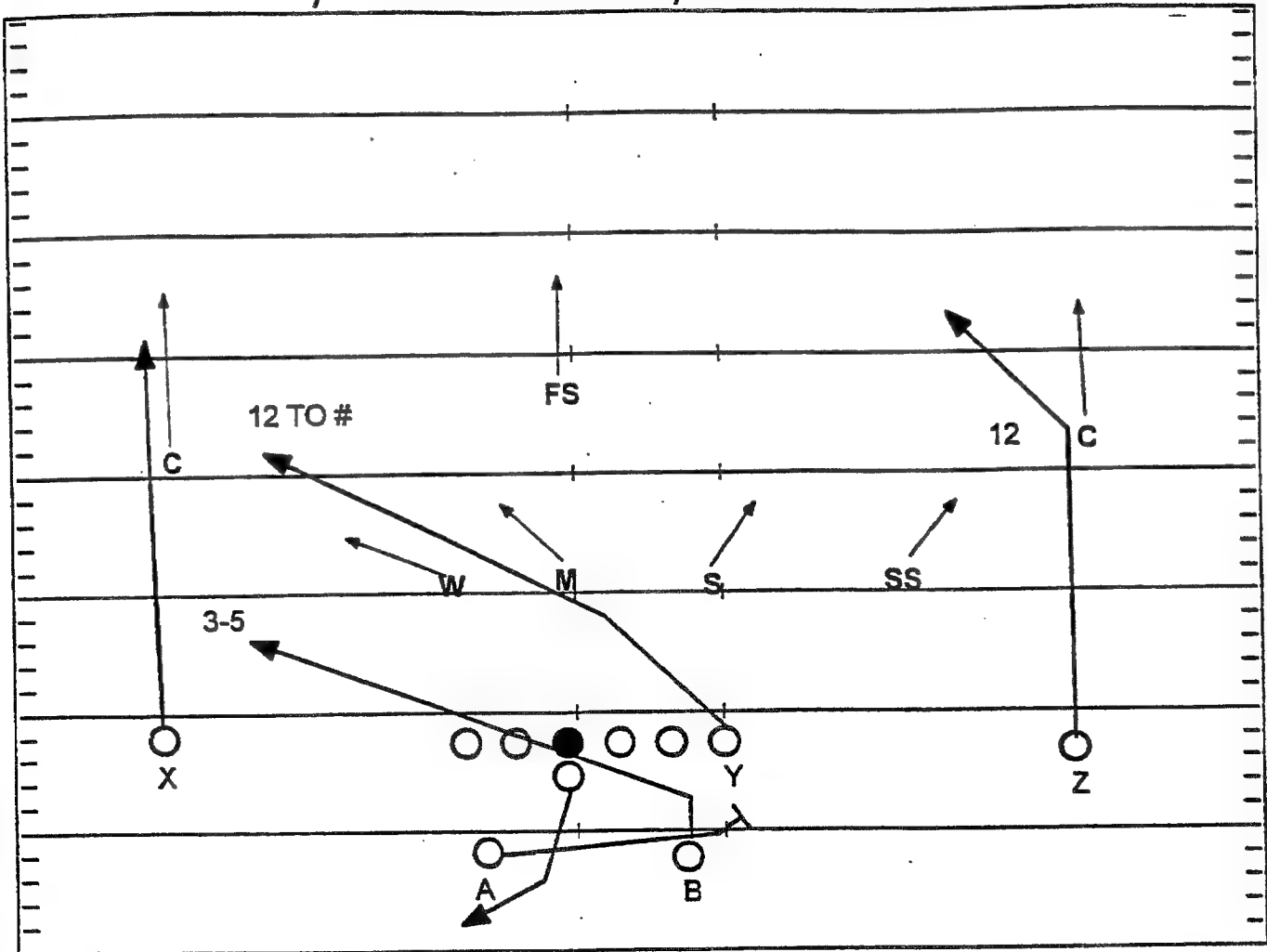
4 MINUTE OFFENSE

- (D) 0/1 on Slot Dir. R-39/38 Slash
- (2T) 0/1 Tite Pkg. R-36/37 Fan
- (R) 0/1 ZFT R-38/39 Slash Boss
- (R) 0/1 Slot ZPT R-38/39 Slash boss
- (R) 0/1 ZFT R-338/339 Naked Lt/Rt
- (D) 0/1 Flood Slot T Fly - R-38/39 Slash

0 / 1 UP RIDE 338 / 339 NAKED



6 / 7 SLANT 336 / 337 NAKED



QB Fake Slant 36/37 - After Fake, Boot Away from Action
Progression X - B - Y

X Maximum Split - Execute a Go Route

Z Maximum Split - Execute a Post Route
No Conversions

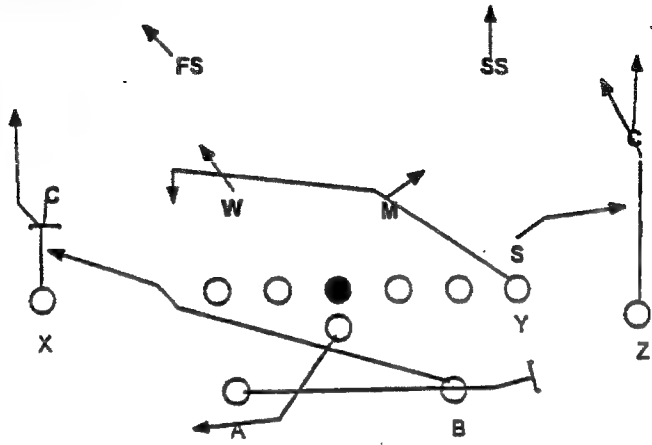
Y Inside Release - Execute Crossing Route to Depth of 12 Yd to #'s in Zone. vs. Man Stay on Move

A Execute Slant 36/37 Fake

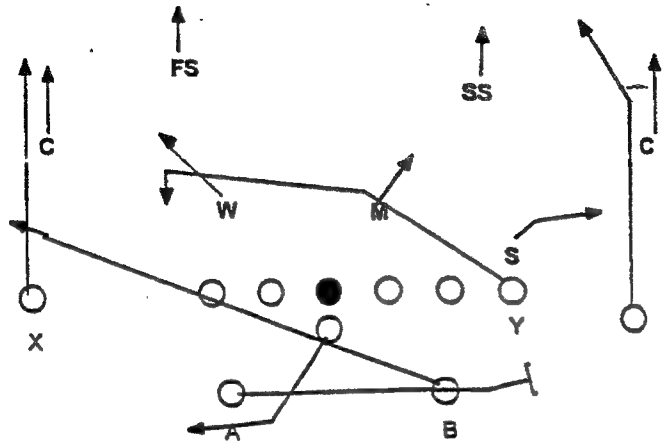
B Slide Under Faking Back. Execute an Arrow Route

FORMATION(S): 6/7 Slot Z Mot

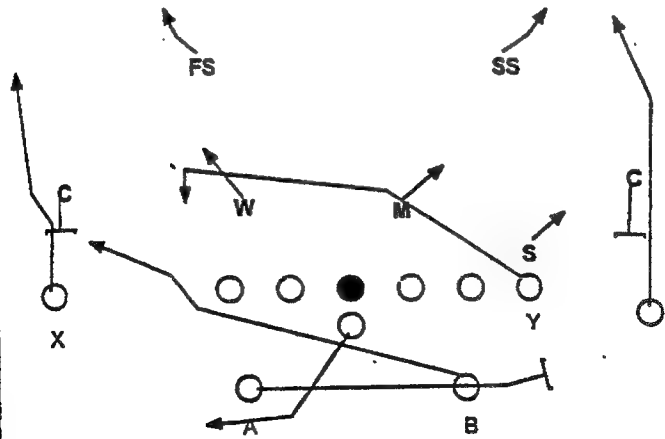
COVER 0/2



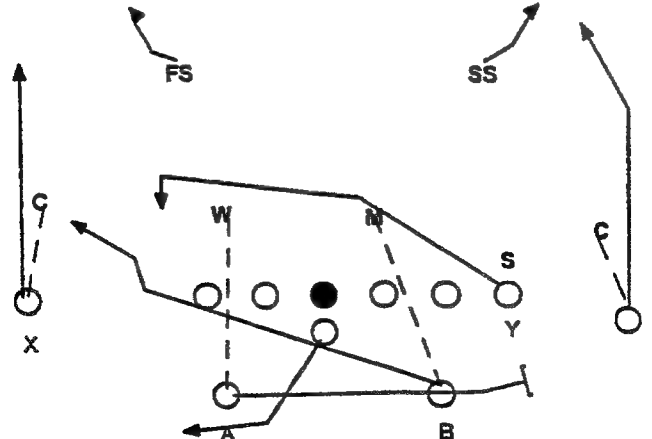
COVER 0



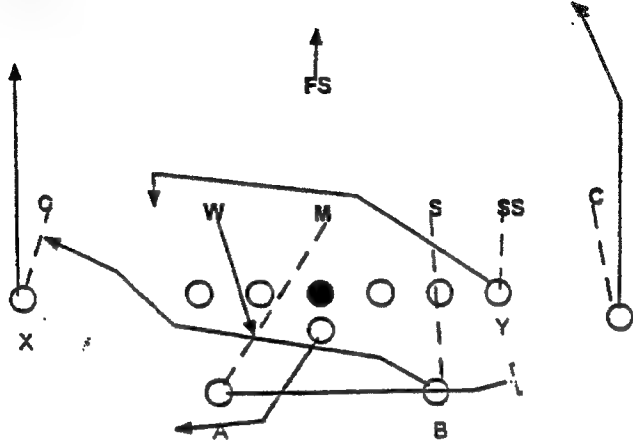
COVER 2



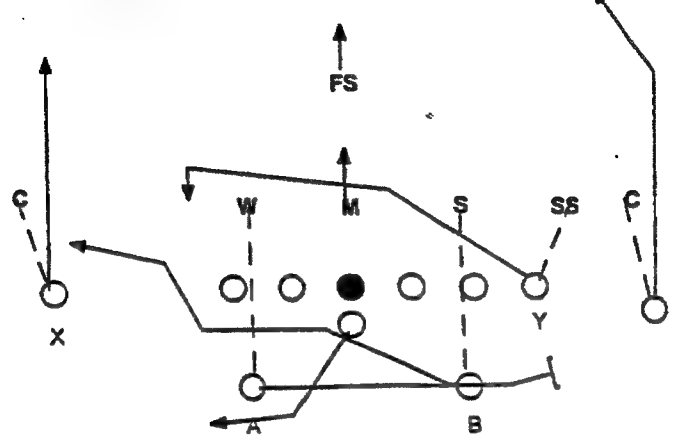
COVER 2 MAN



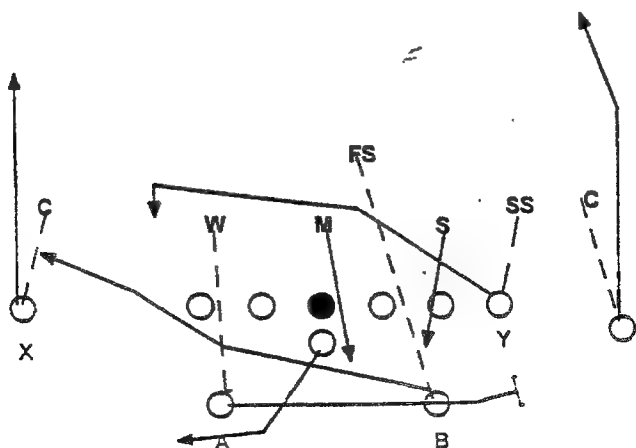
COVER 1 FREE



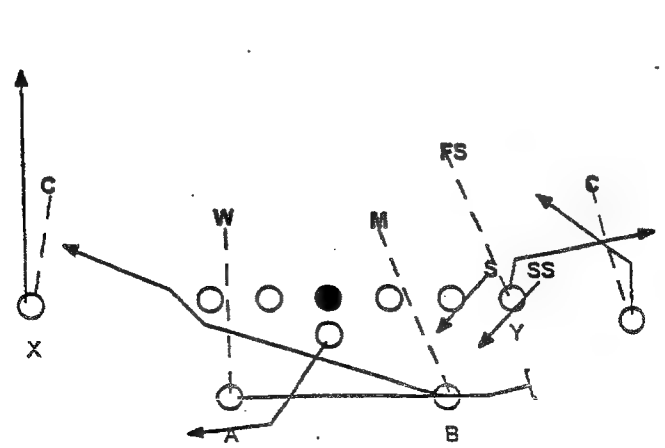
COVER 1 FREE



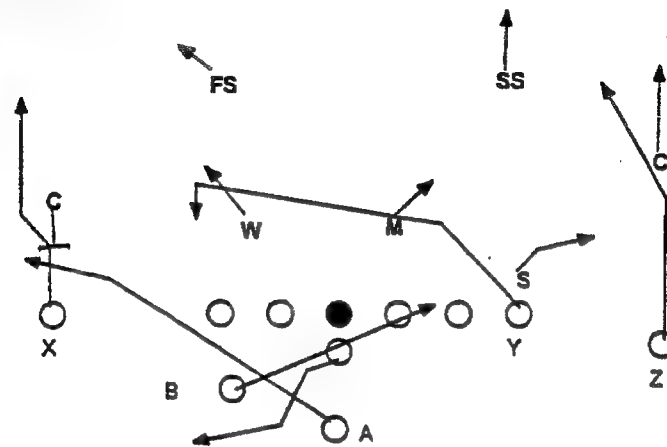
MIKE SAM COVER 1



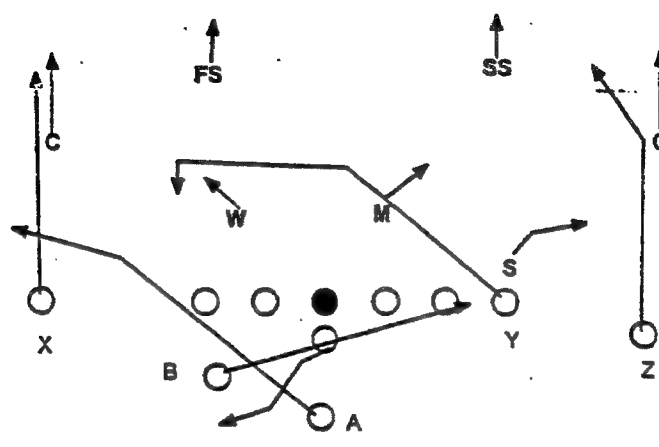
SHARK SAM COVER 1



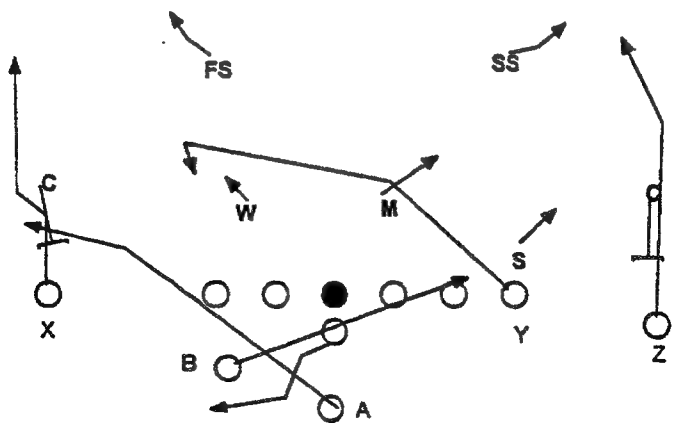
COVER 0/2



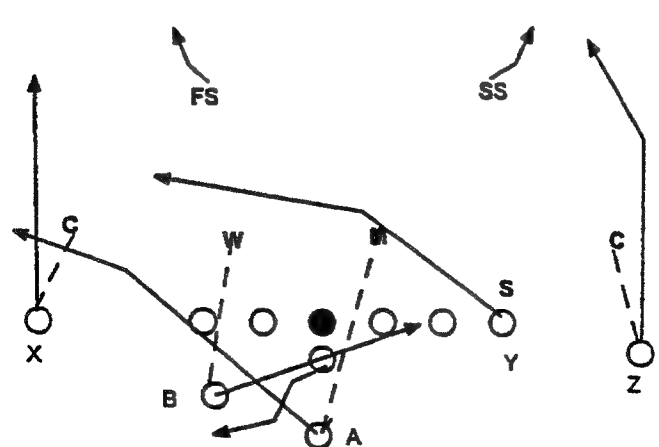
COVER 0



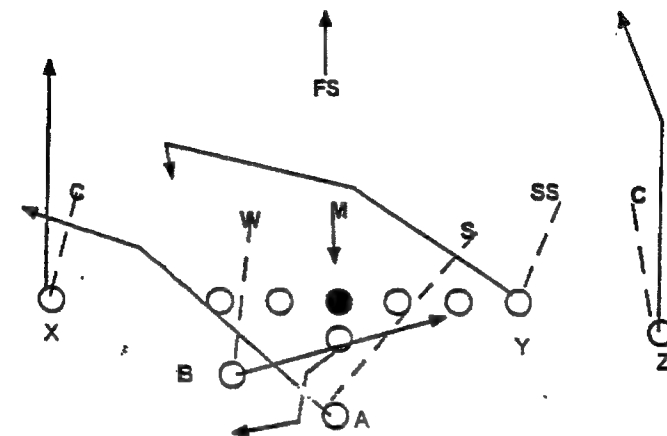
COVER 2



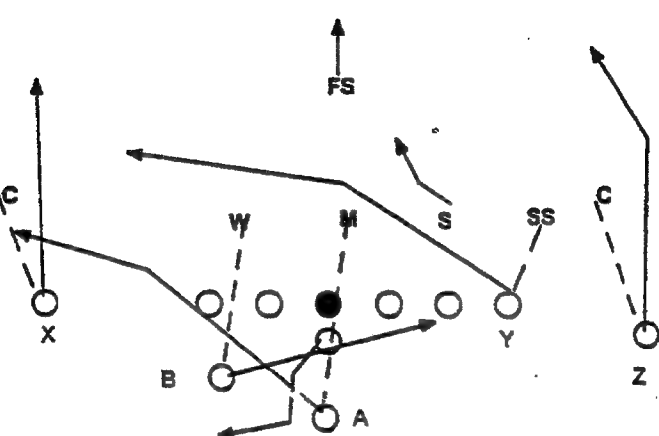
COVER 2 MAN



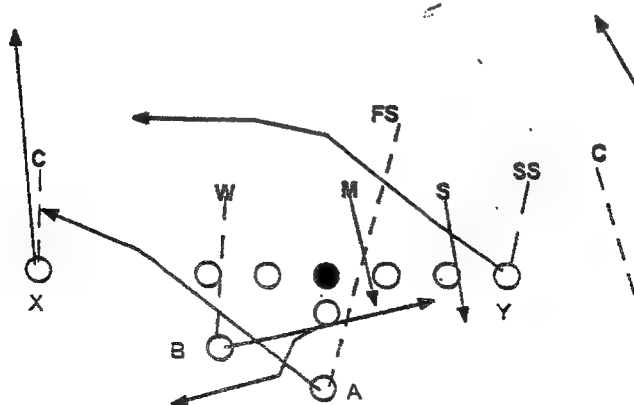
COVER 1 FREE



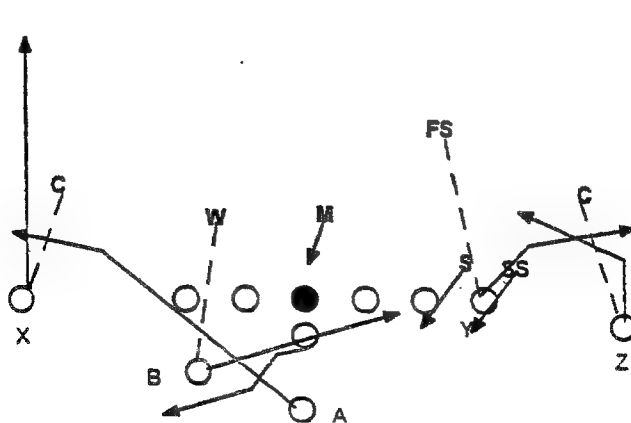
COVER 1 FREE



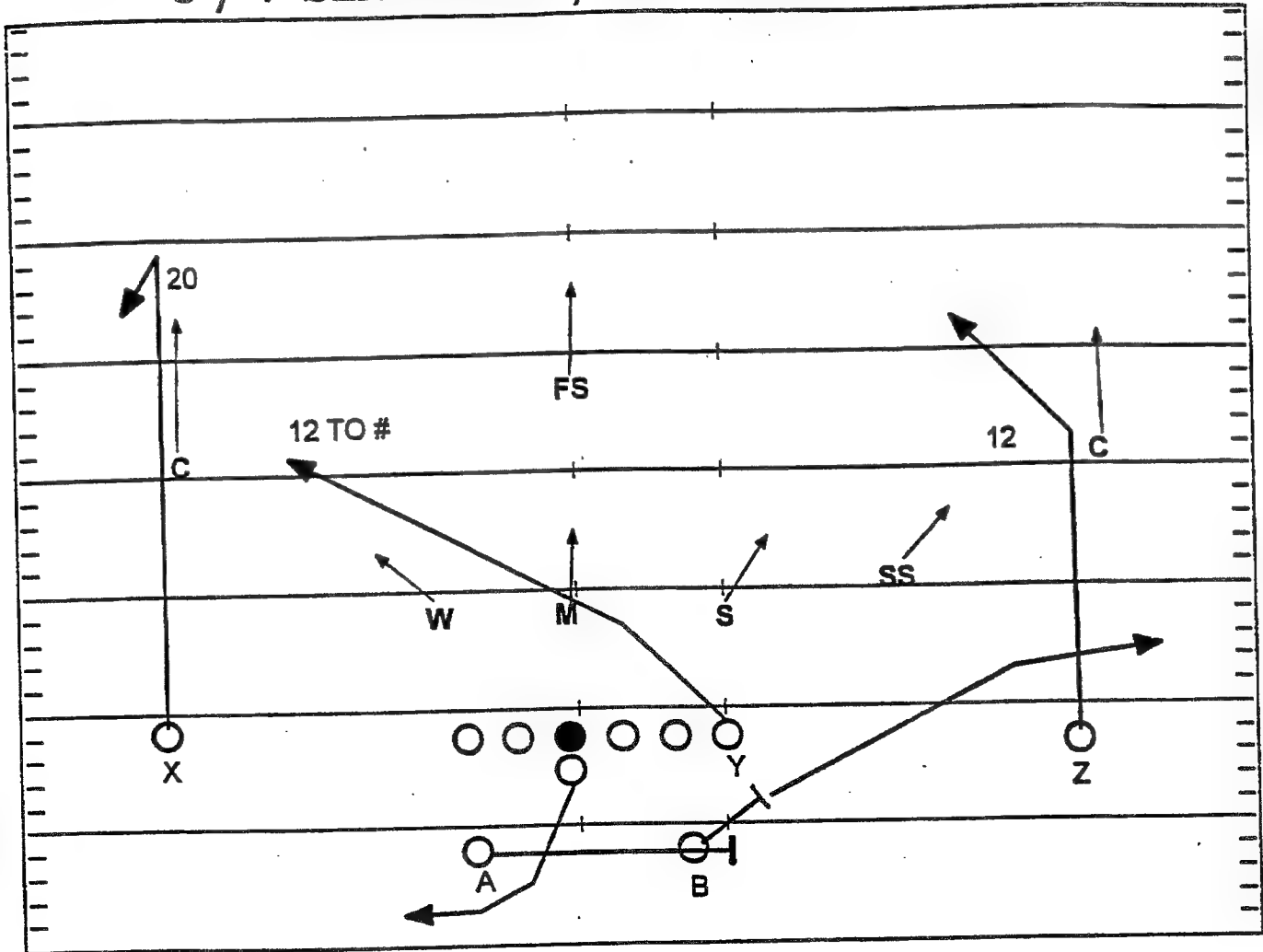
MIKE SAM COVER 1



SHARK SAM COVER 1



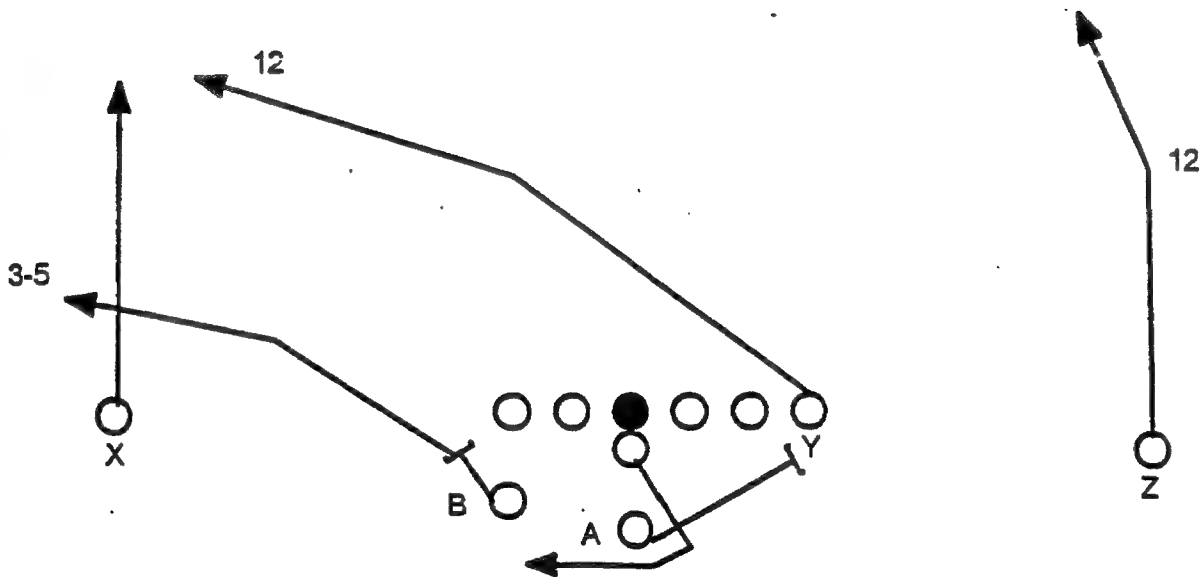
6 / 7 SLANT 336 / 337 BOOT Y CROSS



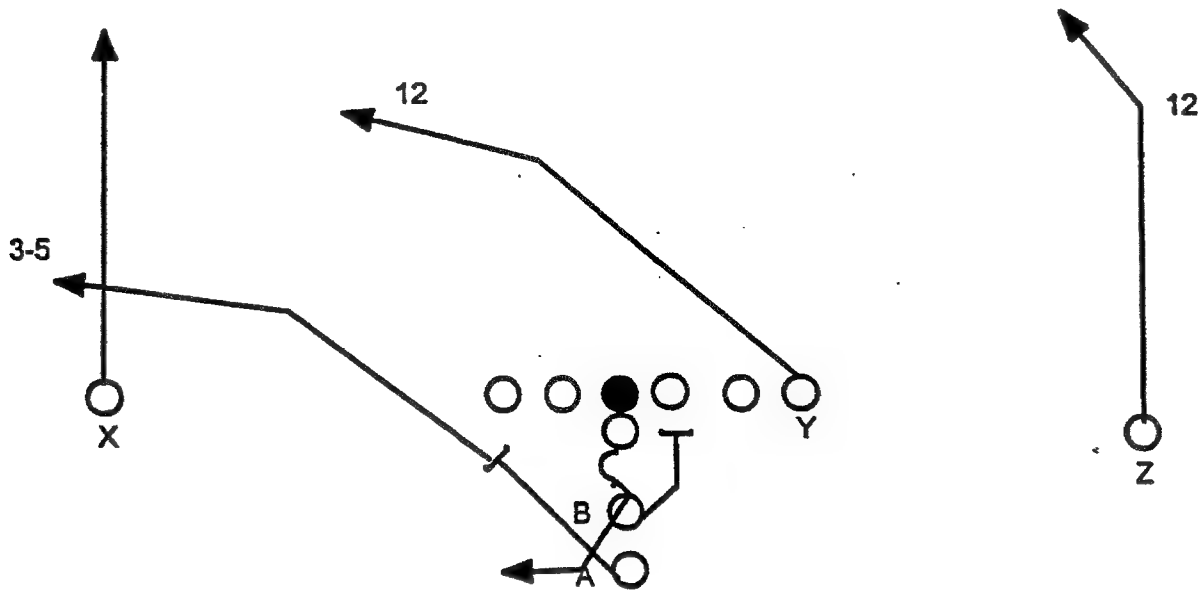
- QB Fake Slant 36/37 - After Fake, Boot Away from Action
Progression X - Y. Be Aware of Checkdown
- X Maximum Split - Execute a 20 Yd Comeback. Fade vs. 2, 2 Man
- Z Maximum Split - Execute a Post Route
No Conversions
- Y Inside Release - Execute Crossing Route to Depth of 12 Yd to #'s in Zone. vs. Man Stay on Move
- A Execute Slant 36/37 Fake. Block Mike. N/T = 5 Yd Checkdown
- B Block Sam. N/T Execute an Arrow Route

FORMATION(S): 6/7

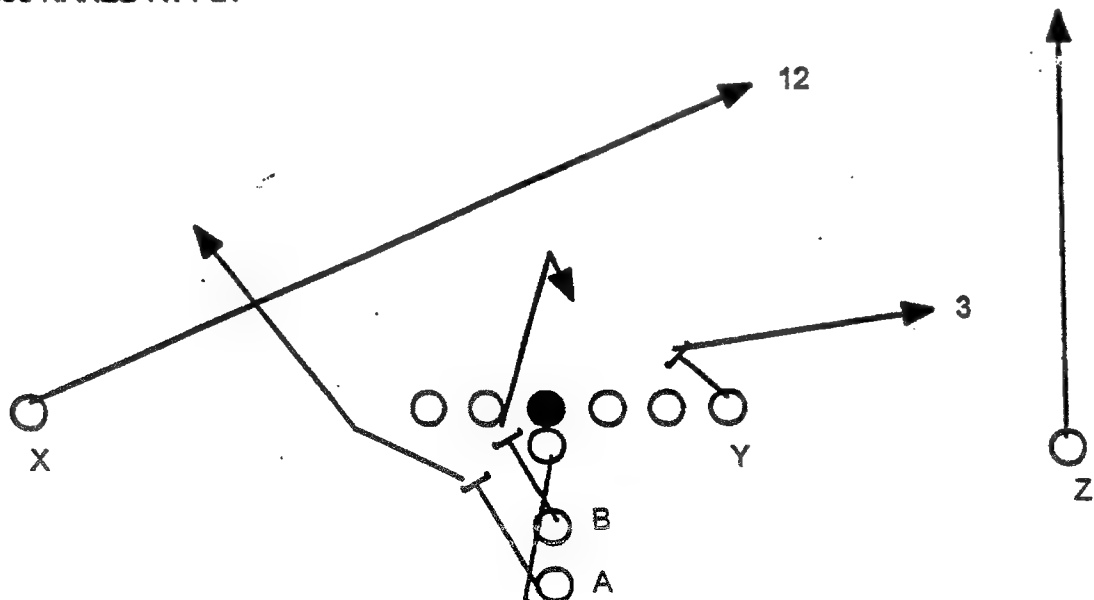
0 / 1 WEAK R 334 / 335 NAKED



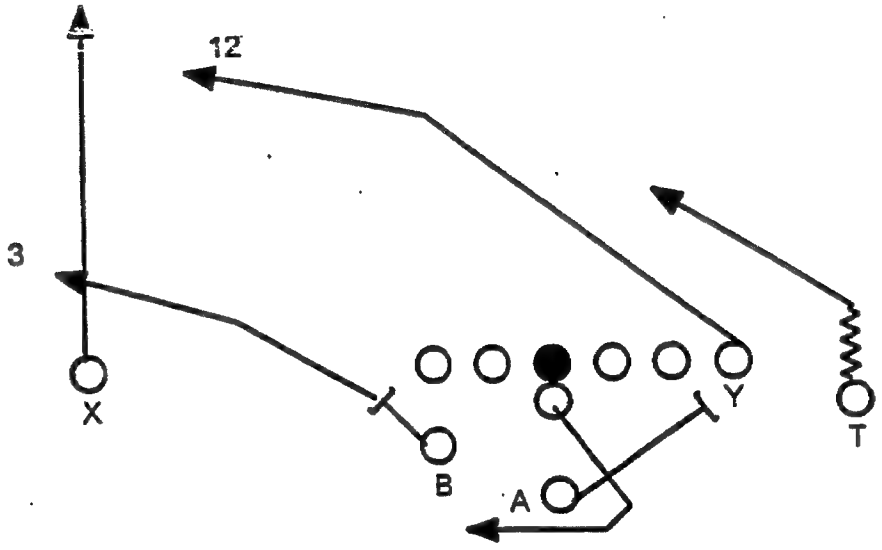
0 / 1 R 310 / 311 NAKED LT / RT



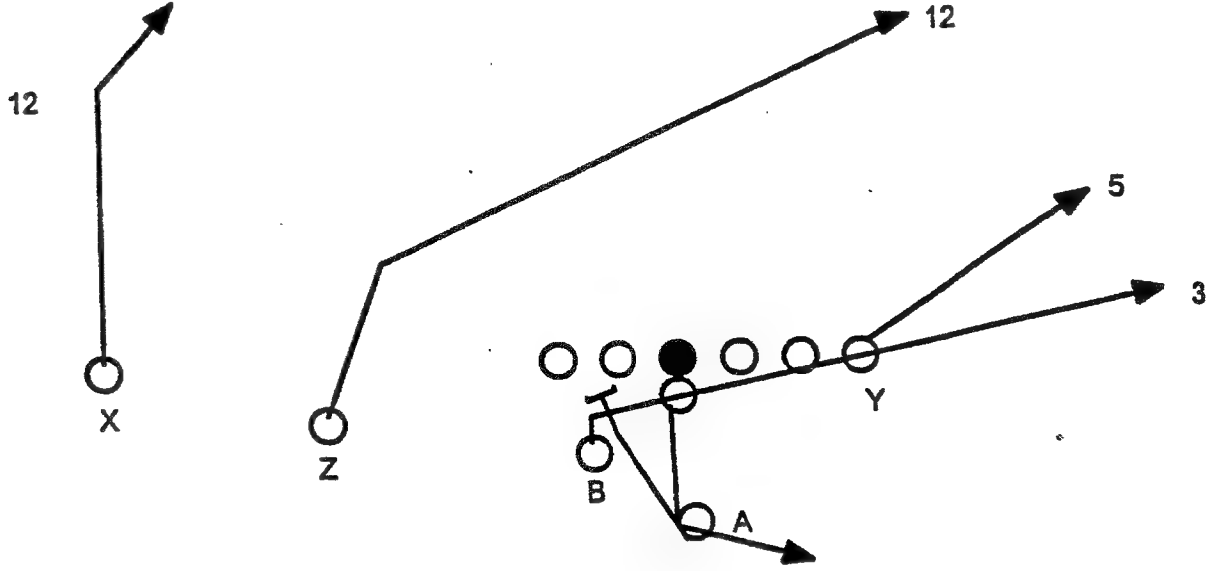
0 / 1 R 337 / 336 NAKED RT / LT



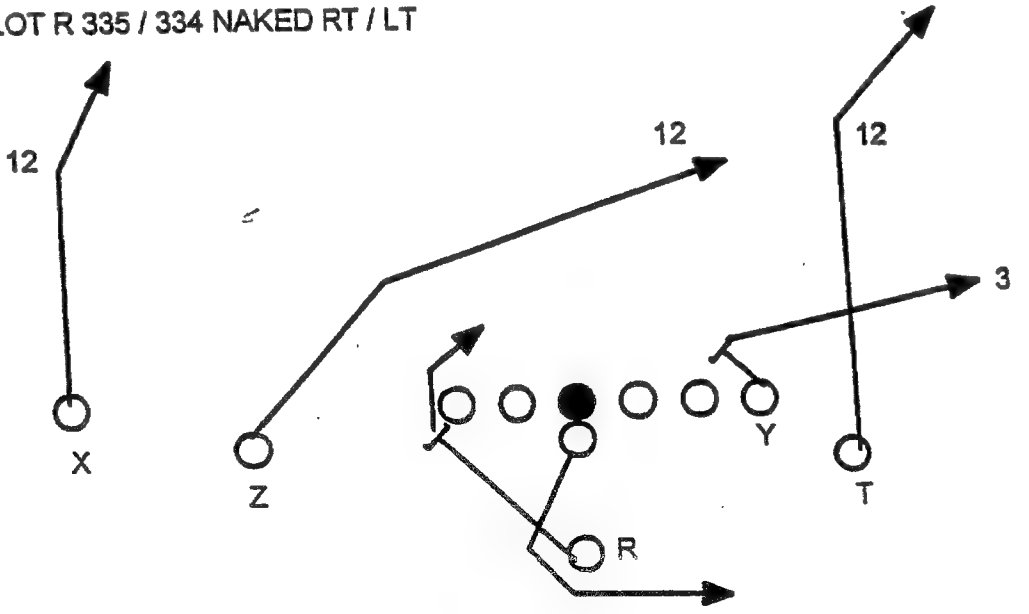
0 / 1 WEAK CLOSE R 334 / 335 NAKED TRAIL LT / RT



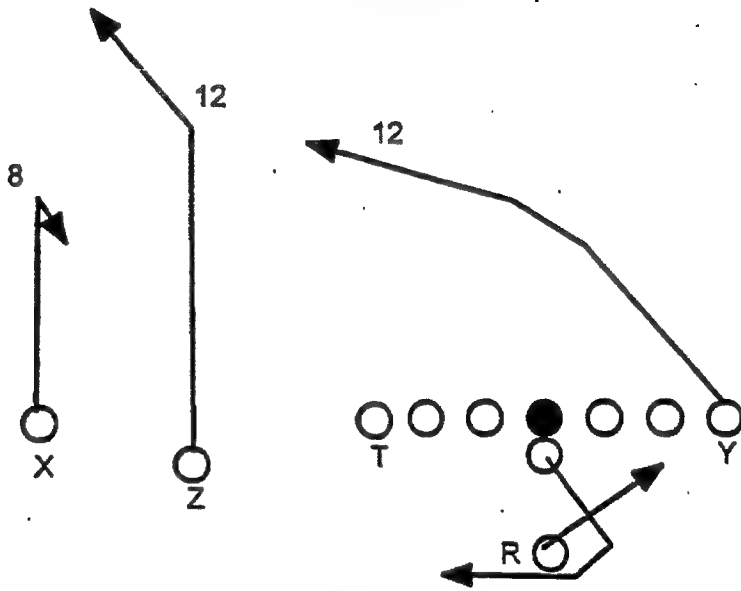
0 / 1 WEAK SLOT R 337 / 336 NUDE RT / LT



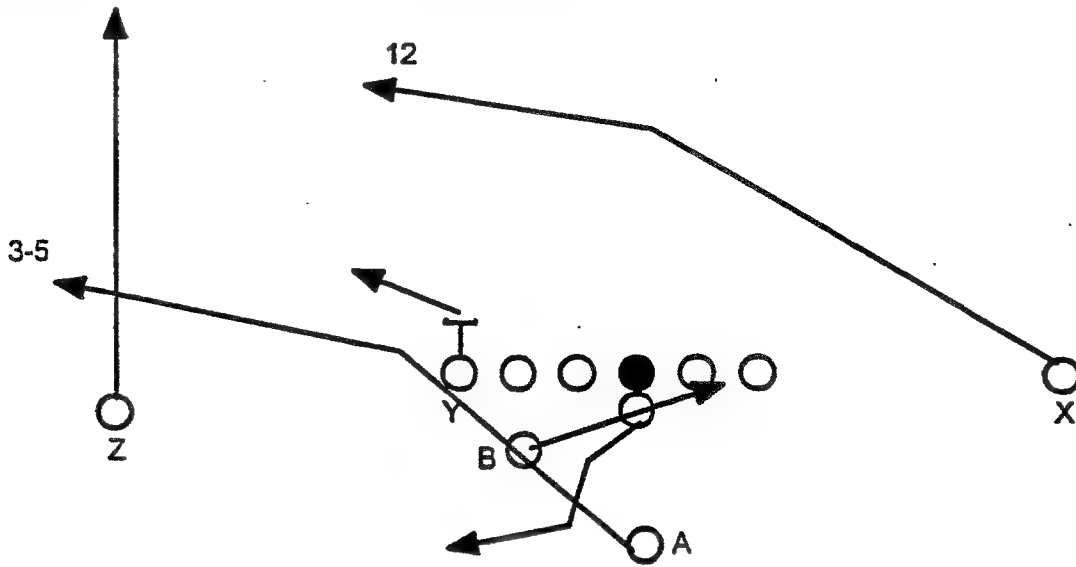
0 / 1 FLOOD SLOT R 335 / 334 NAKED RT / LT



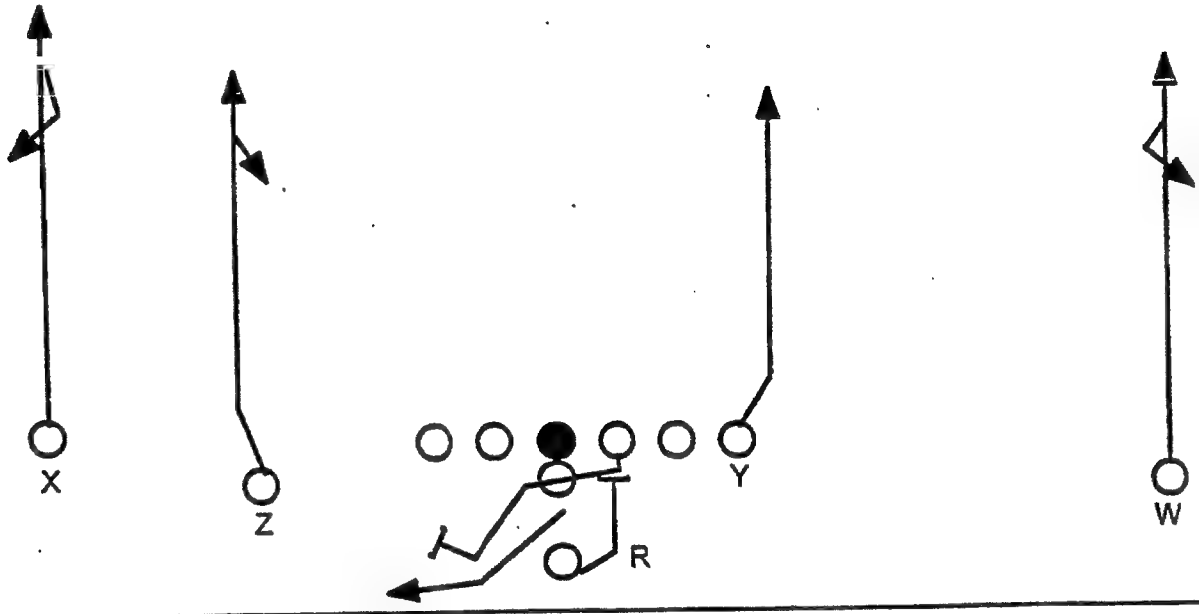
0 / 1 ON SLOT R 334 / 335 NAKED SMASH RT / LT



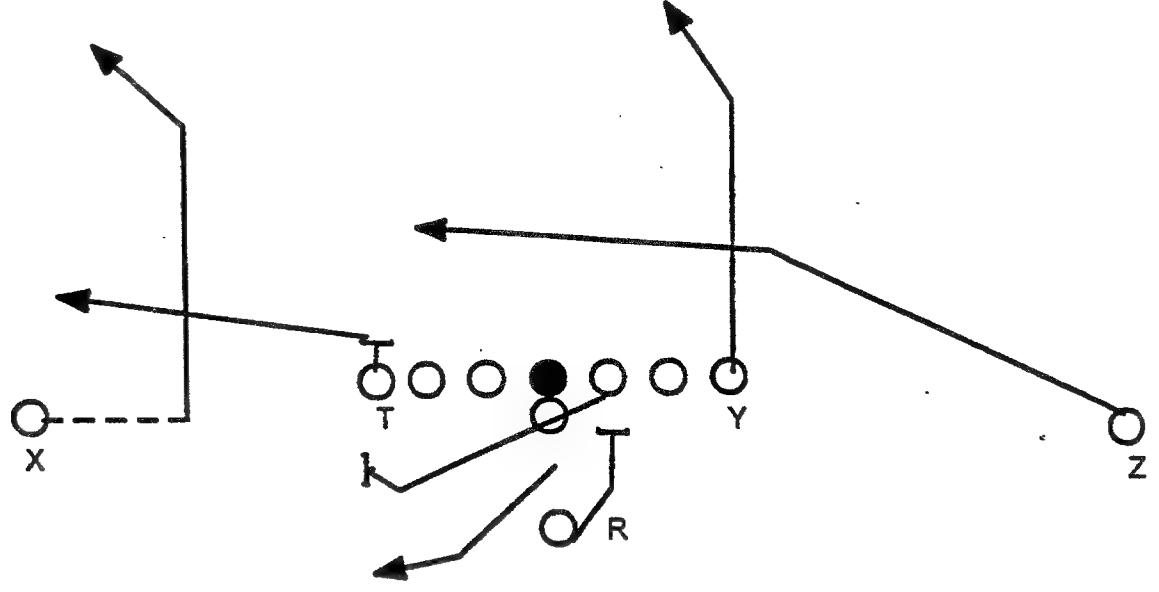
1 / 0 STR P 330 / 331 NAKED RT / LT DELAY



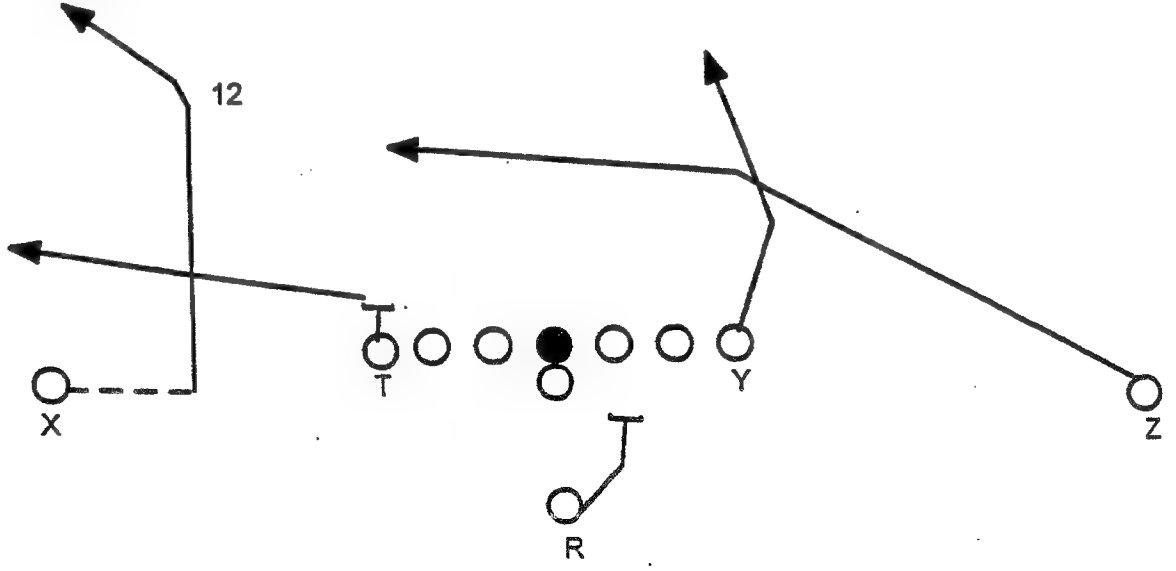
0 / 1 WIDE SLOT R 334 / 335 BOOTLEG LT / RT STREAK

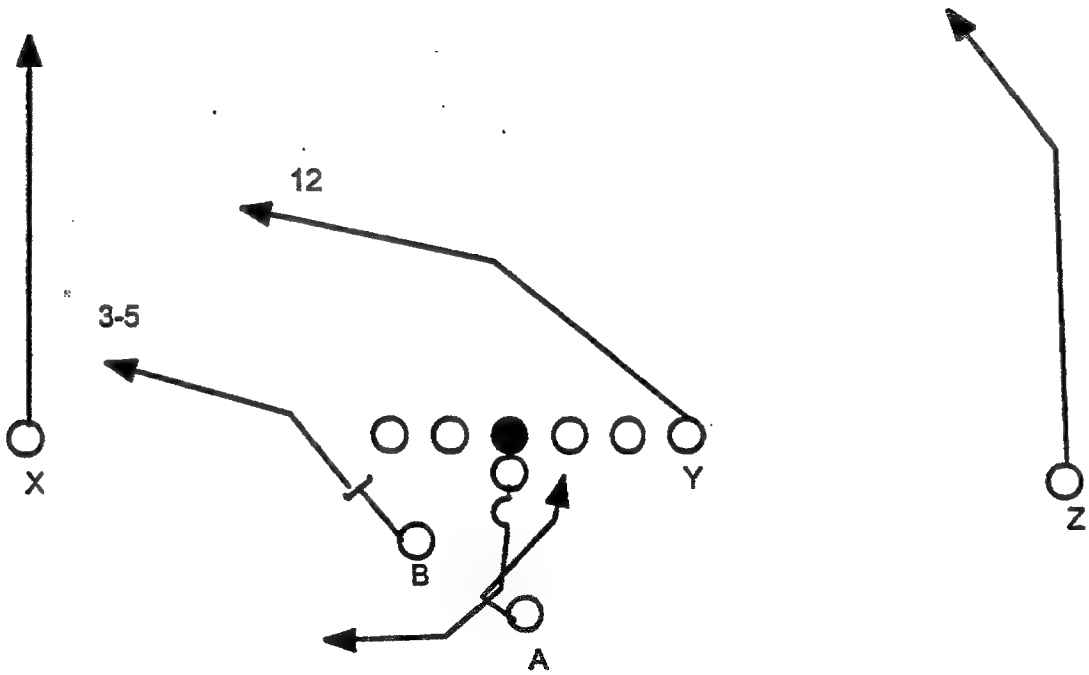


0 / 1 ON X HALF MOTION R 334 / 335 BOOTLEG LT / RT Z CROSS SAIL



0 / 1 ON XHM R 334 / 335 NAKED LT / RT Z CROSS X FLAG



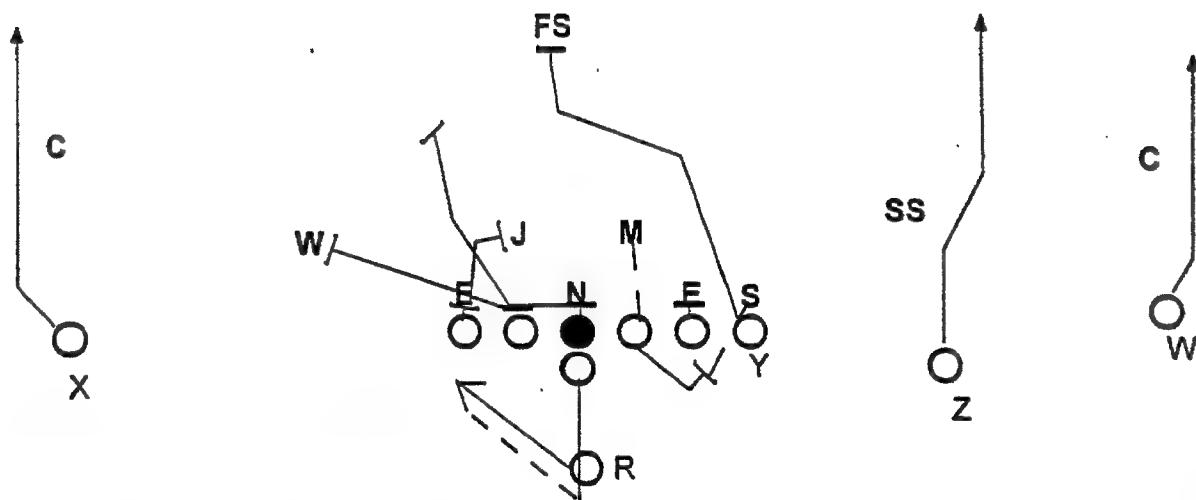




CLEVELAND BROWNS

500 SERIES

PLAY NUMBER : 560 / 561 SLIP SCREEN L / R

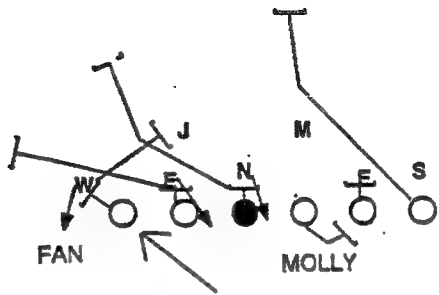


0 WIDER 560 SLIP SCREEN LT

CONCEPT: Slip Screen Off 62/63 Protection. Good Concept vs. Wide, Hard Upfield Rush

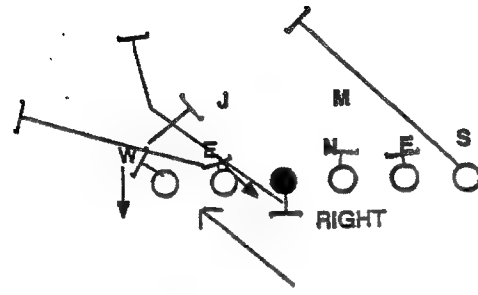
RULE:

- Z Run off
- Y Inside release. Chip way out (Sam or DB player), block middle 1/3 or backside 1/2
- FST Screen side - punch the man on you or outside of you to the outside. Vs. Inside rush seal man to inside then up field to seal next man at LB level to inside. Vs. E/T "spy" call and look for looper to LB vs. T/E seal to inside and get to LB level to seal. Don't turn shoulders to outside too much.
- FSG UNC - Check LB over for 1001 then go down LOS to outside for K.O. vs. Man On/Over, set and get 3 Tech to go inside. 1001 then down LOS to K.O. On "spy" go through the De and look for LB first before you go to K.O.
- C Base nose - Get him to go backside then down LOS to frontside lead area. 1001 count. UNC - Zero or R/L. "Spy" call - look for FSLB to K.O.
- BSG Block 62/63 rules - no release.
- BST Block 62/63 rules - no release.
- X Release, run man off deep 1/3 or frontside 1/2.
- QB 5 Step drop, draw rush, find throwing lane.
- R POA - inside led of screen side tackle, turn either way in soft spot under gut move of tackle. Vs. 3-4 and Will comes chip off to inside. Don't turn too fast vs. Man - work to inside area. Receive ball, get North and South.

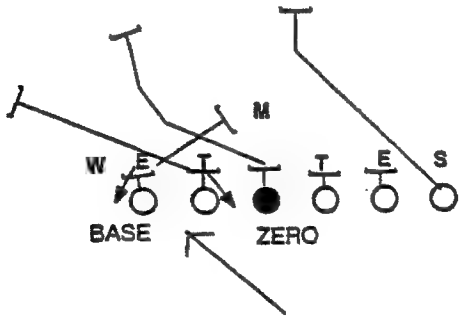


560 SLIP LT

34 UNDER 34 / 44

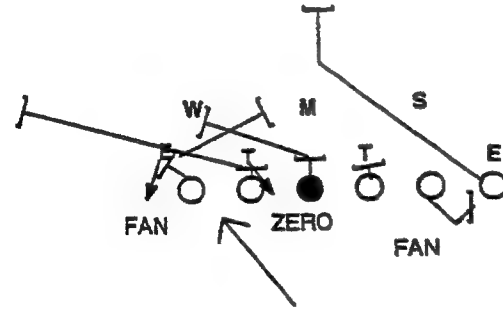


560 SLIP LT



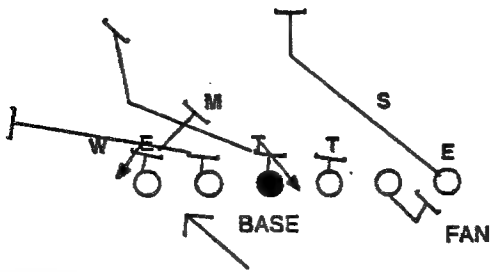
560 SLIP LT

4-3



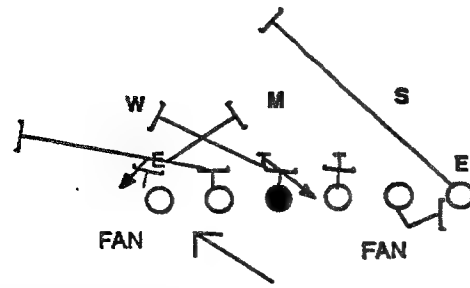
43 STK

560 SLIP LT



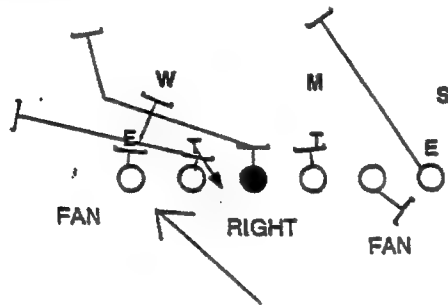
560 SLIP LT

43 OVSTK



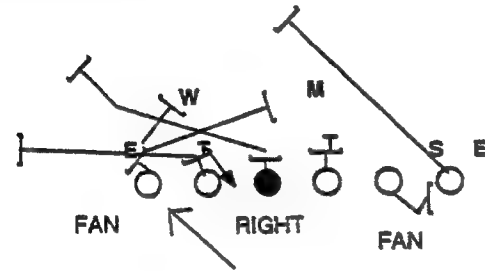
43 OVSTK W IN

560 SLIP LT



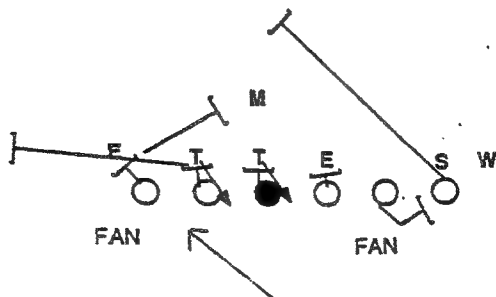
560 SLIP LT

44 STG



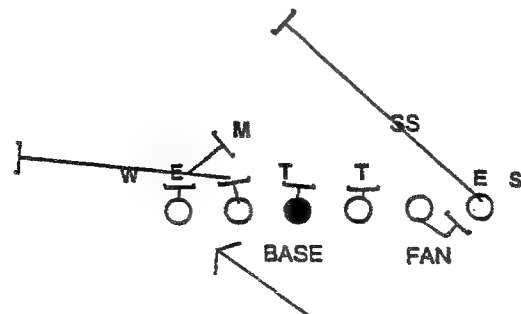
44 STGSAM SW

560 SLIP LT



560 SLIP LT

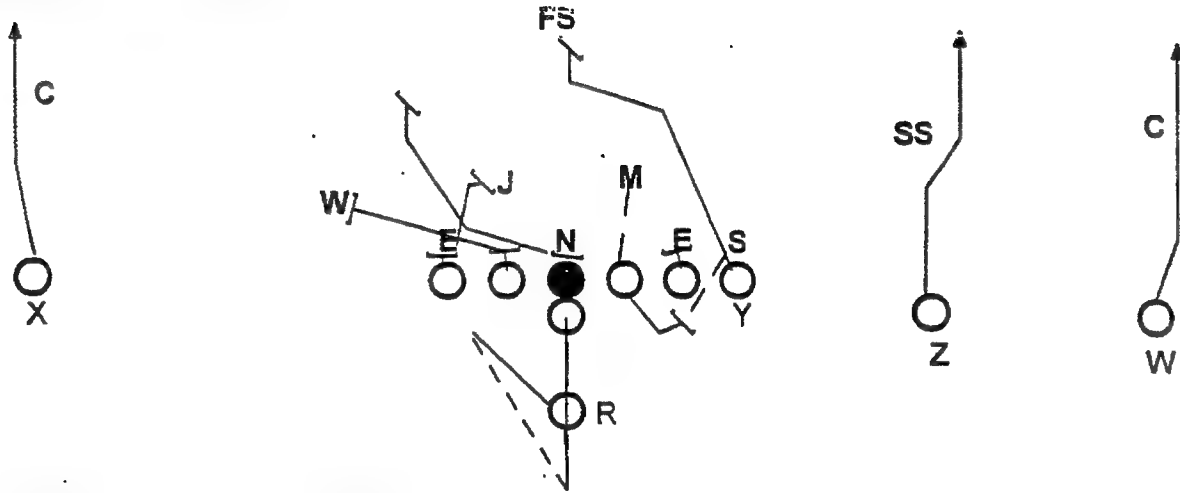
43 DIAM



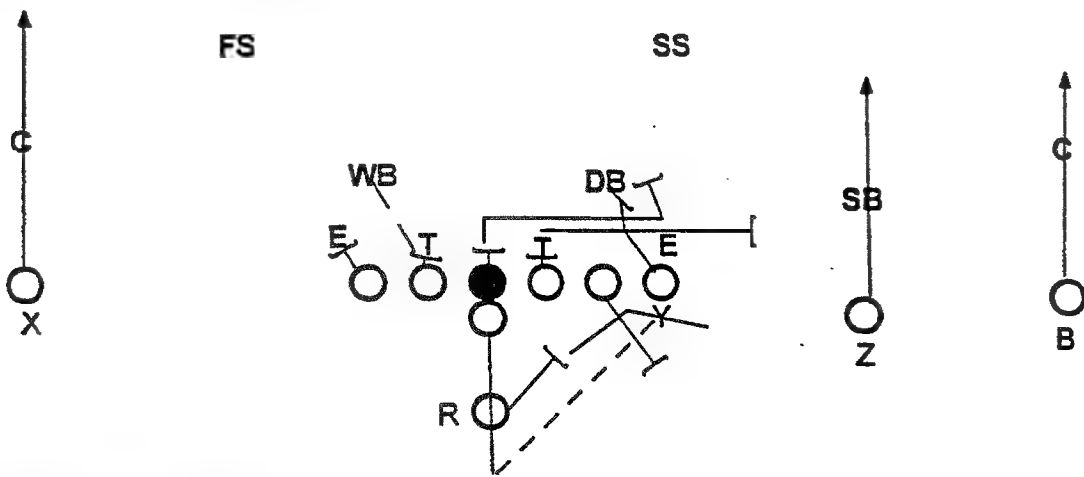
OVSTK SOLIT SIN

560 SLIP LT

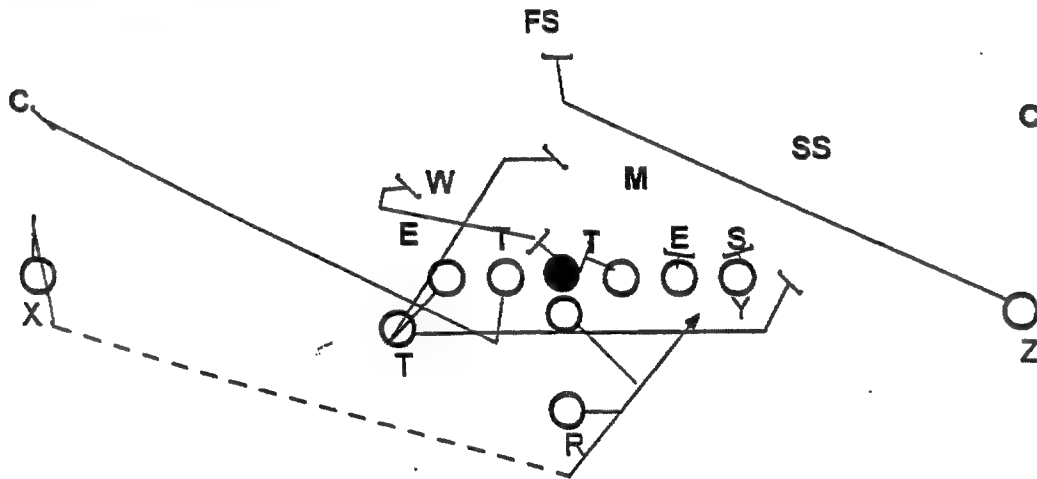
560 / 561 SLIP SCREEN L/R



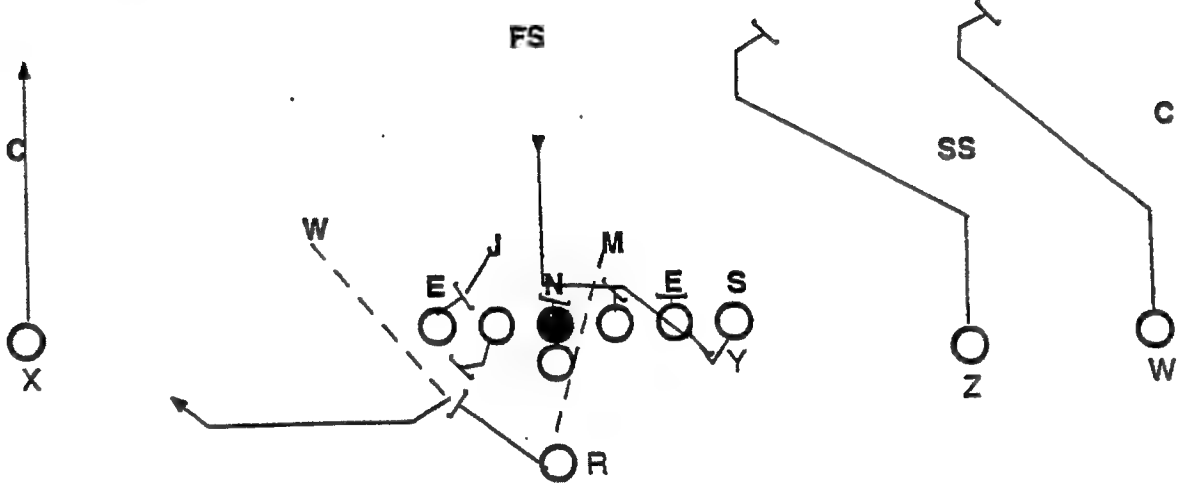
PKG 576 / 577 SLOW SCREEN R / L TO R



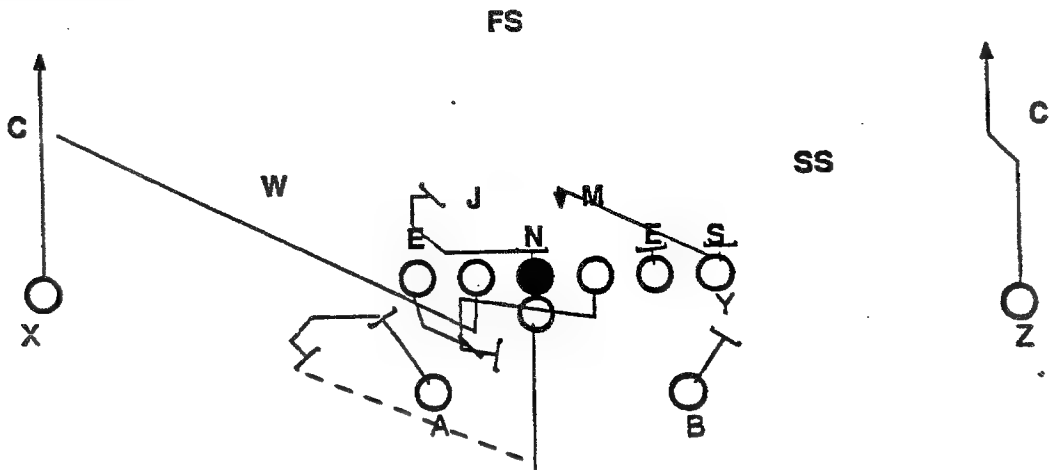
R 534 / 535 X GUT SCREEN L/R



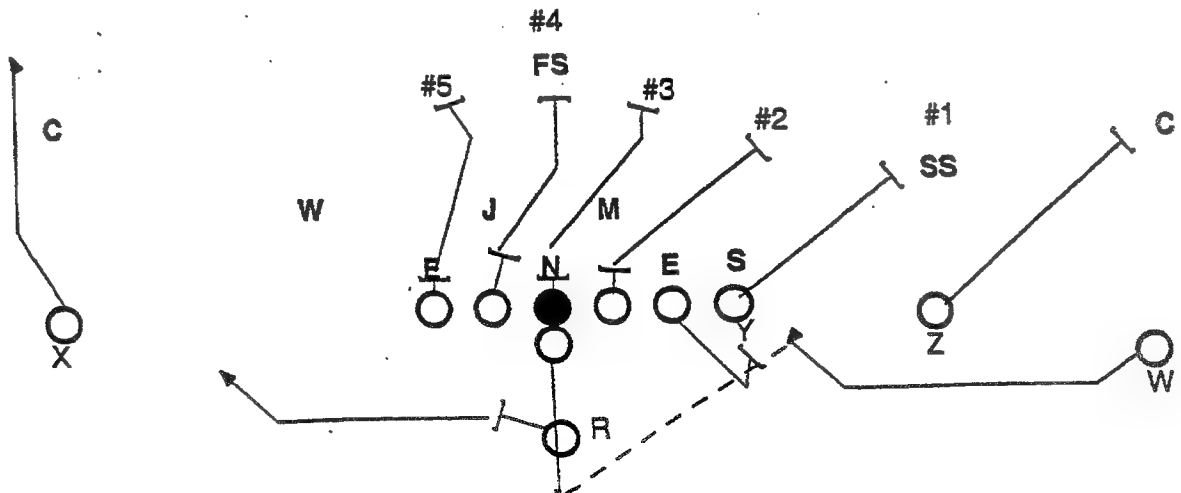
PKG 580 / 581 MIDDLE SCREEN L/R TO R OR Y



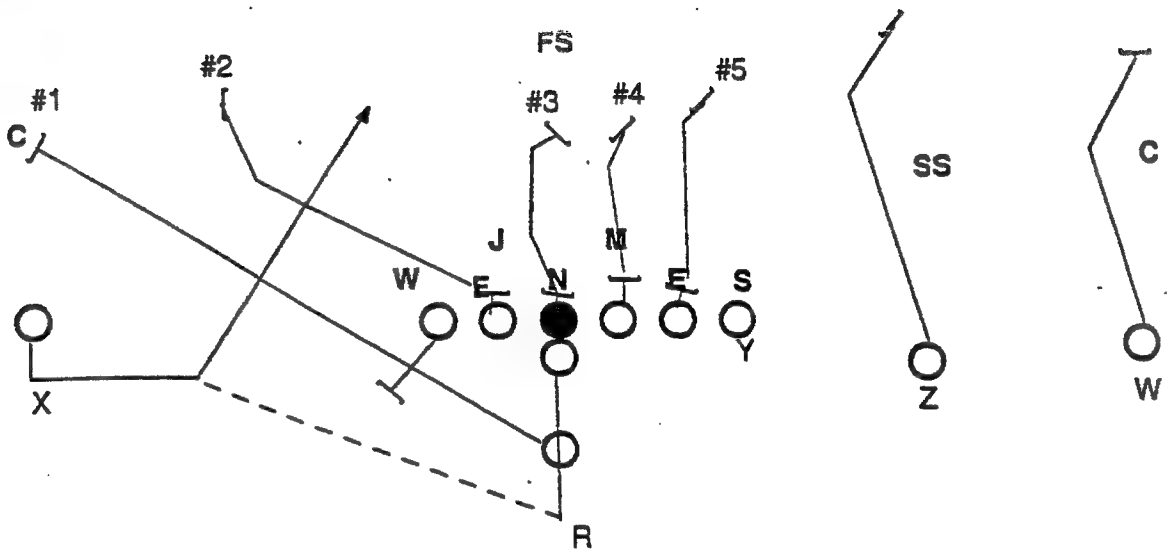
582 / 583 SCREEN L / R TO A



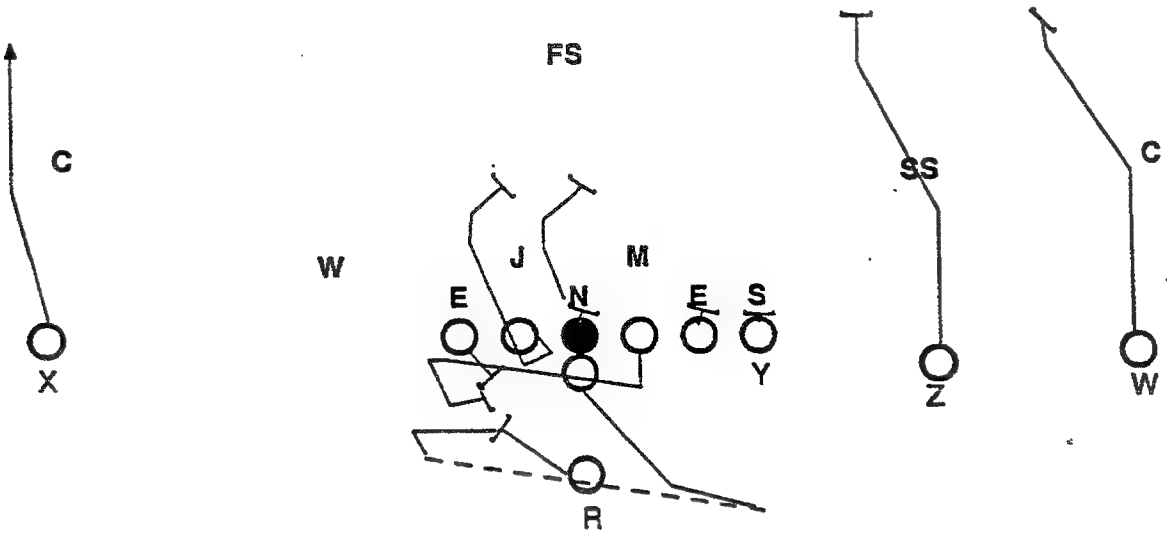
PKG 562 / 563 W GO SCREEN



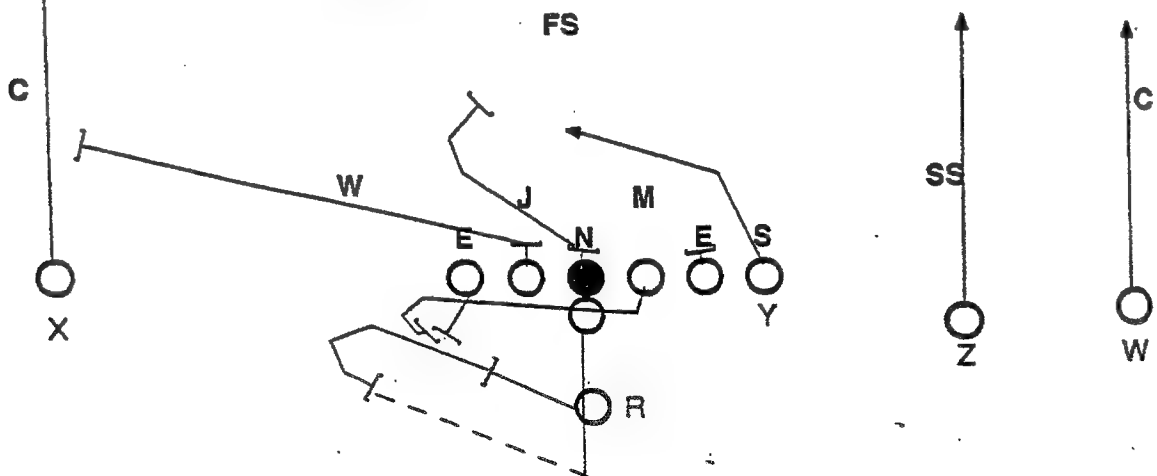
PKG 562 / 563 X GO SCREEN L / R



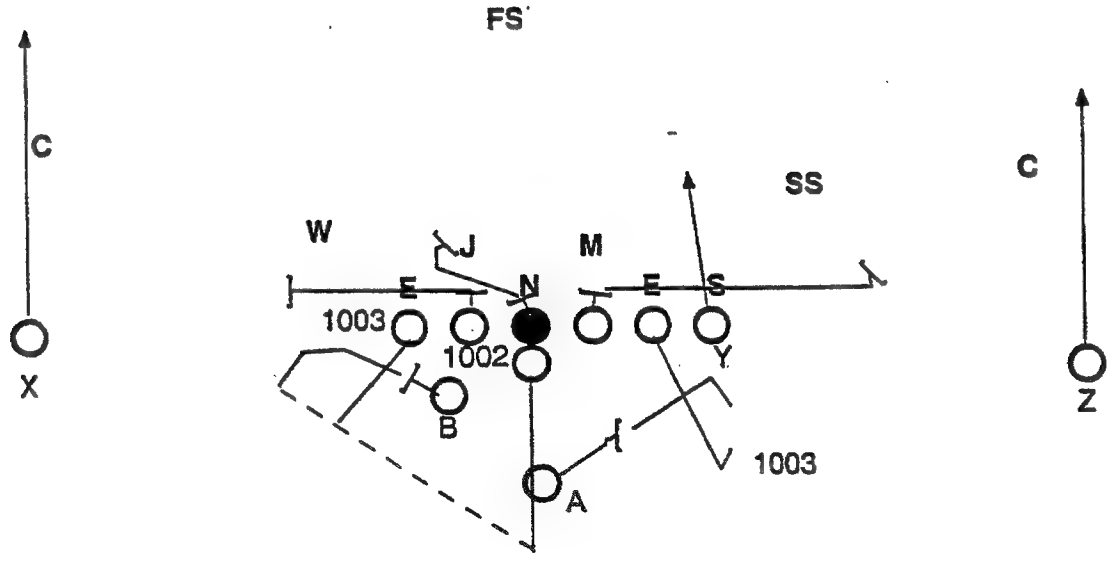
518 / 519 SCREEN L / R TO R



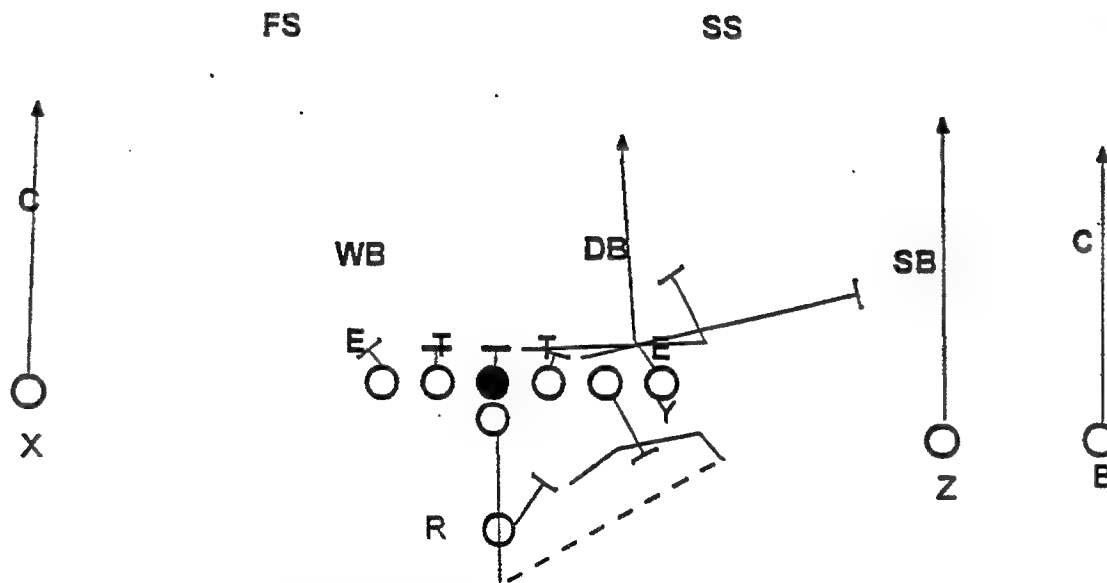
562 / 563 SLOW SCREEN L / R TO R



582 / 583 DOUBLE SCREEN RT / LT TO A OR B
(582 DOUBLE SCREEN LT TO B)



PLAY NUMBER: PKG 576/577 SLOW SCREEN RT/LT TO R



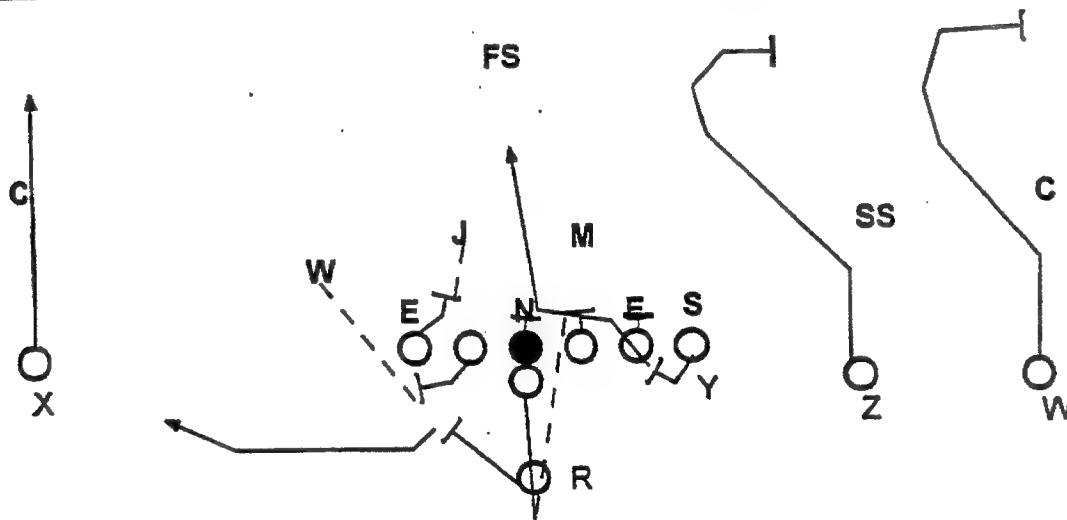
0 WIDER PKG 576 SLOW SCREEN RT TO R

CONCEPT: Slow Screen To 4 Man Side Off 76/77 Protection. Packaged Concept Used Vs. Zone Coverage, Check vs. Man Or Blitz Looks.

RULE:

- Z Run off.
- Y Run off.
- FST Screen side - slow screen rules apply - Block outside rusher 1001, 1002, 1000 cut.
- FSG Block 76/77 protection 1001, 1002. Go - Proceed down line to K.O. area.
- C Block 76/77 protection 1001, 1002. Go - Proceed down line and turn up to lead area.
- BSG Block 76/77 protection 1001, 1002. Go - Proceed down line. Look to peel on chase defender. N/T turn up to lead.
- BST Block 76/77 protection - No release.
- X Run off.
- QB 5-step drop. Set, draw rush, dump ball to screen receiver. If defense is in a man or blitz look check to game planned audible.
- R Check 76/77 protection. Follow FSG to screen area (3 x 5). Try to go under cut block of FST; turn slightly to catch ball and proceed upfield keying K.O. block and lead of C.
- W Run off.

PLAY NUMBER : PKG 580 / 581 MIDDLE SCREEN
L / R TO R / Y



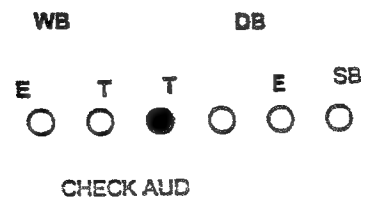
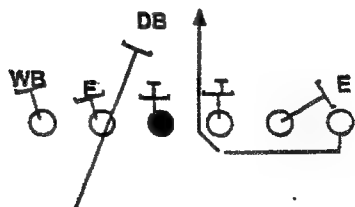
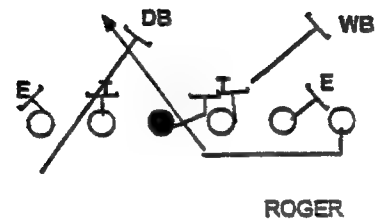
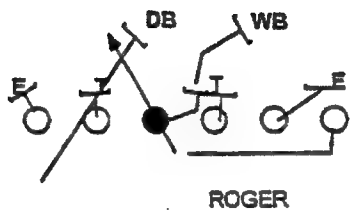
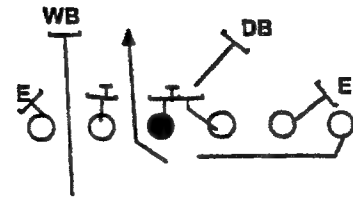
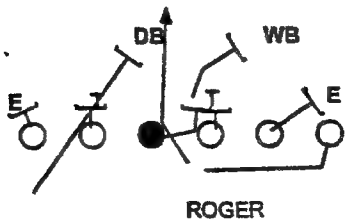
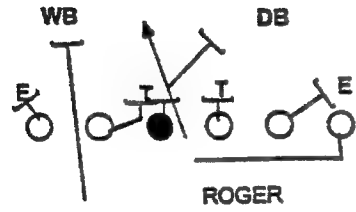
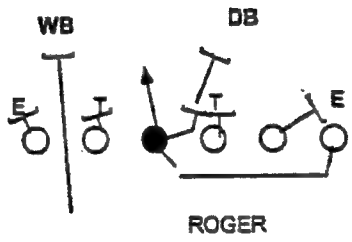
O WIDER 580 MIDDLE SCREEN RT TO Y

CONCEPT: Middle Screen Off 80/81 Protection. Pkg Play vs. 6 in Box Look.

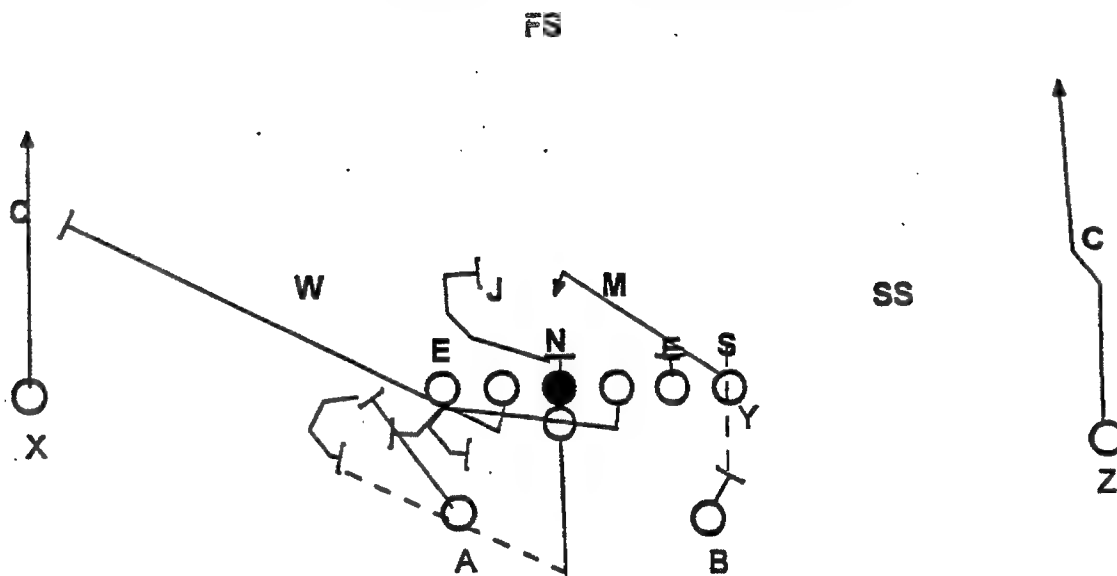
RULE:

- Z Run off.
- W Run off.
- Y Block #3. Drift off inside, receive ball, follow blockers.
- FST Block #2. Alert "Uncovered". Block #2 LOS.
- FSG Block #1. Alert "Roger/Louie".
- C Block #0. Alert "Roger/Louie".
- BSG Block #1. Alert "Roger/Louie".
- BST Block #2. Alert "Roger/Louie". Block #2 LOS if guard covered.
- X Run off.
- QB 5-step drop. Draw rush, find screen receiver, get ball to him.
- BALL CARRIER Block 1st LB/DB off LOS weak to strong.

PKG 580 / 581 MIDDLE SCREEN L / R TO Y



PLAY NUMBER : 582 / 583 SCREEN L / R TO A



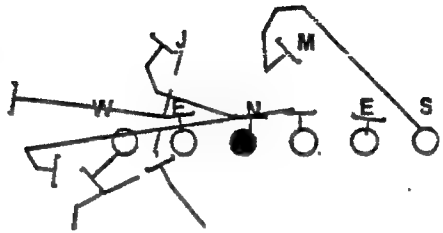
6 582 SCREEN LT TO A

CONCEPT: Slow Screen to Designated Back Off 82/83 Protection. Could Go Either Way. (vs. 34 we Will Block 4 Down Rules) (582/583 Scr R/L to B in Strongside Screen)

RULE:

- Z Pattern.
- Y Backside of screen, choice
- FST Screen side drop and cut man on or man outside (contain rusher). 1001, 1002, cut. Get man down to create throwing lane for QB.
- FSG Screen side, block 82/83 rules for 1001, 1002. Release down LOS and proceed to K.O. area. Be aware of coverage. You could have FSLB vs. Man coverage.
- C Block 82/83 for 1001, 1002. Release down LOS and proceed to FS lead area. You have FSLB vs. Zone, BSLB vs. man.
- BSG Block 82/83 for 1001, 1002. Proceed down LOS for peel, block the chase defender N/T, turn upfield for BSLB seal.
- BST Block 82/83 protection rules.
- X Pattern.
- QB 5-step drop, Draw Rush, get ball to back in screen area.
- BALL CARRIER Block 82/83 protection (4 Down Rules). Proceed under cut of FST to Screen area - (3x5) catch ball and go North/South. Chip release if your responsibility comes. No rusher = proceed to area w/FSG.
- BACK Block 82/83 Protection using 4 Down Rules).

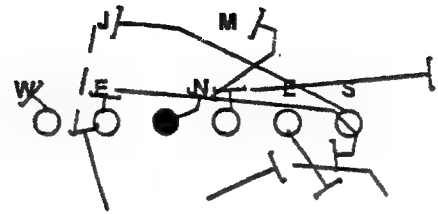
582 / 583 SCR LT / RT TO A (RT / LT TO B)



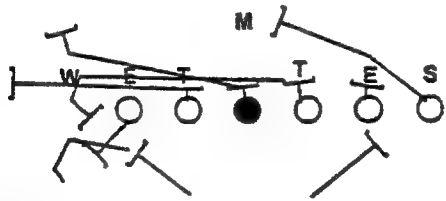
582 SCR LT A

34 UNDER

34 / 44



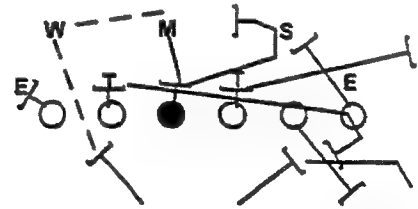
582 SCR LT A



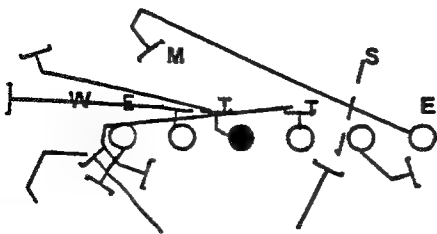
582 SCR LT A

4-3

43 STK



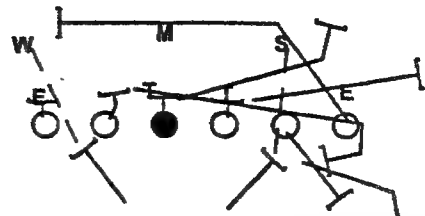
582 SCR LT A



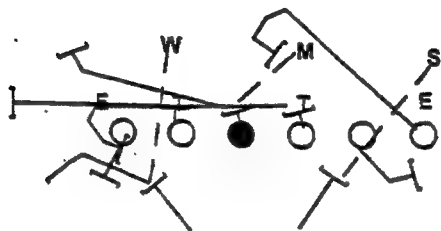
582 SCR LT A

43 OVSTK

43 OVSTKWIN



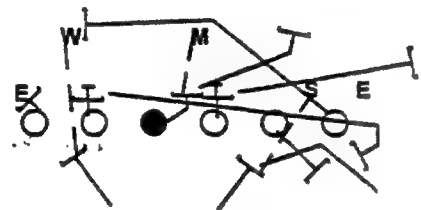
582 SCR LT A



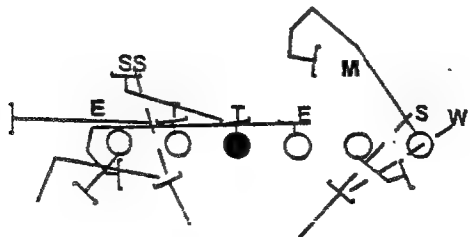
582 SCR LT A

44 STG

44 STGSAM SW

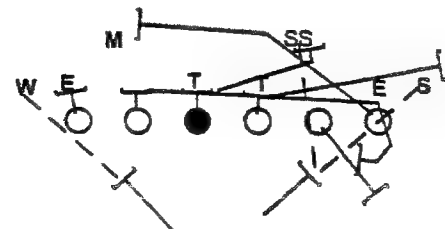


582 SCR LT A



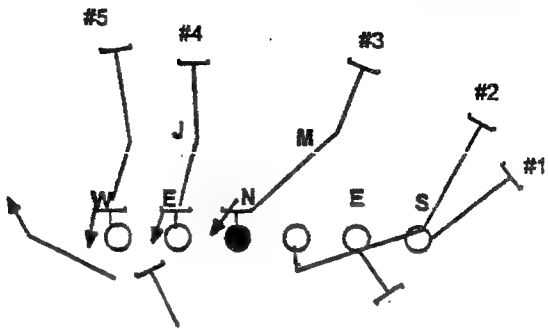
582 SCR LT A

43 DIAM



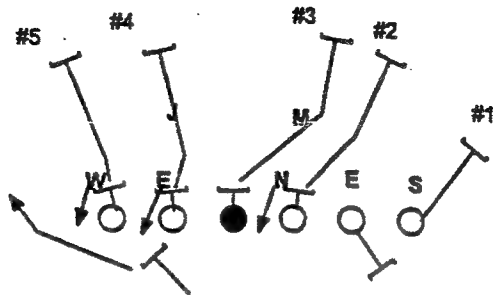
OVSTK SOUT SIN

582 SCR LT A



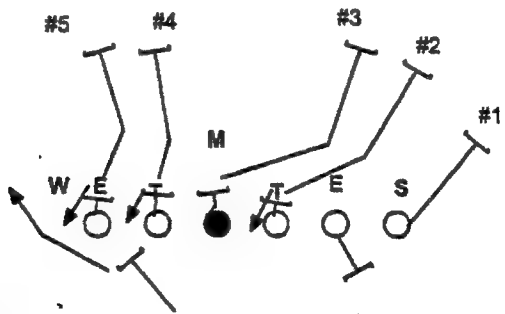
562 W GO

34 UNDER



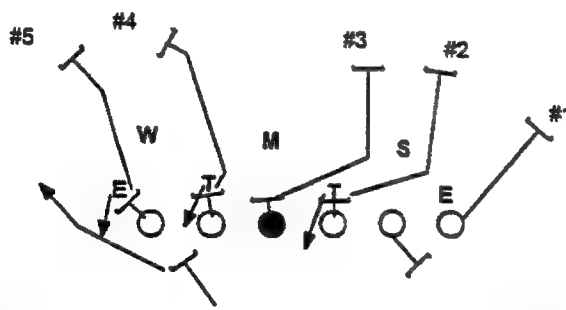
34 / 44

562 W GO



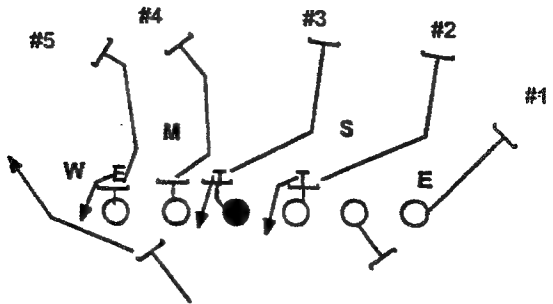
562 W GO

4-3



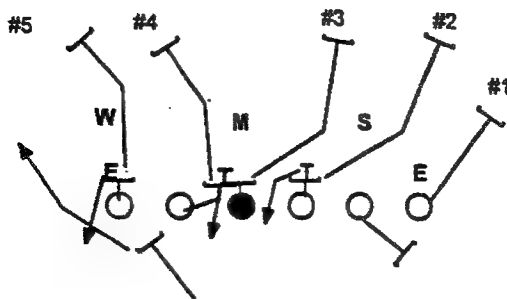
43 STK

562 W GO



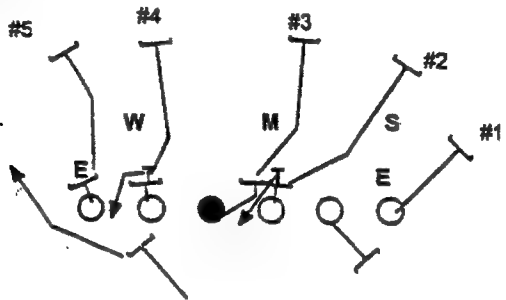
562 W GO

43 OVSTK



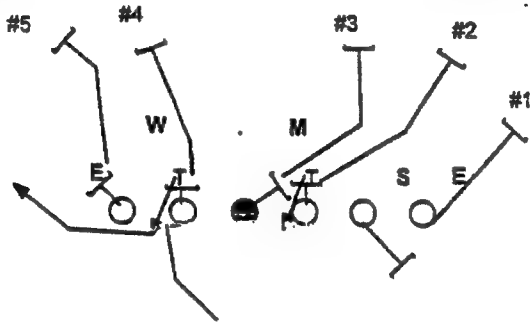
43 OVSTKWIN

562 W GO



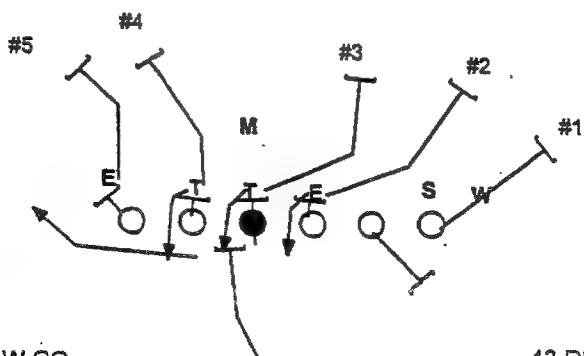
562 W GO

44 STG



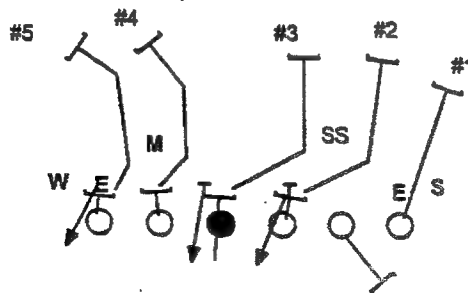
44 STGSAM SW

562 W GO



562 W GO

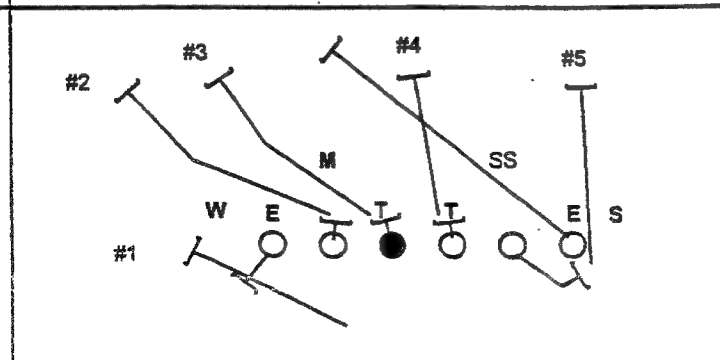
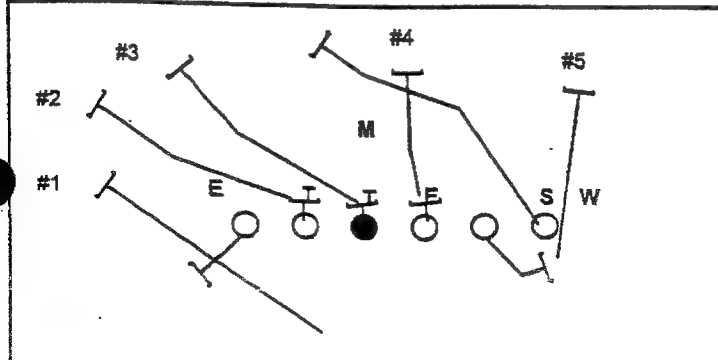
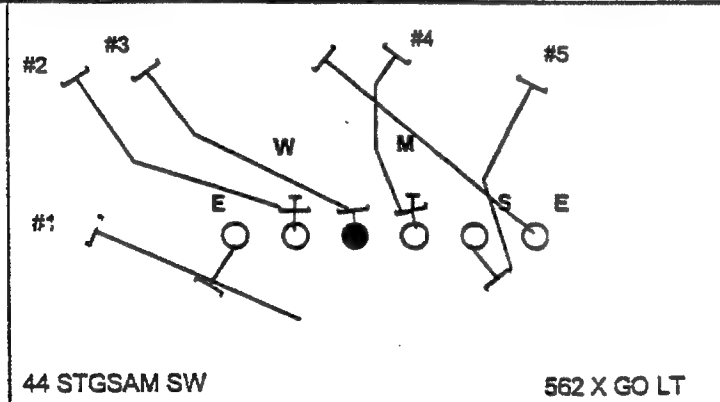
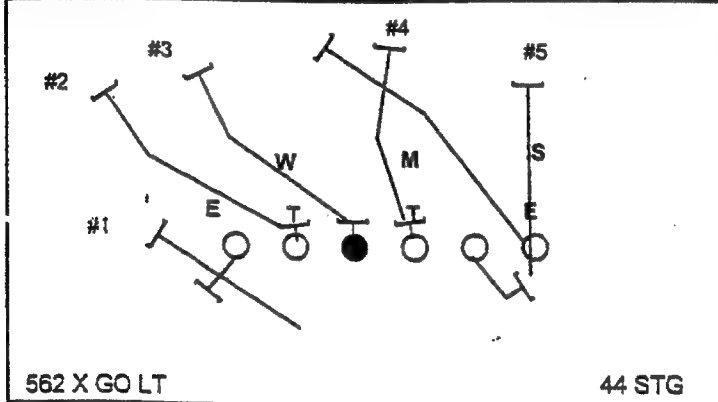
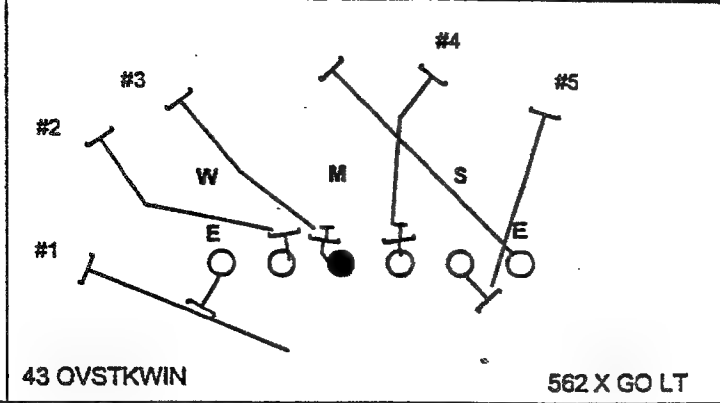
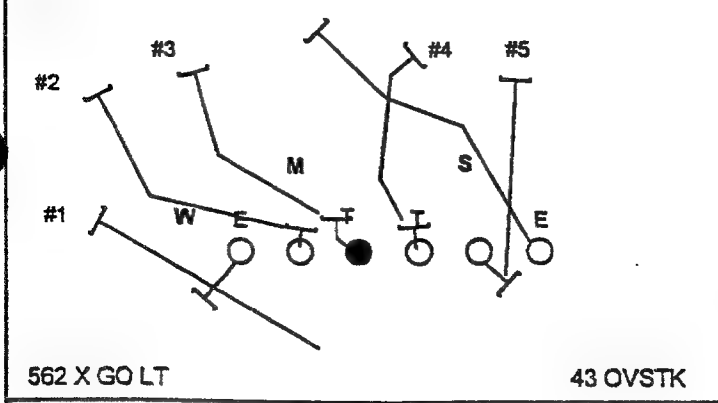
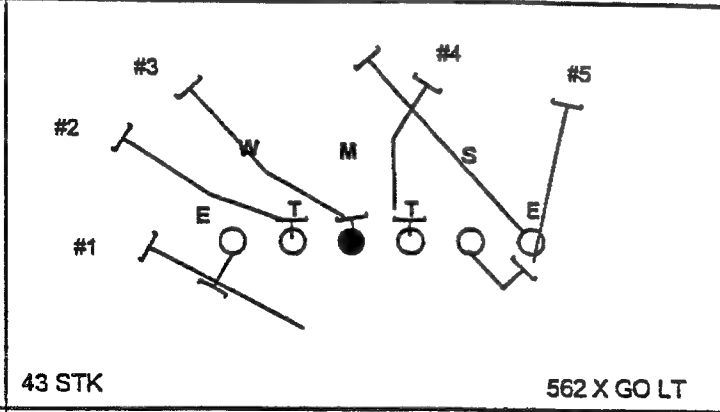
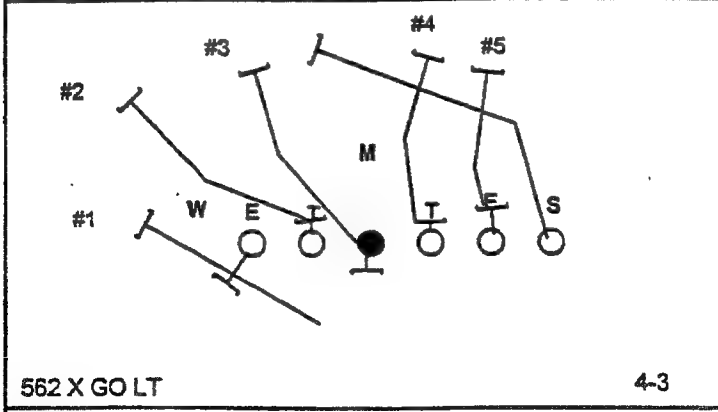
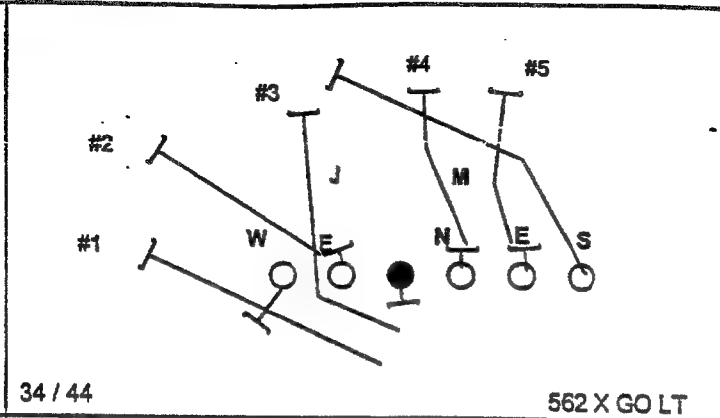
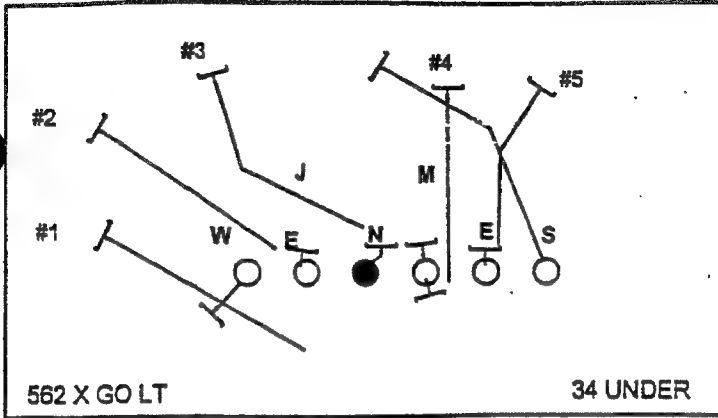
43 DIAM



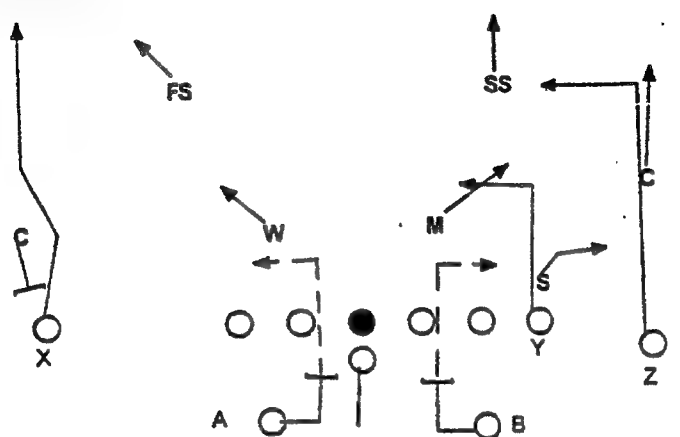
OVSTK SOUT SIN

562 W GO

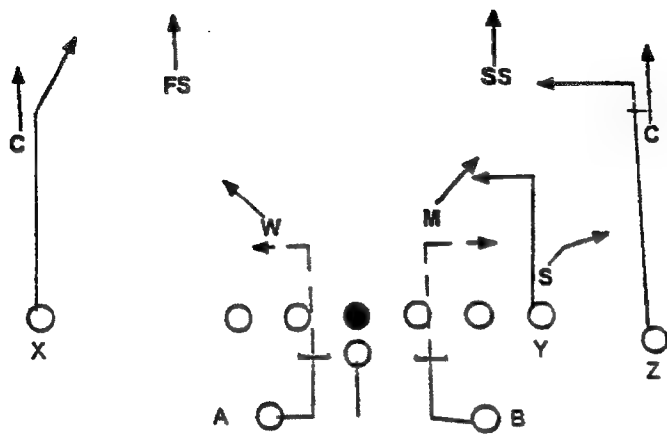
PKG 562 / 563 X GO LT / RT



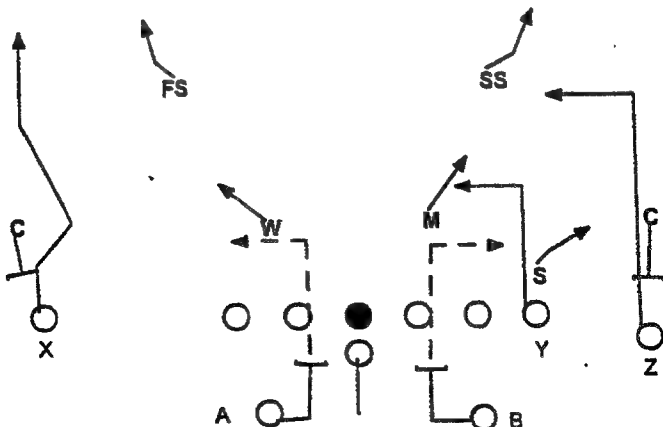
COVER 0/2



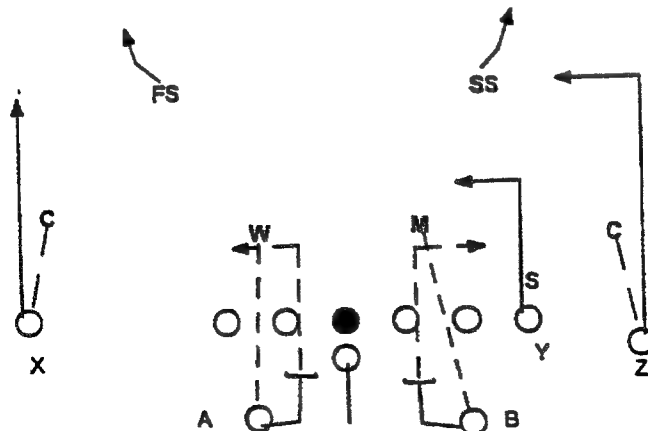
COVER 0



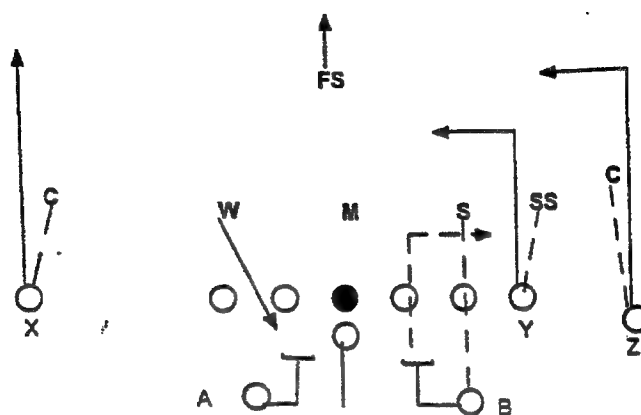
COVER 2



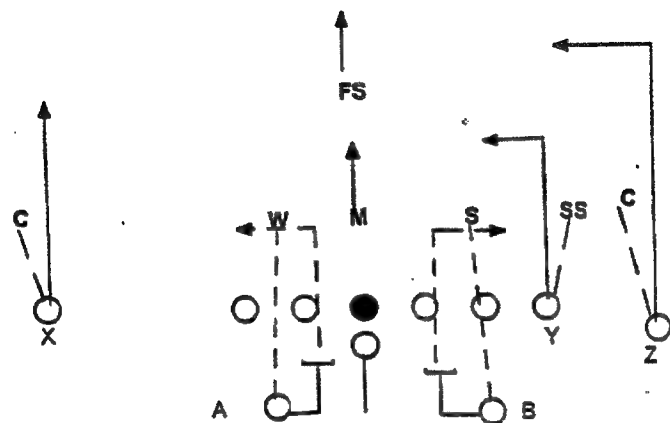
COVER 2 MAN



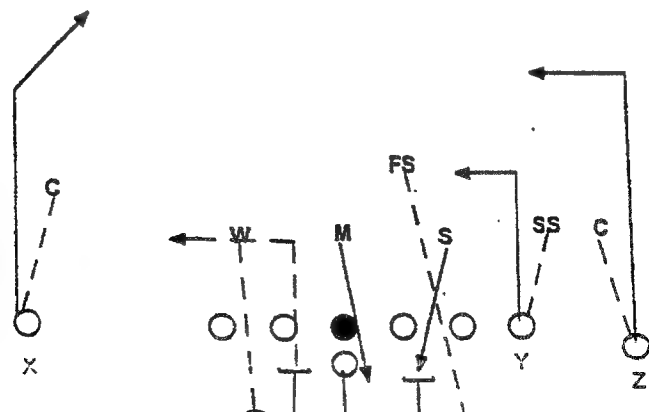
COVER 1 FREE



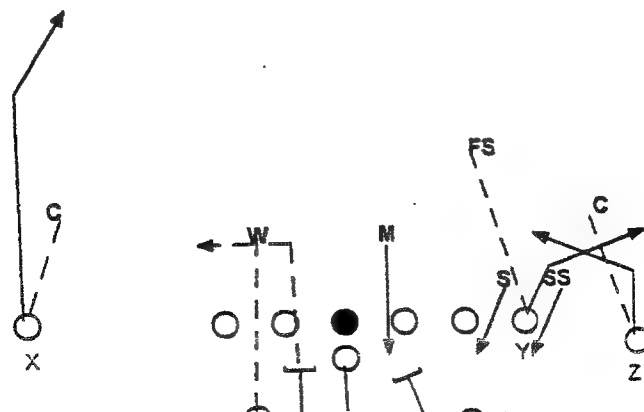
COVER 1 FREE



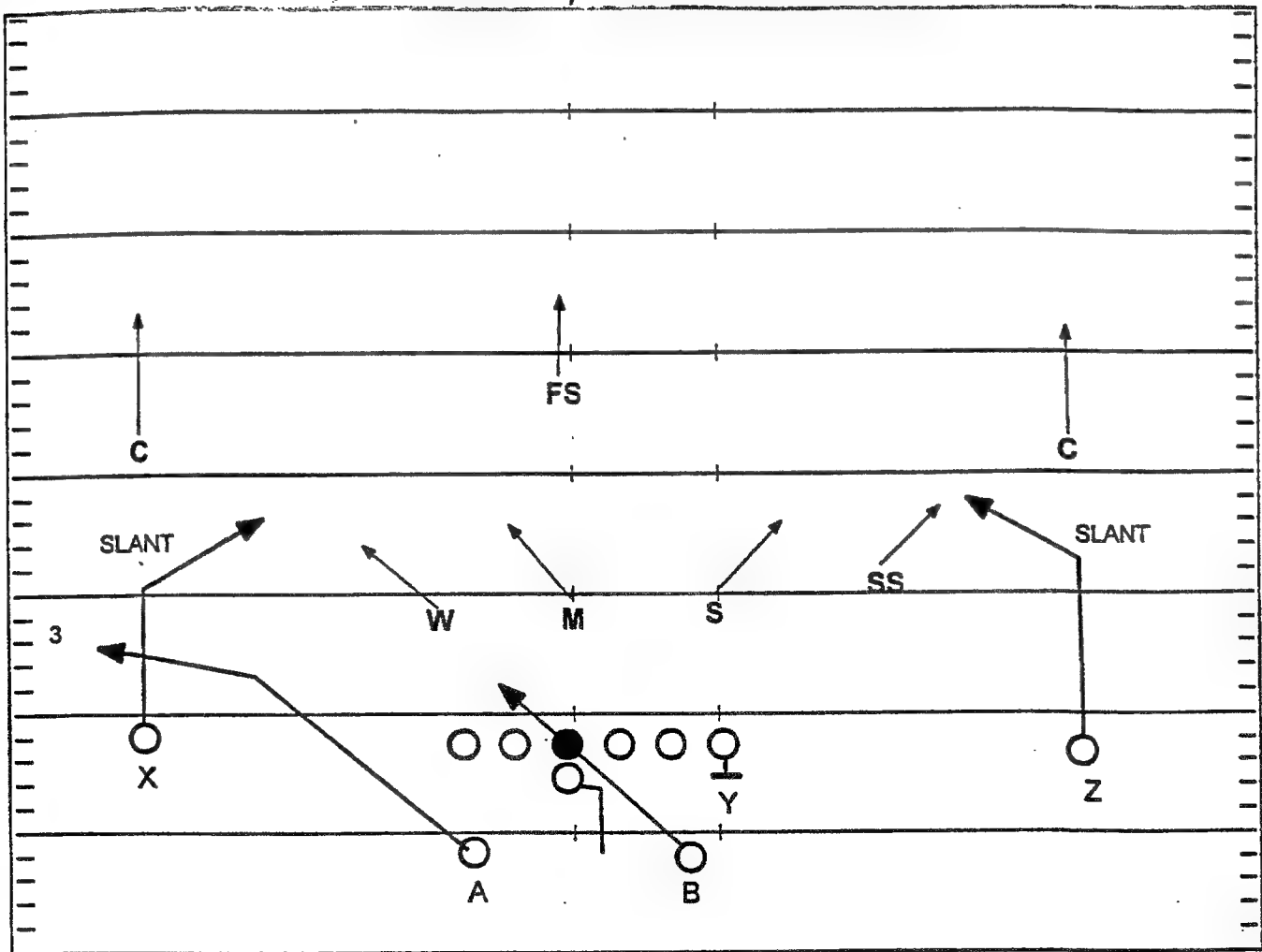
MIKE SAM COVER 1



SHARK MIKE SAM COVER 1



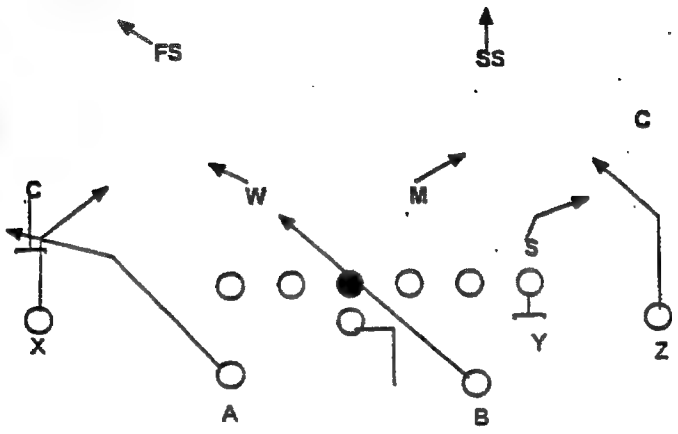
6 / 7 P 131 / 130 TRAP PASS



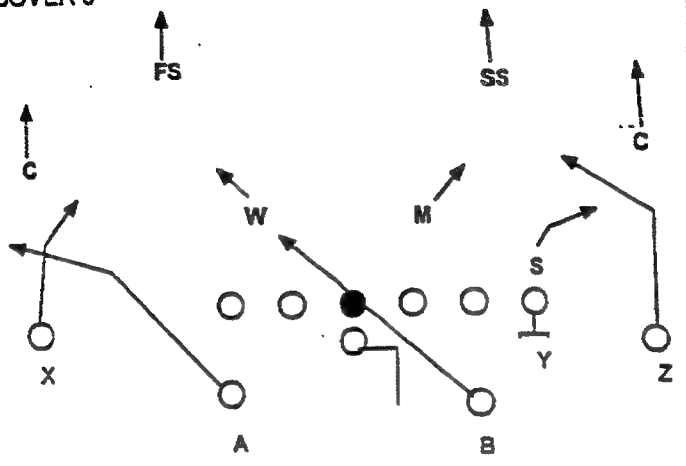
- QB Fake P 31/30 Trap - Go Slant to Diagonal
- X Maximum Split - Execute a Slant Route
- Z Maximum Split - Execute a Slant Route
- Y Pass Protection Rule
- A Execute an Arrow Route
- B Fake 31/30 Trap

FORMATION(S): 0/1 Up

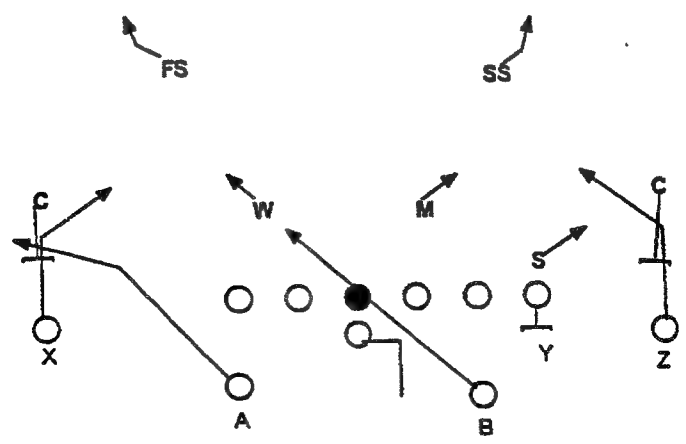
COVER 0/2



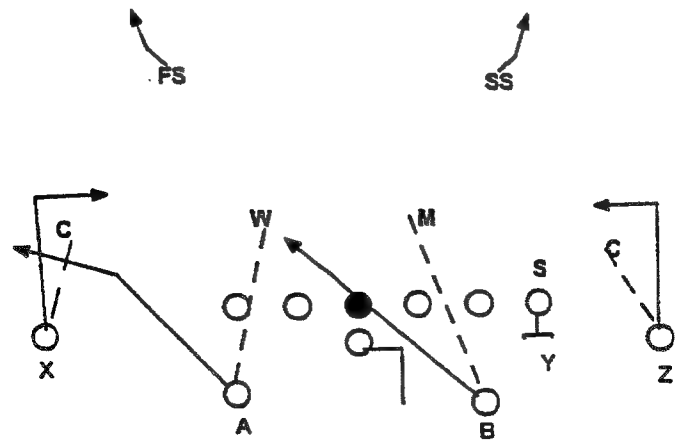
COVER 0



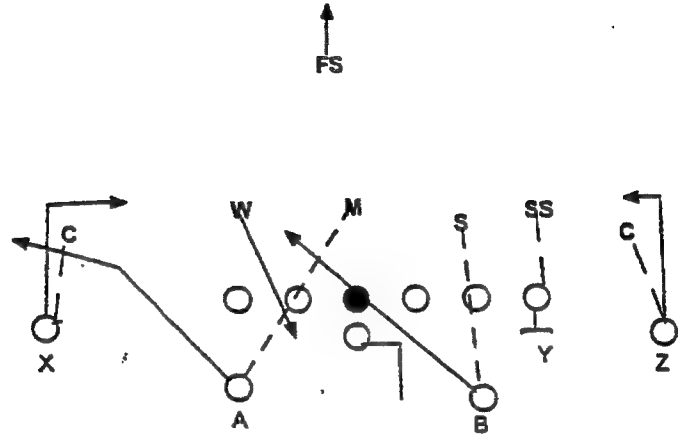
COVER 2



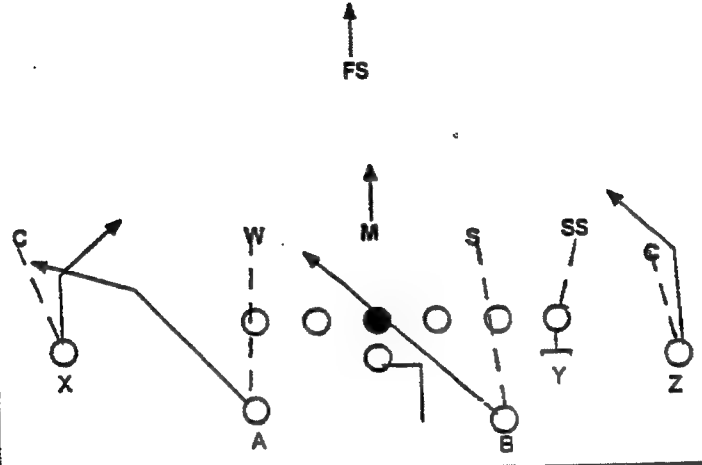
COVER 2 MAN



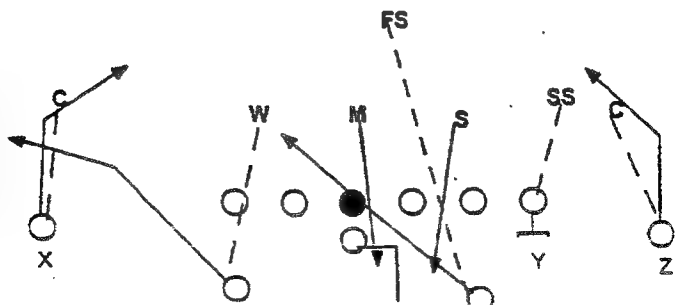
COVER 1 FREE



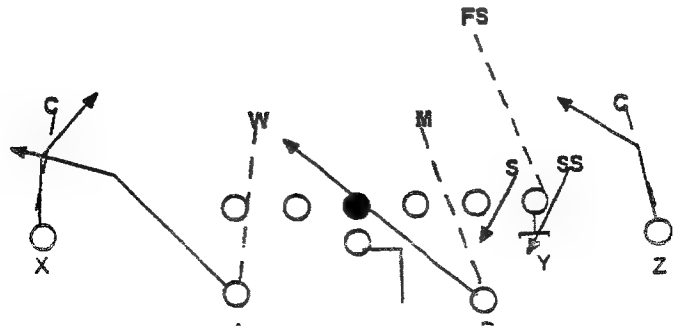
COVER 1 FREE



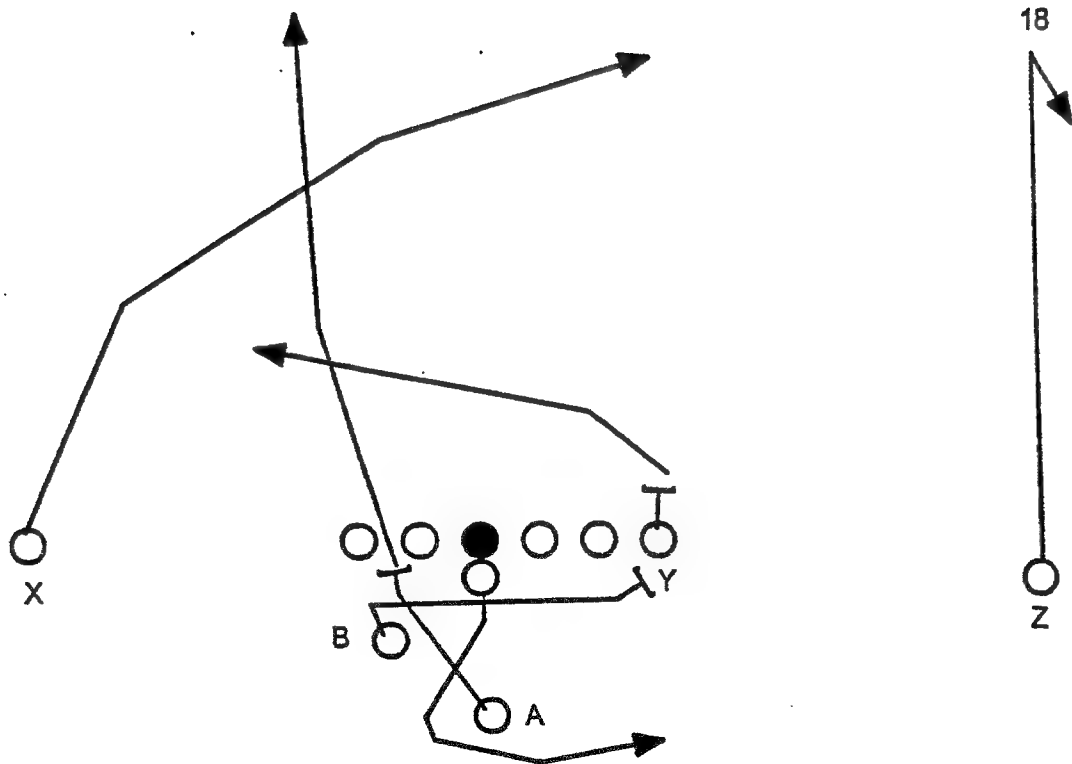
MIKE SAM COVER 1



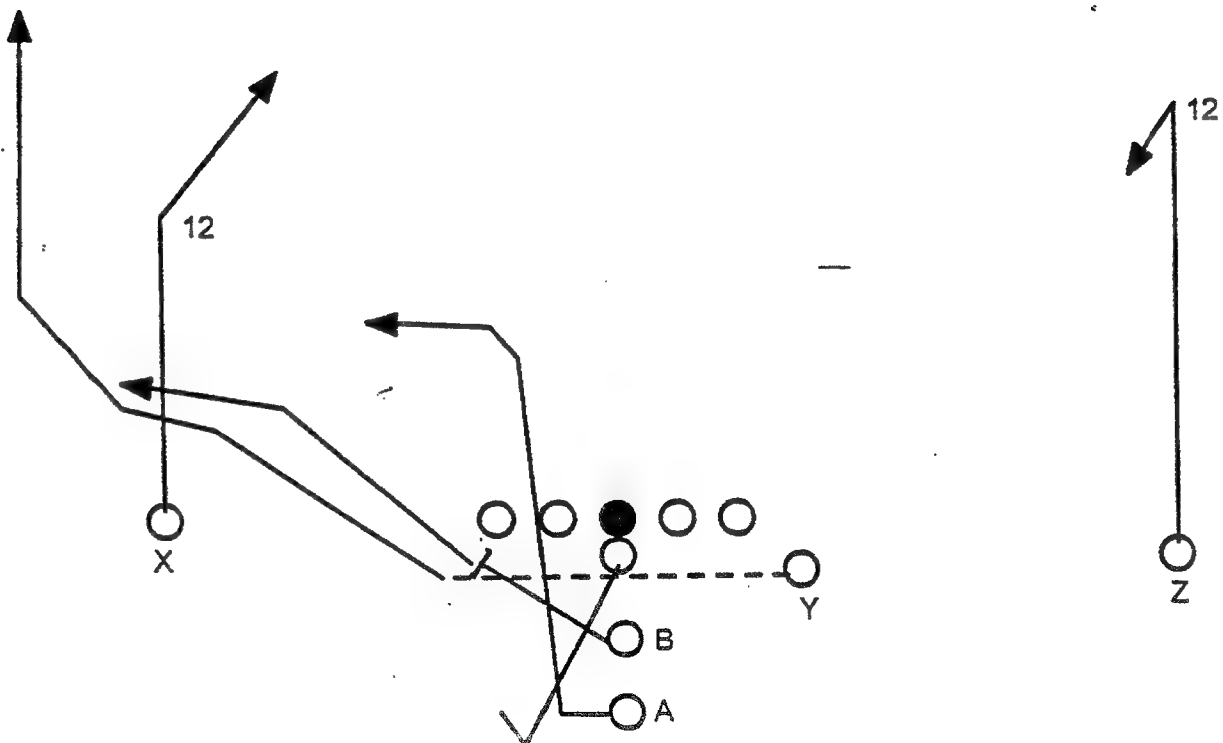
SHARK MIKE SAM COVER 1



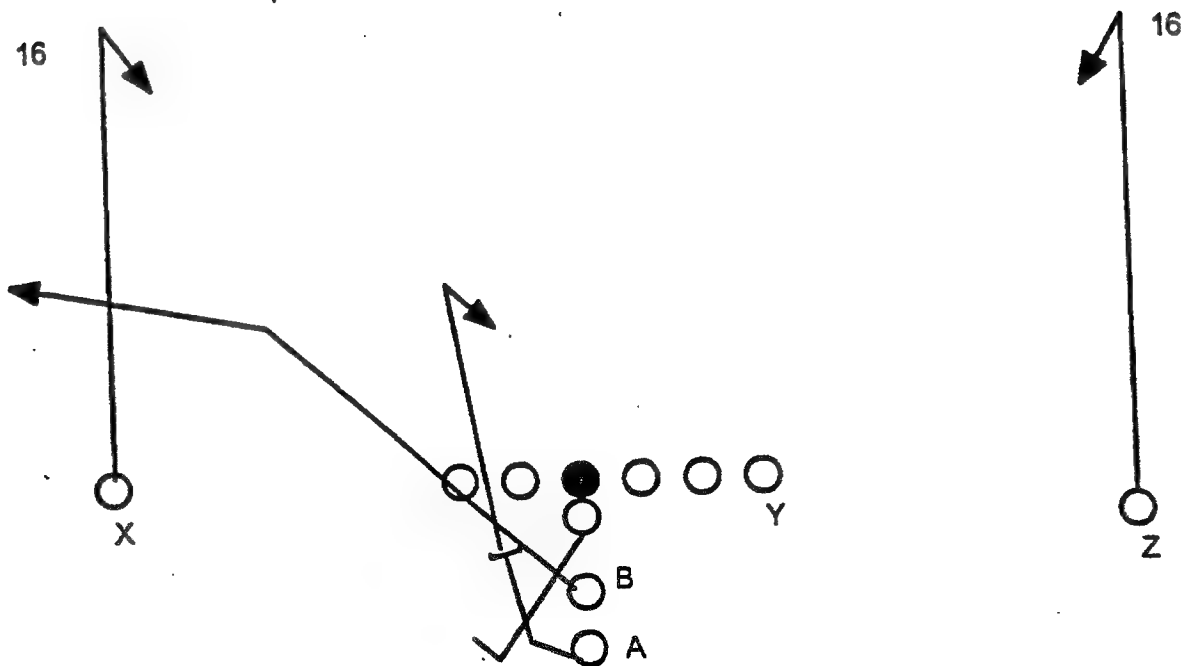
0 / 1 WEAK R 135 / 134 FB COUNTER THROWBACK



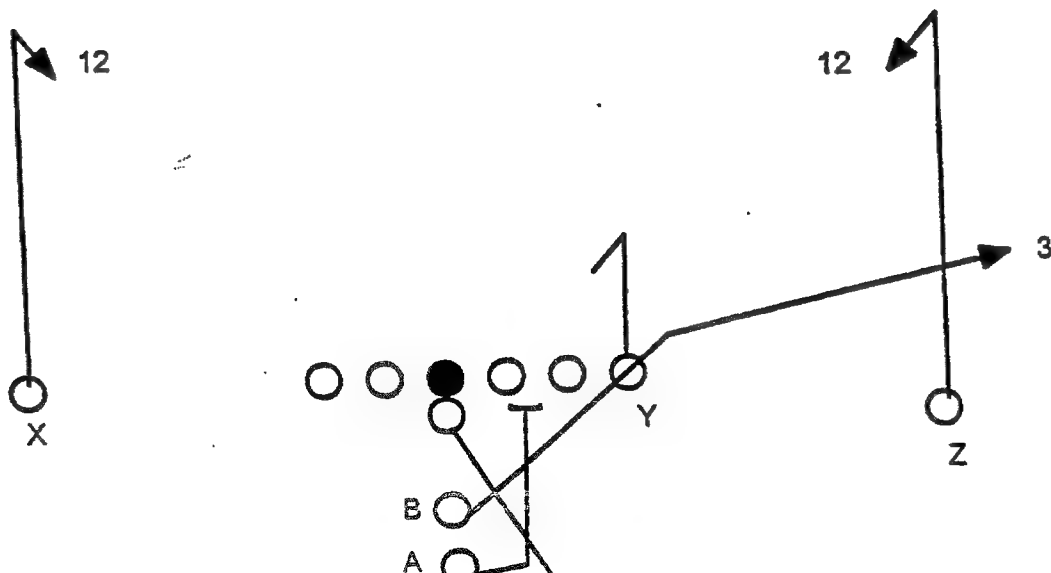
0 Y FLY 137 SEMI Y WHEEL



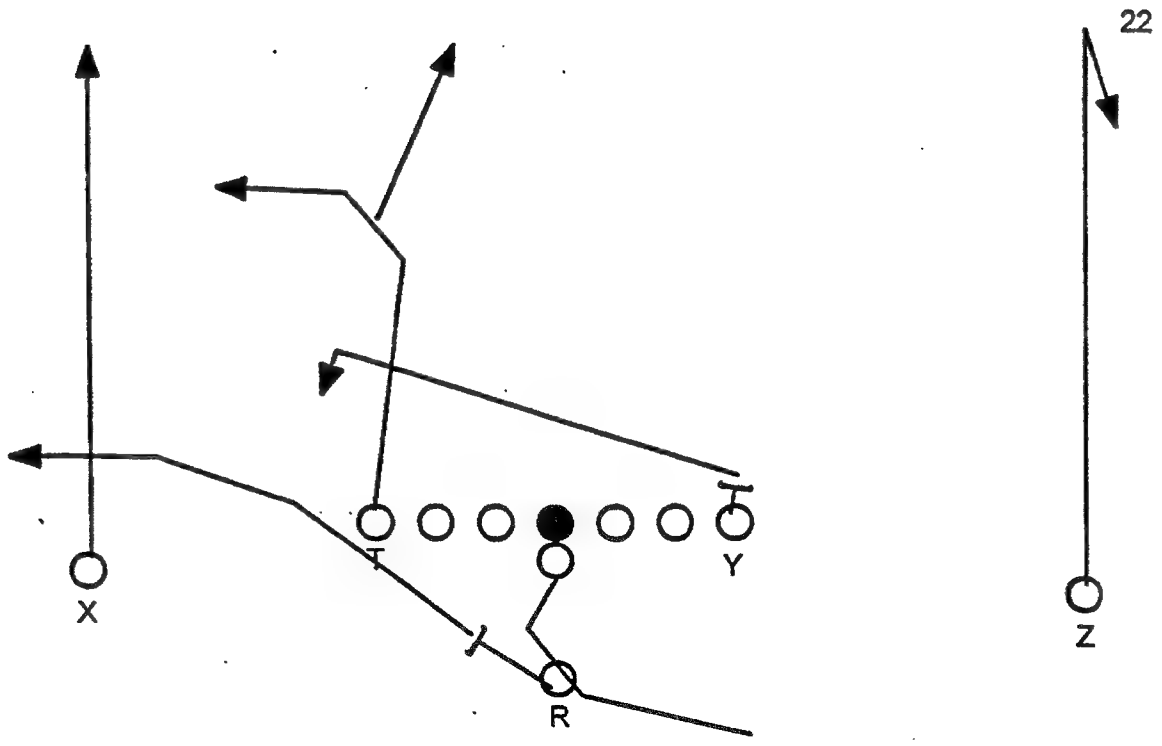
0 / 1 135 / 134 CURL



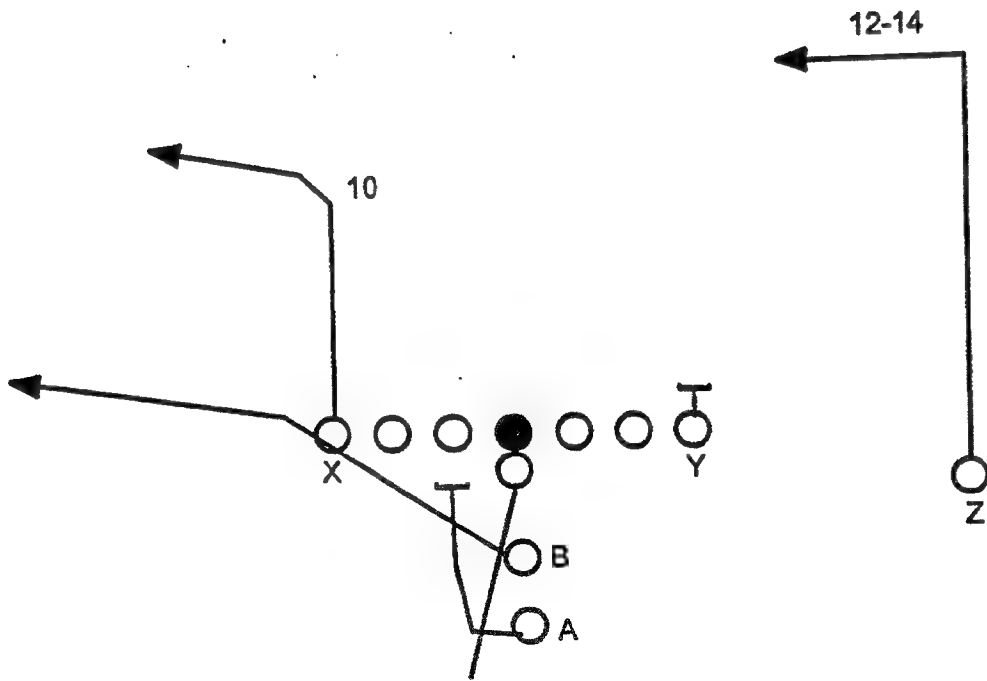
R 0 R 136 / 137 DUAL SEMI RUB



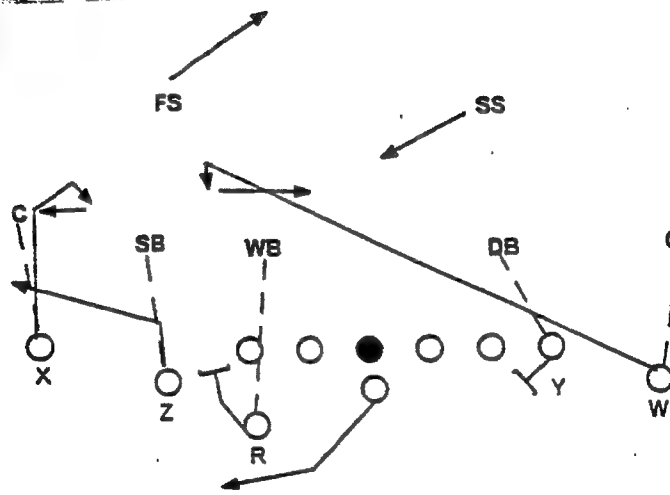
R - 135 NAKED RT THROWBACK Y CROSS



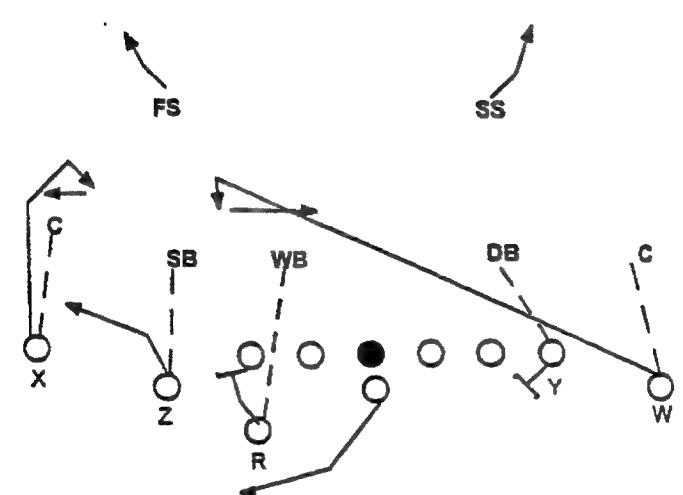
PLAY NUMBER : R - 137 / 136 DUAL SEMI STAY X FLAG



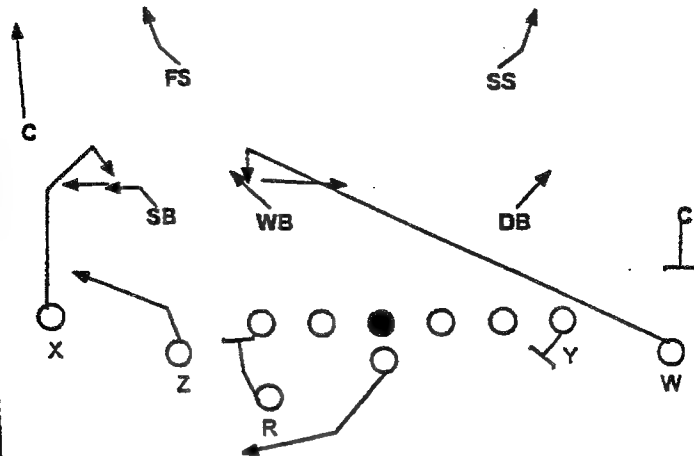
1 FREE 1 ROBBER



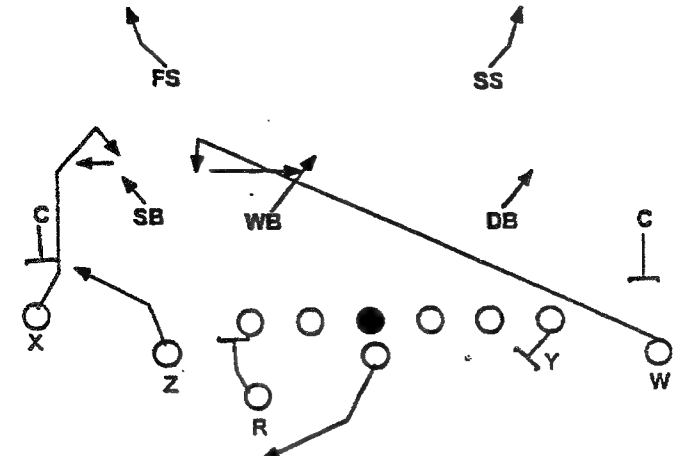
22 MAN



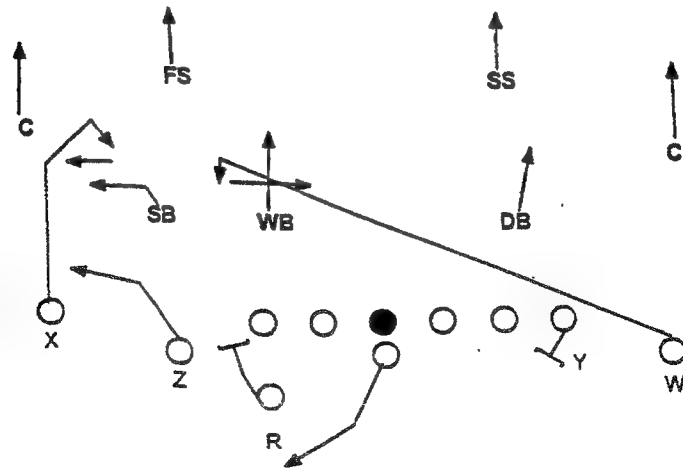
0/2



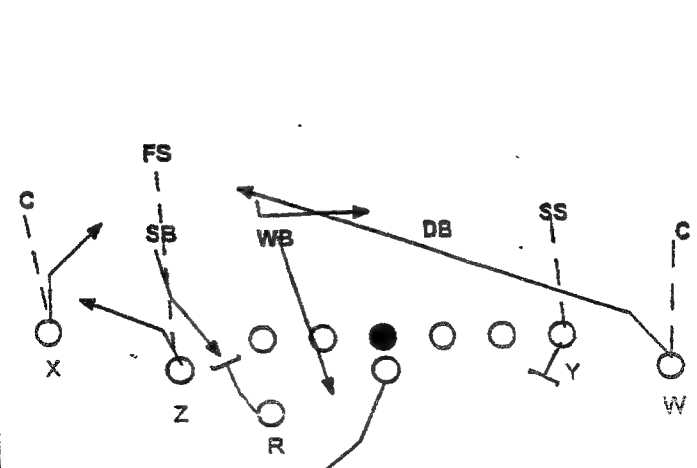
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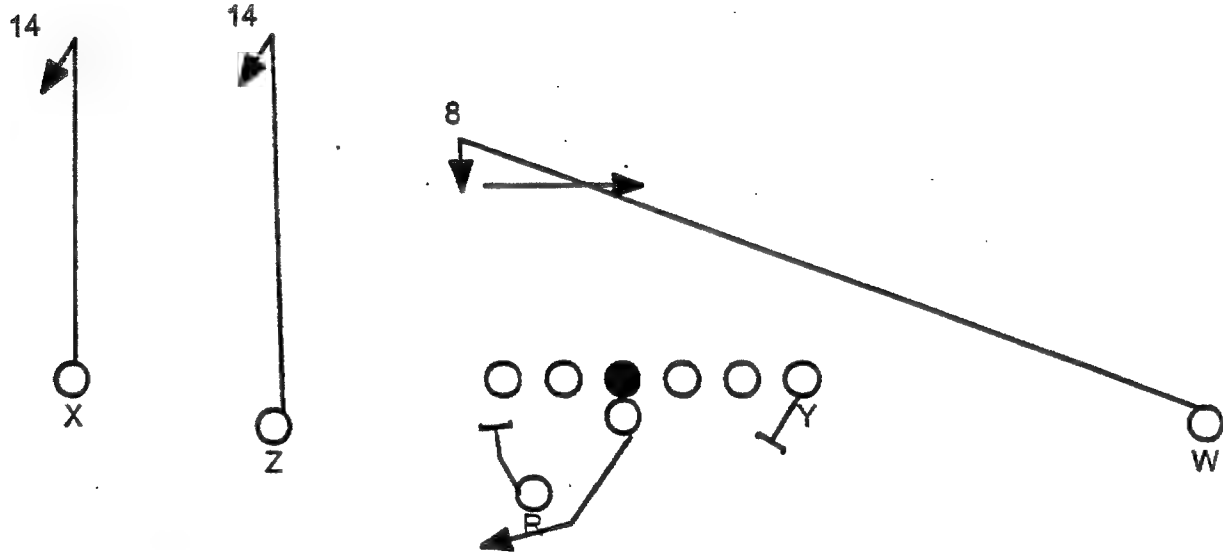
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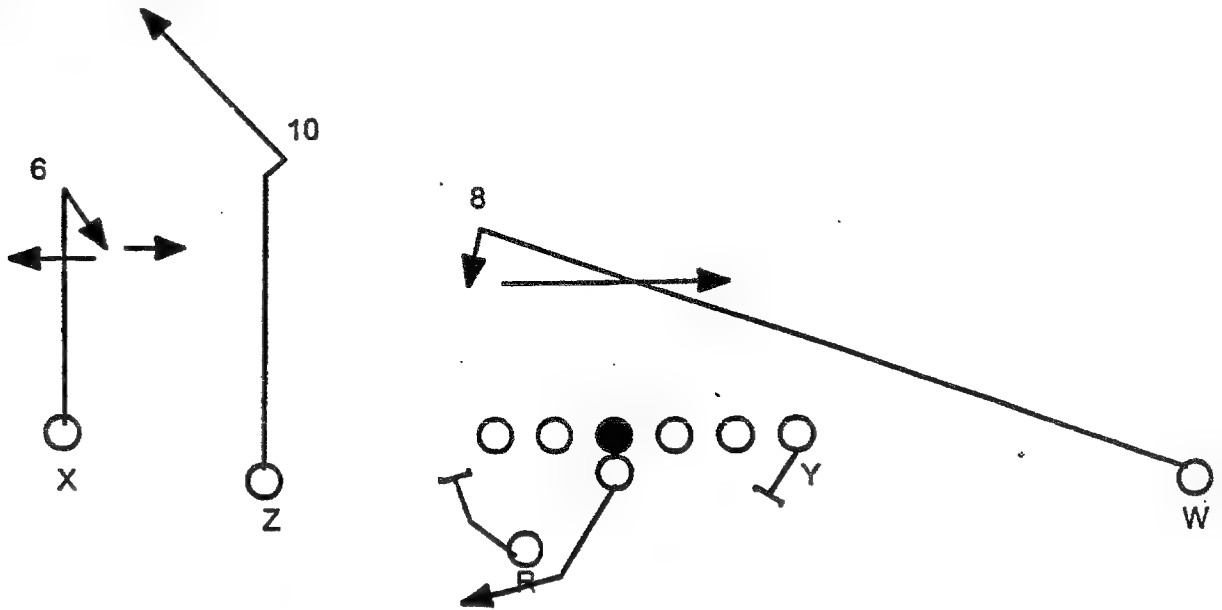
BLITZ 11



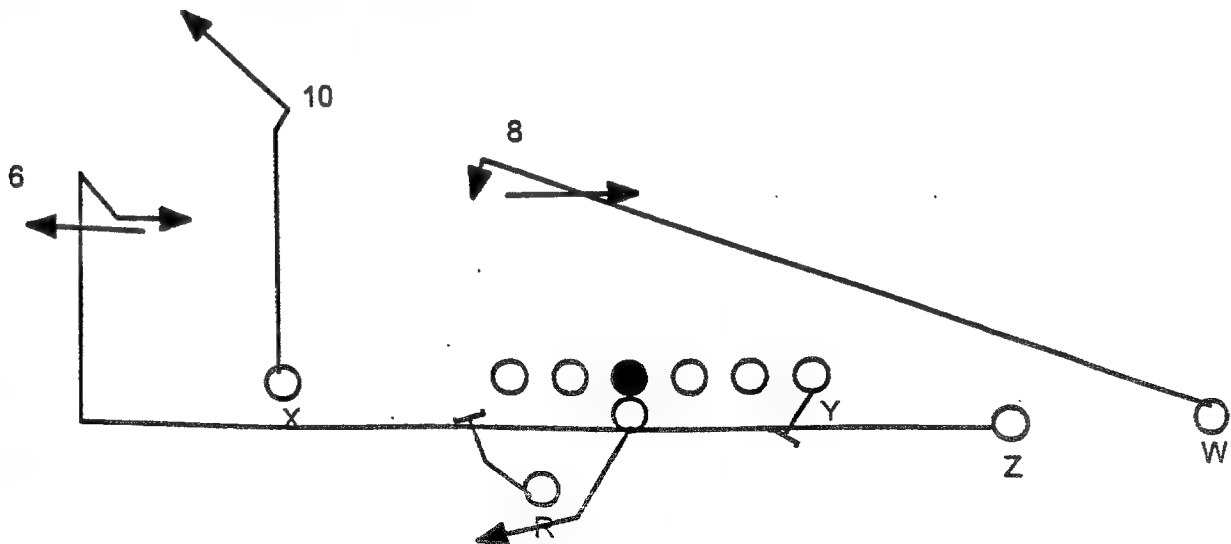
2 / 3 WIDE SLOT 209 / 208 CB



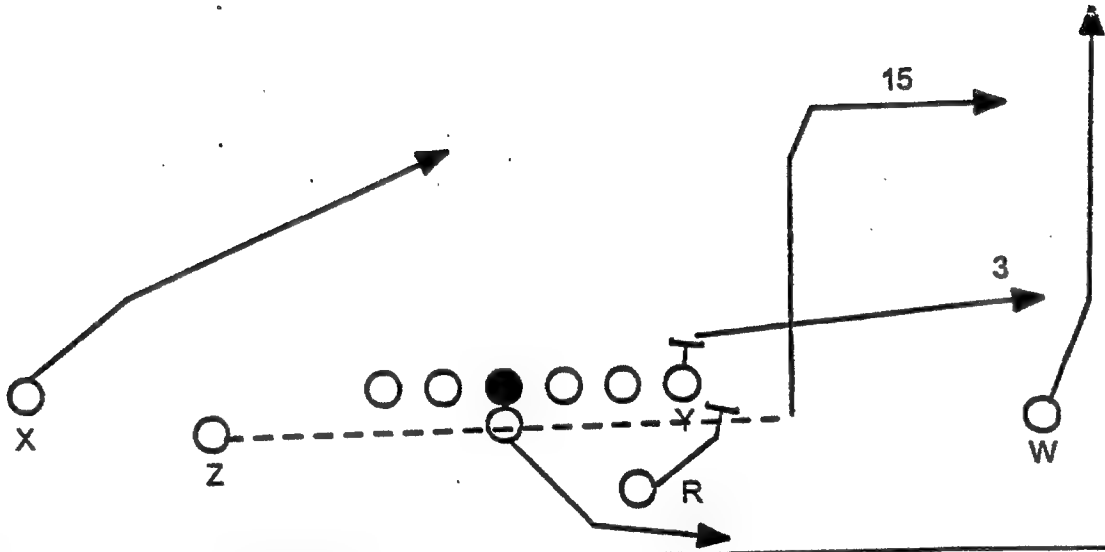
2 / 3 WIDE SLOT 209 / 208 SMASH



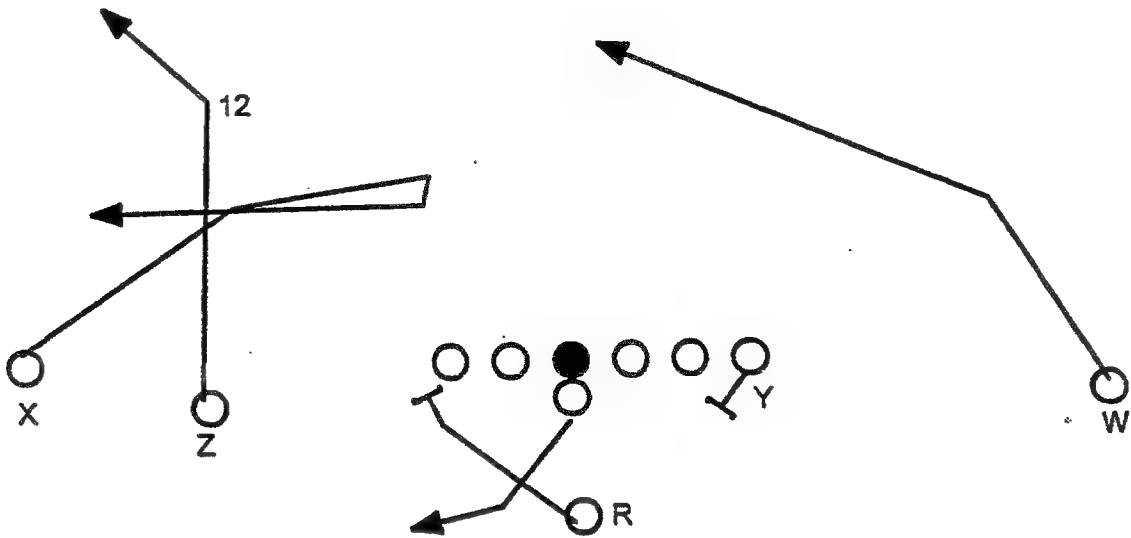
2 / 3 WIDE Z MOTION 209 / 208 Z SMASH X FLAG



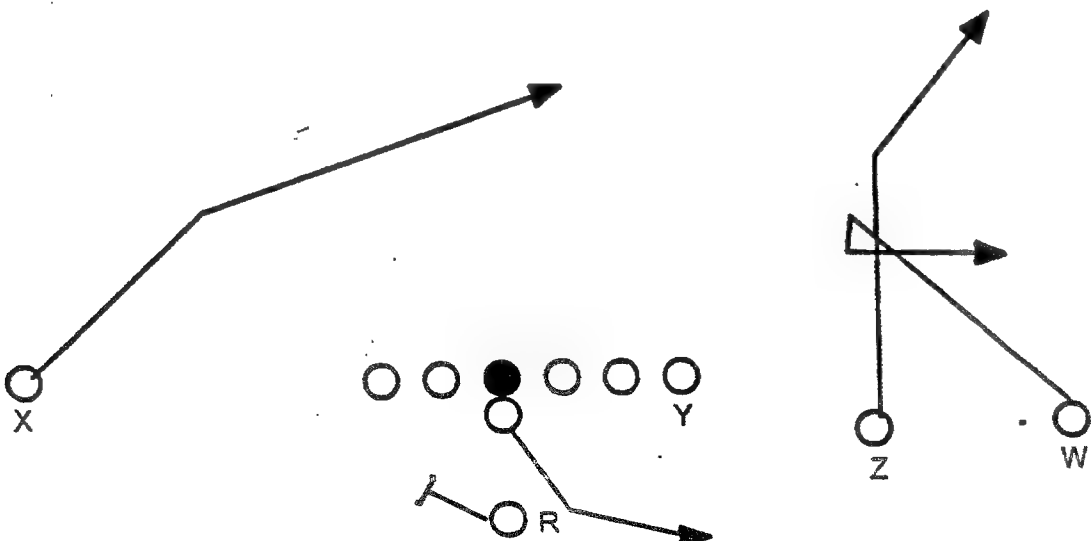
8 / 9 WIDE SLOT Z MOT 228 / 229 SAIL



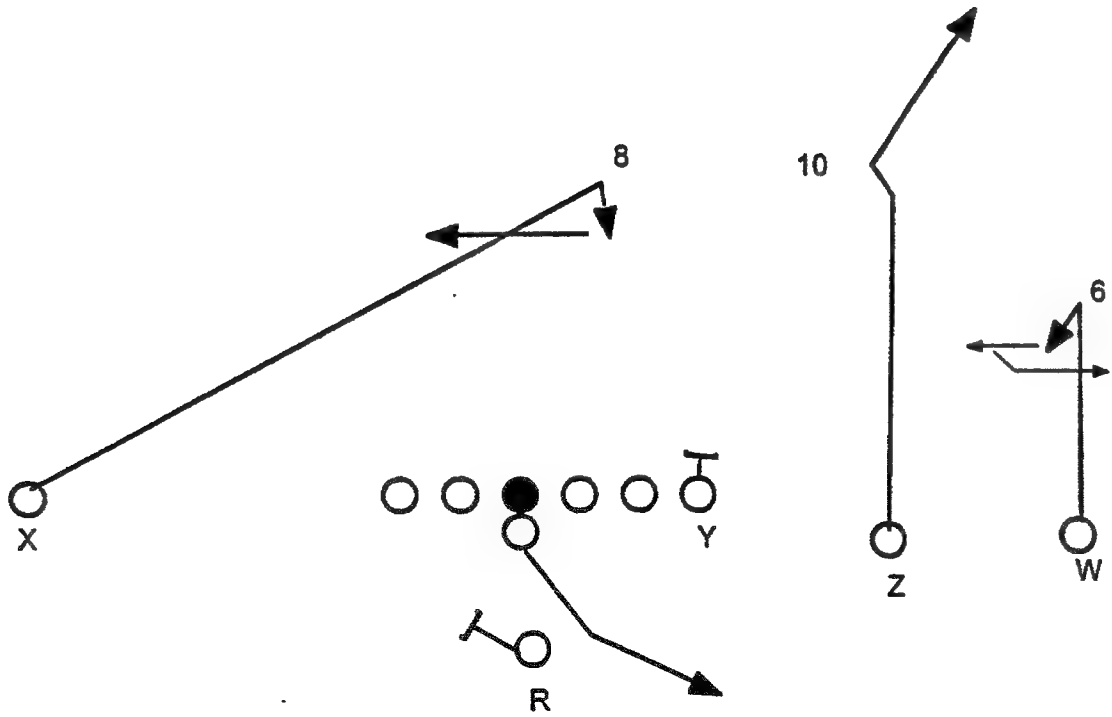
2 / 3 WIDE SLOT 209 / 208 X RETURN



0 / 1 WIDER 218 / 219 W RETURN

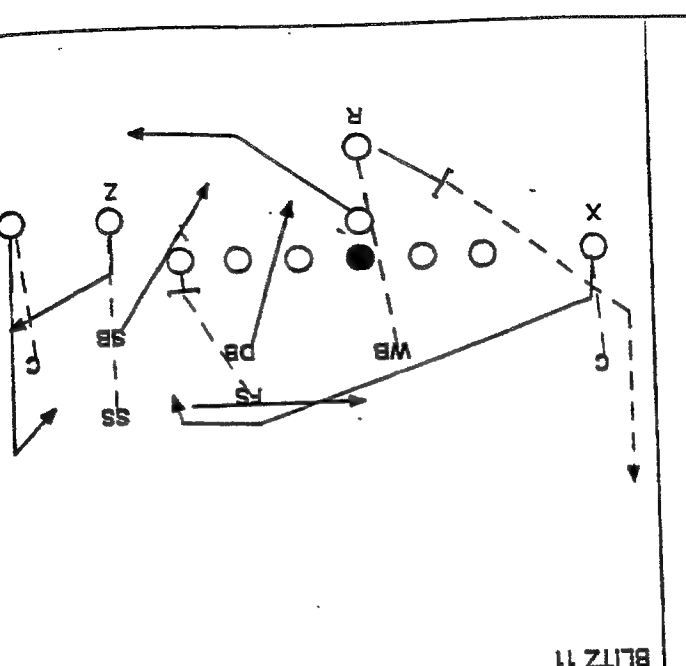
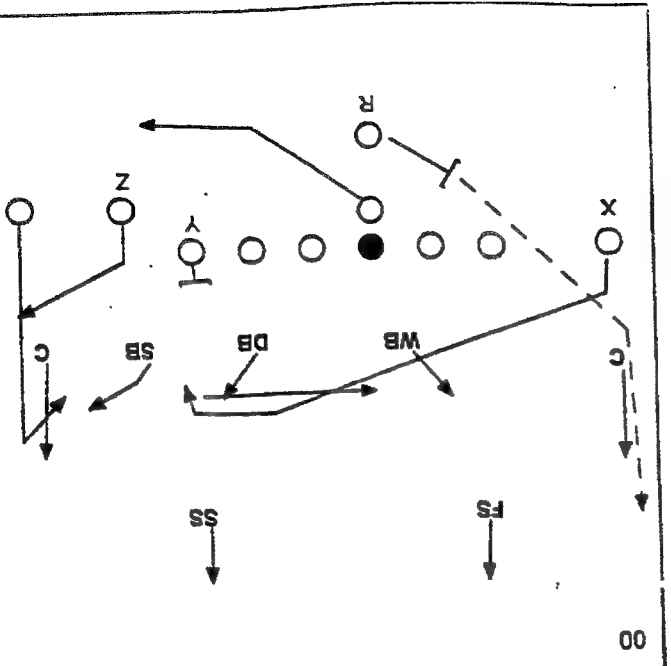
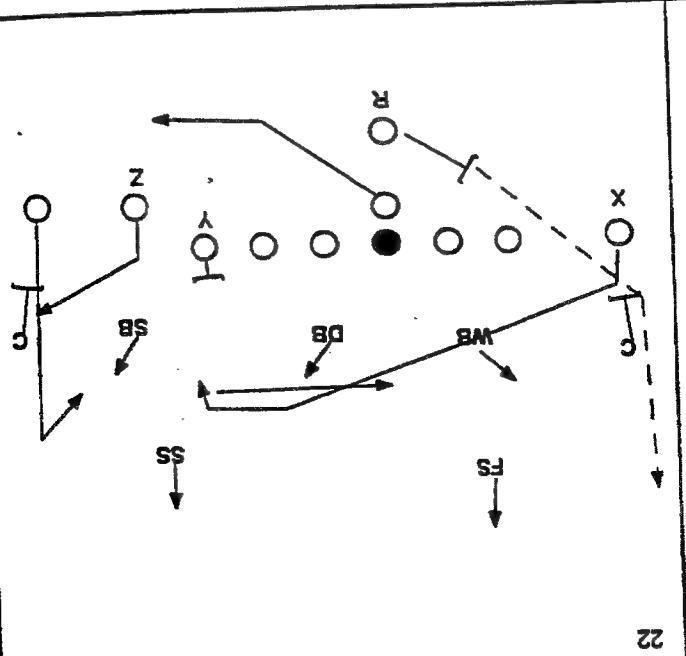
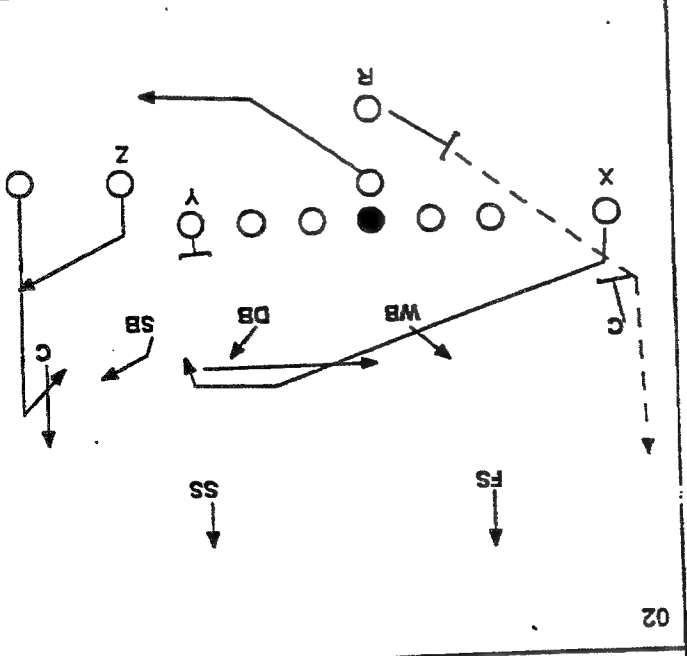
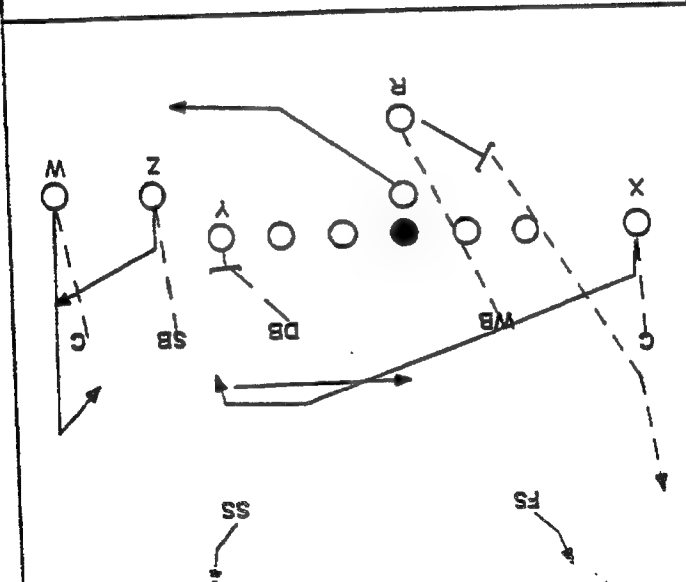
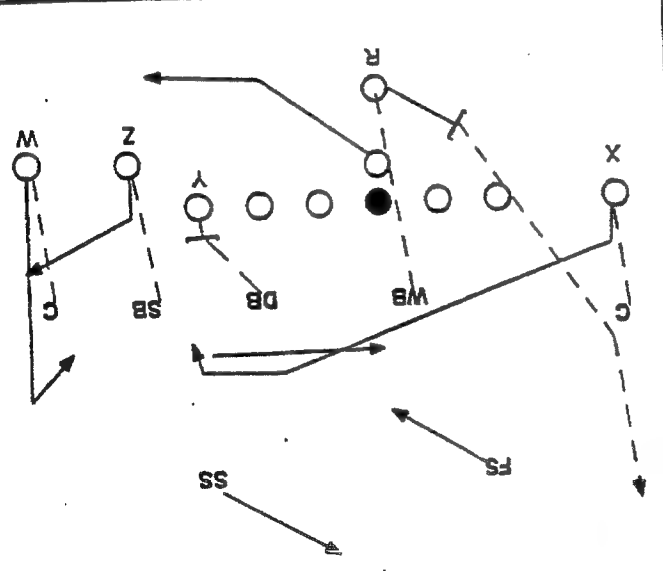


0 / 1 WIDER 218 / 219 SMASH



1 FREE 1 ROBBER

22 MAN

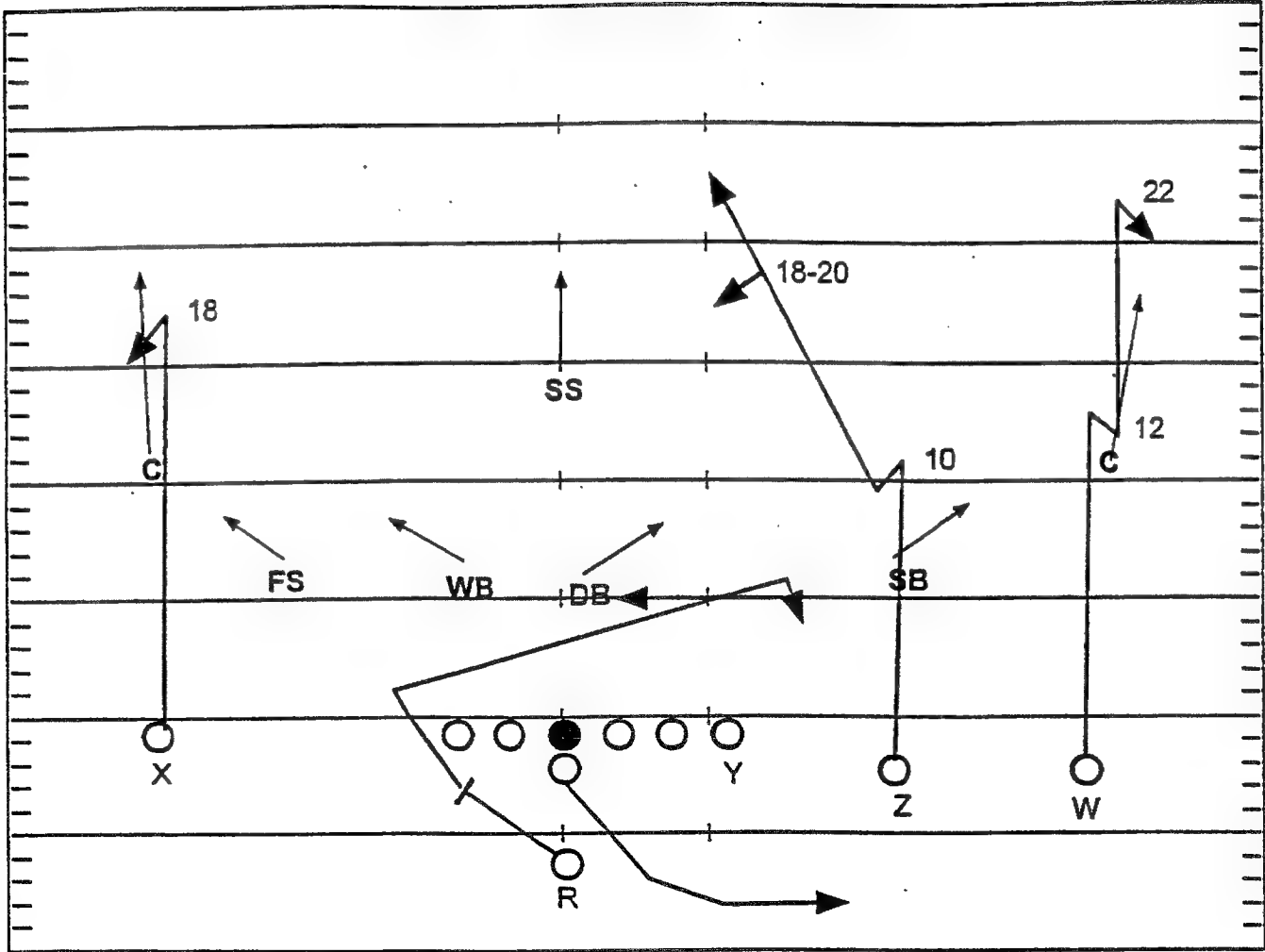


BLITZ 11

00

02

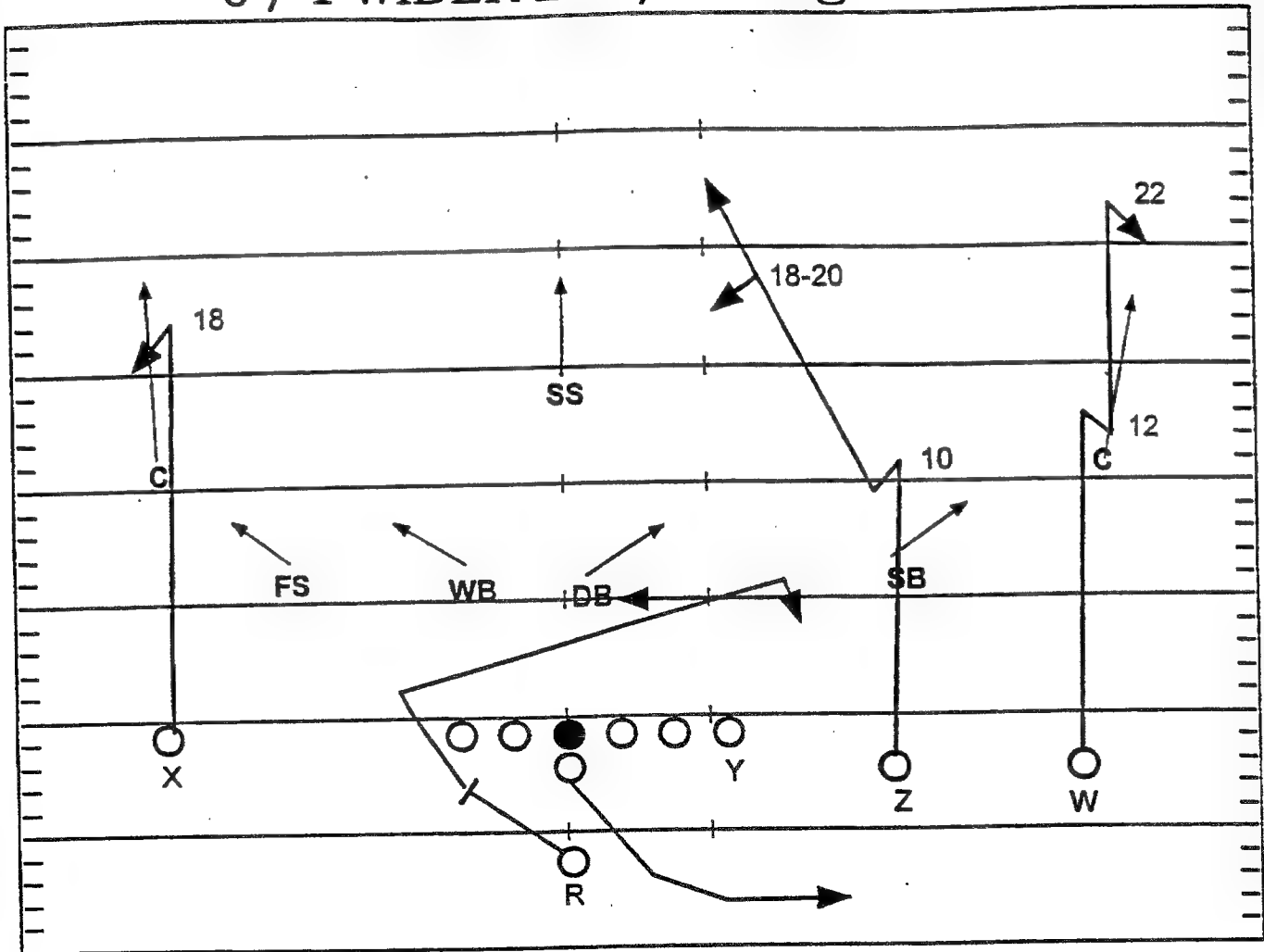
0 / 1 WIDER 218 / 219 SQUIRREL



- QB Sprint Out - Get 10 Yards on Arc - Read W - Z - R
- X Maximum Split - Execute an 18 Yd Comeback. Normal Conversions
- Z Align 1 Yard Inside #'s. Pivot at 10 Yards and Go thru Post.
Can't Win = Hook Up at 18-20
- Y Block 218/219
- W Maximum Split - Execute a Squirrel Route
- R Block Protection - N/T Execute a Drag Route. Do Not Cross 4 Yards Past Hash, You Can Return

FORMATION(S): 0/1 Wide

0 / 1 WIDER 218 / 219 SQUIRREL

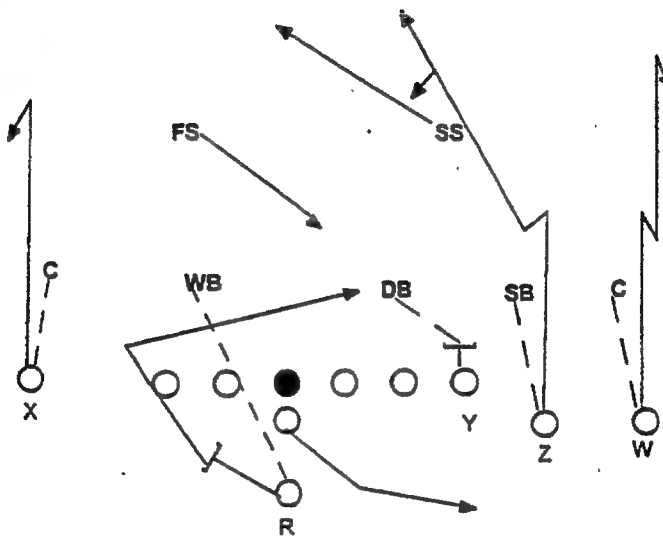


- QB Sprint Out - Get 10 Yards on Arc - Read W - Z - R
- X Maximum Split - Execute an 18 Yd Comeback. Normal Conversions
- Z Align 1 Yard Inside #'s. Pivot at 10 Yards and Go thru Post.
Can't Win = Hook Up at 18-20
- Y Block 218/219
- W Maximum Split - Execute a Squirrel Route
- R Block Protection - N/T Execute a Drag Route. Do Not Cross 4 Yards Past Hash, You Can Return

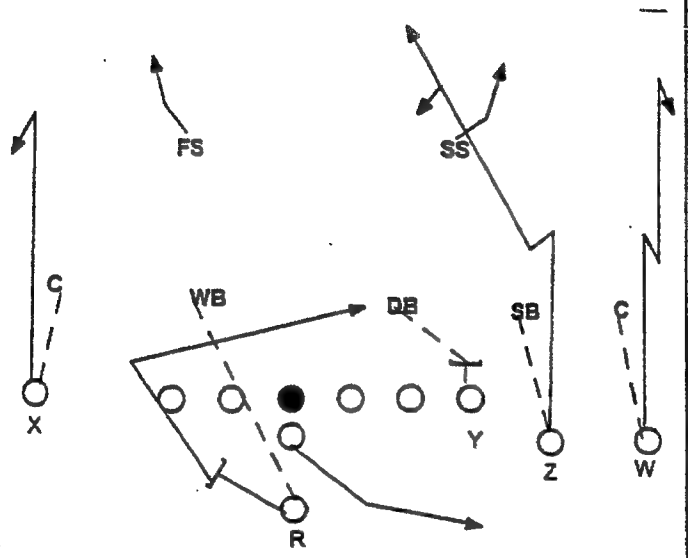
FORMATION(S): 0/1 Wide

0 / 1 WIDER 218 / 219 SQUIRREL

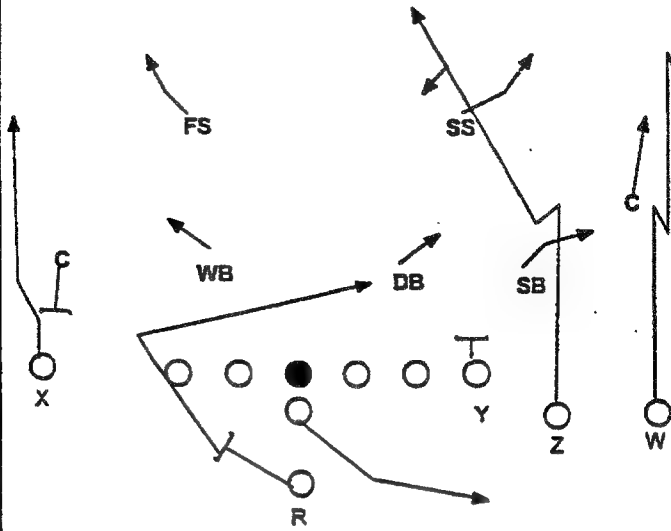
1 FREE 1 ROBBER



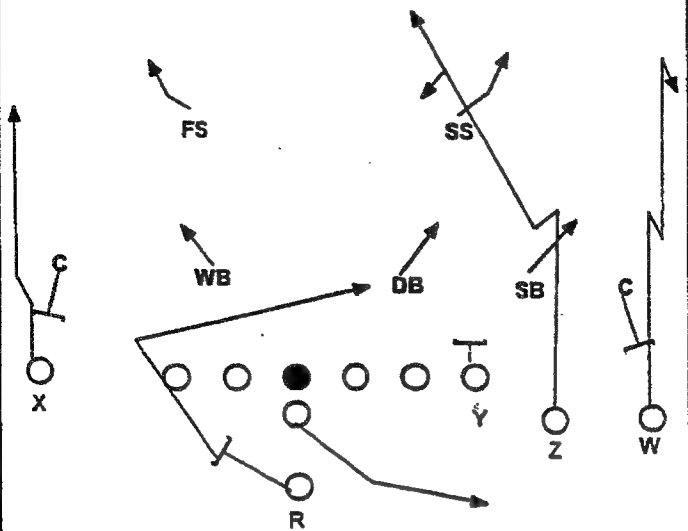
22 MAN



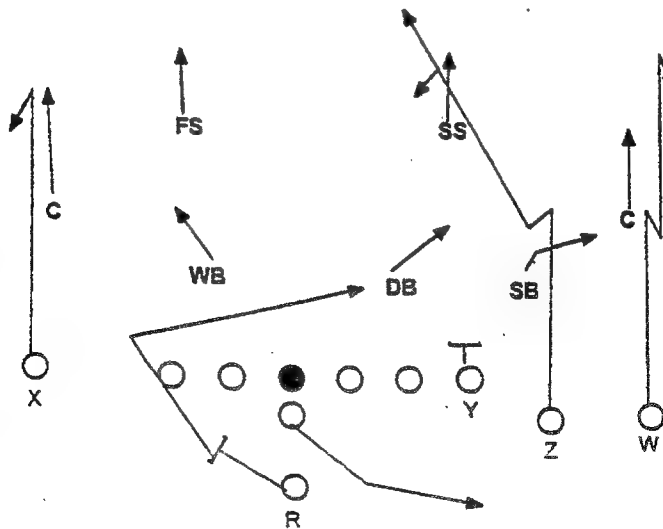
02



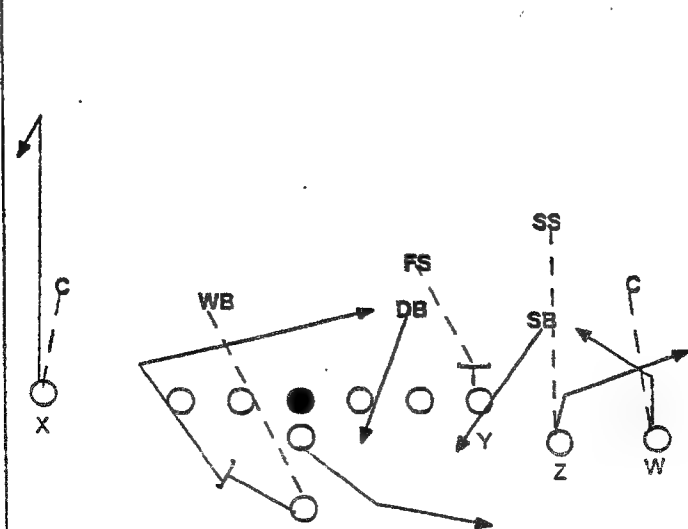
22



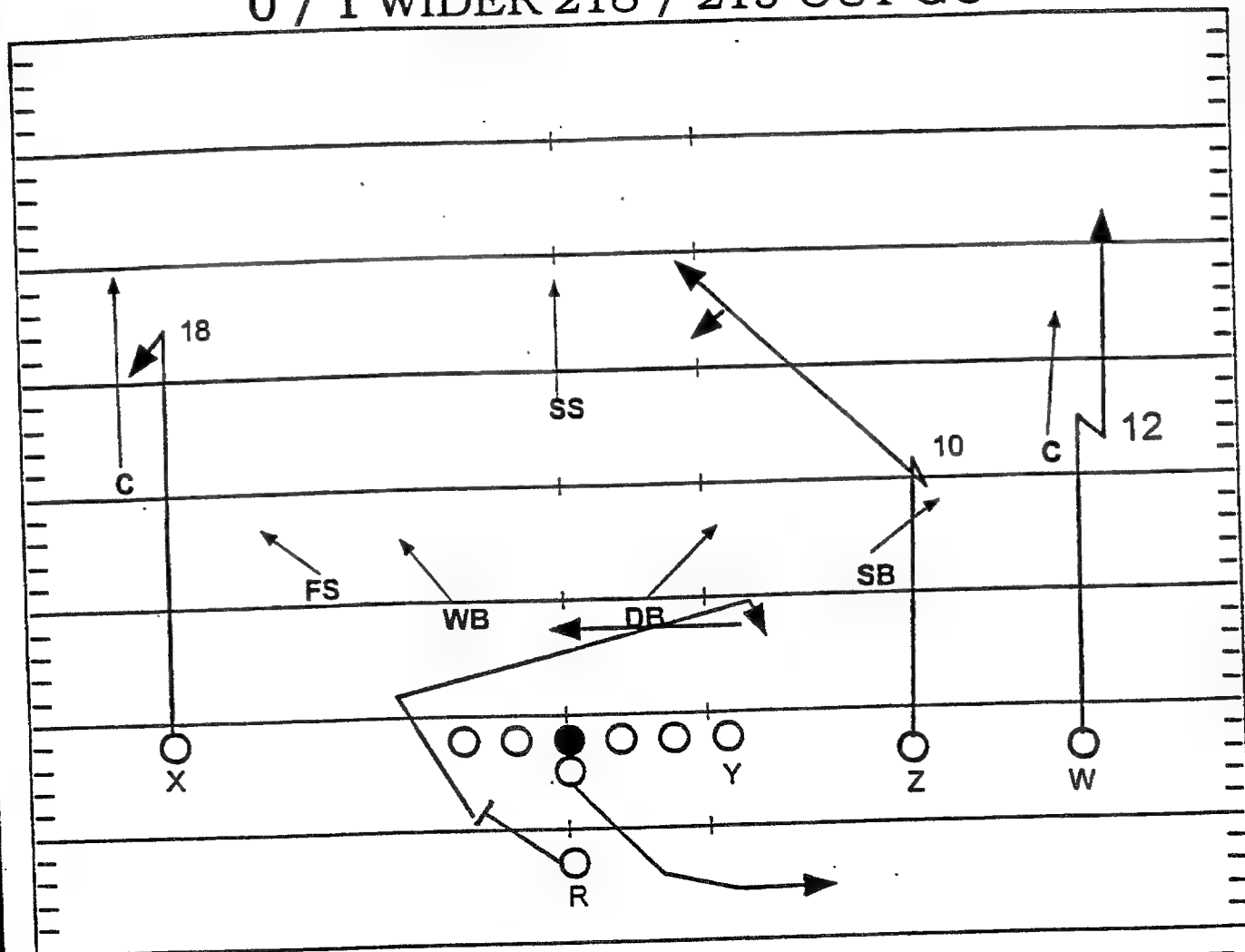
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BLITZ 11



0 / 1 WIDER 218 / 219 OUT GO

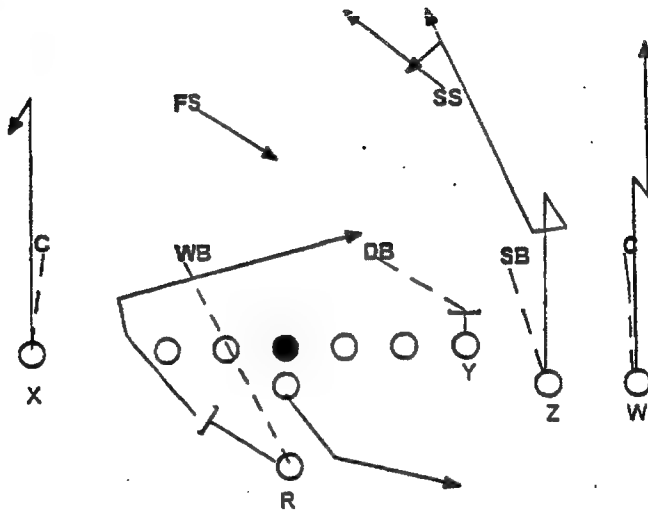


- QB Sprint Out - Get 10 Yards on Arc - Read Z - W - R
- X Maximum Split - Execute an 18 Yard Comeback. Normal Conversions.
- Z Align 1 Yard Inside #s. Stop at 12 Yards and Go Thru Post.
Can't Win = Hook Up at 18-20
- i Block 218/219
- W Maximum Split - Stop at 12 and Go
- R Block Protection - N/T Execute a Drag Route. Do not Cross 4 Yards Past Hash, You Can Return

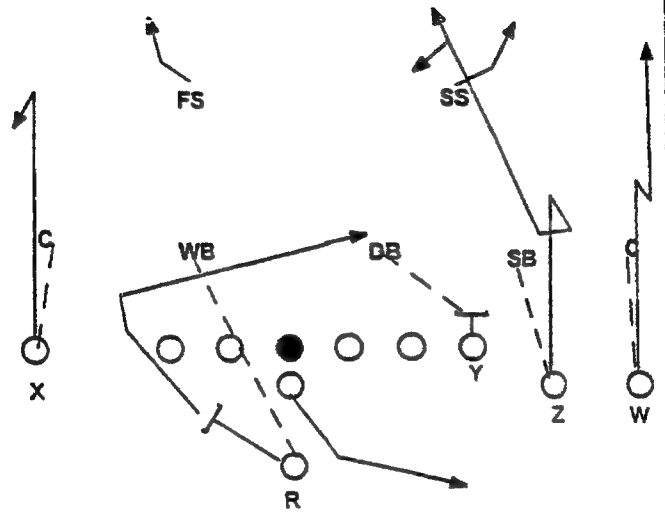
FORMATION(S): 0/1 Wide

0 / 1 WIDER 218 / 219 OUT GO

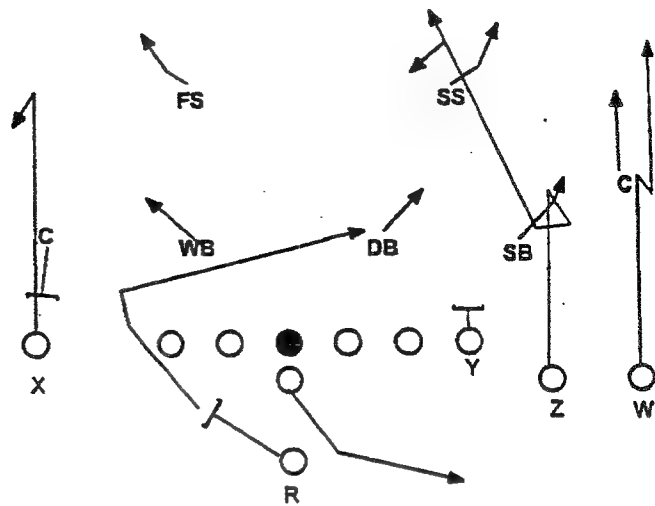
1 FREE 1 ROBBER



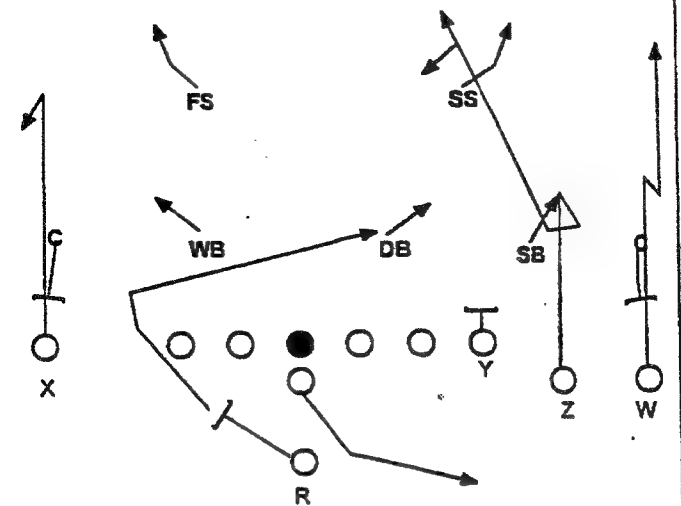
22 MAN



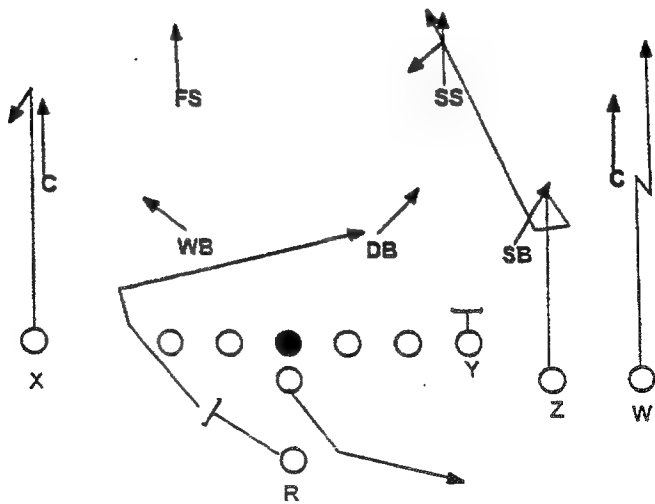
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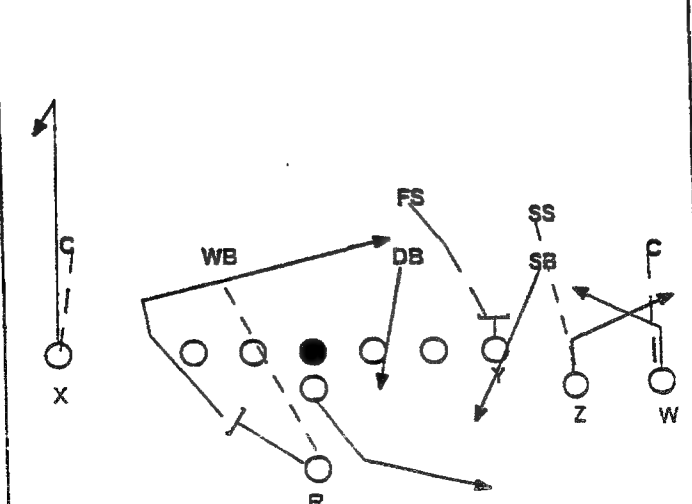
22



00



BLITZ 11

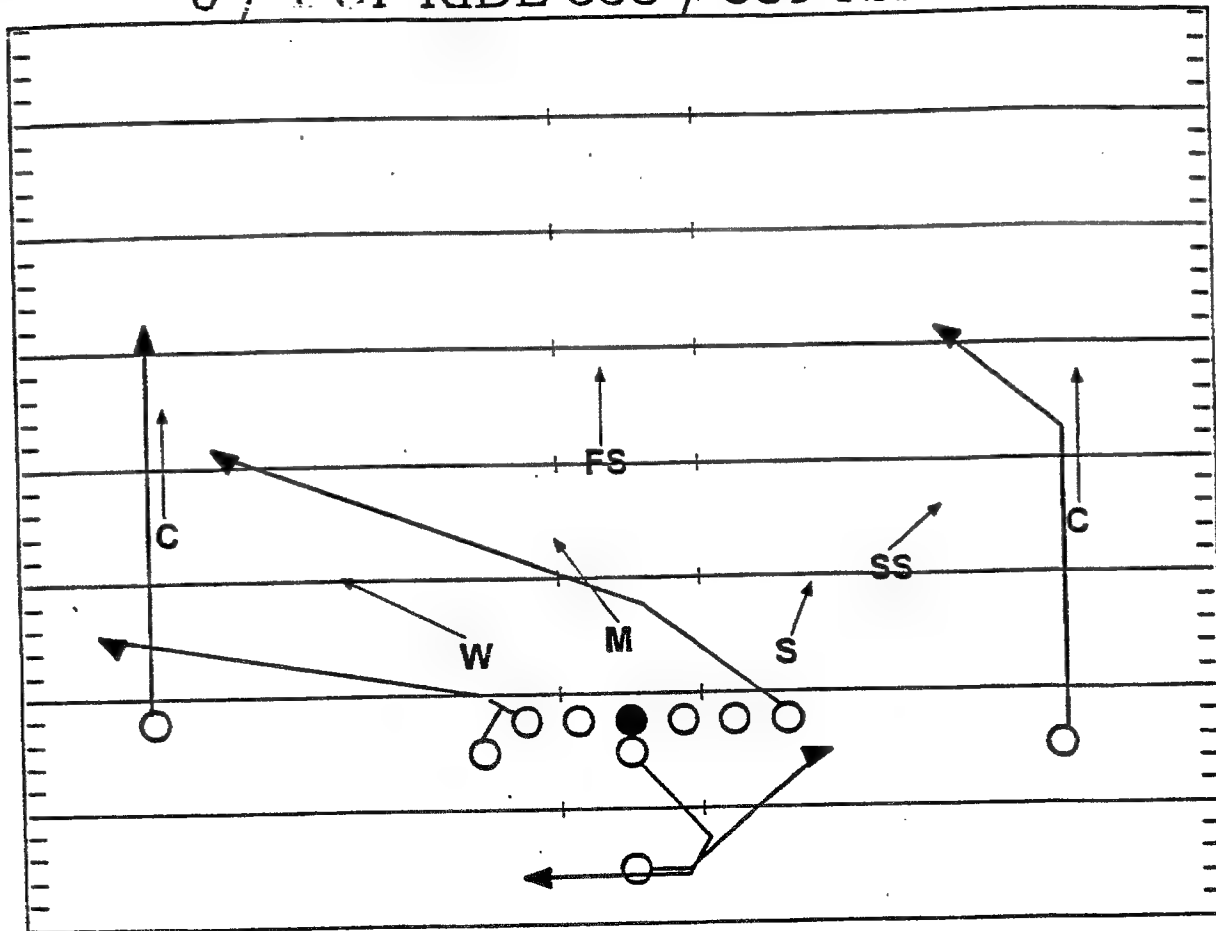




CLEVELAND BROWNS

300 SERIES

0 / 1 UP RIDE 338 / 339 NAKED



QB: Fake Ride 38/39 - After Fake, Boot Away From Action Progression X - T
- Y

X: Maximum Split - Execute a Go Route

Z: Maximum Split - Execute a Post Route
No Conversions

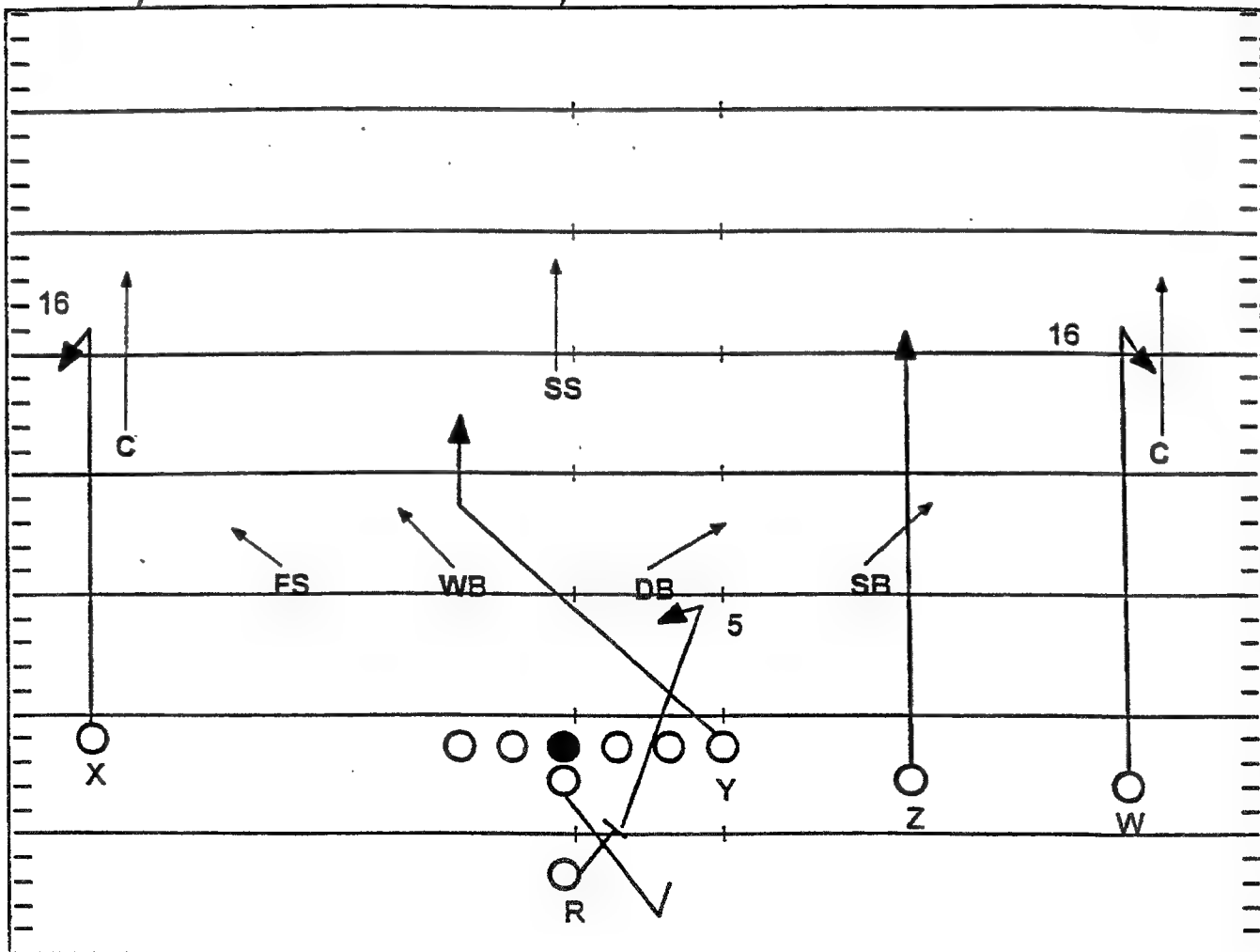
Y: Inside Release - Execute Crossing Route to Depth of 12 Yard to #'s in
Zone vs. Man Stay on Move.

A: Execute Ride 38/39 Fake. Be Alert to Block S/S.

T: Collision EMOL - Execute and Arrow Route.

FORMATION (S): 0/1 Flood T Fly

0 / 1 WIDER R 136 / 137 DUAL SEMI Z SEAM

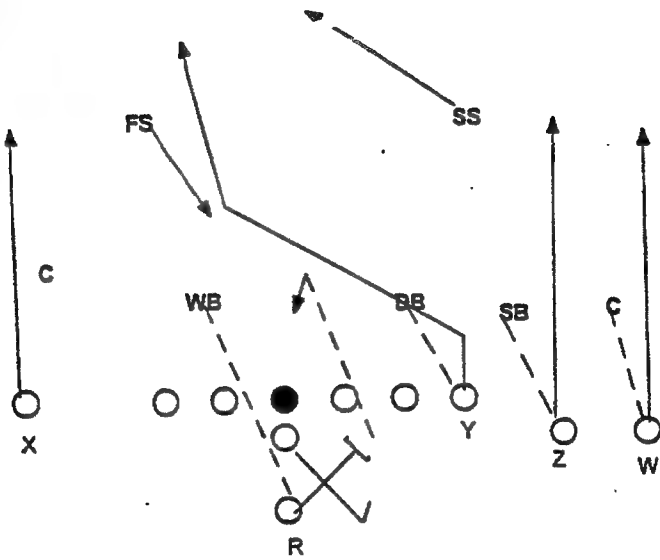


- QB Fake 36/37, Directional Read or 3 on 2 Ball vs. Cover 2.
- X Maximum Split - Execute a 16 Yd Comeback. Normal Conversions
- Z Seam Alignment - Execute a Seam Read
- Y Execute a Seam Route
- W maximum split - Execute a 16 Yd comeback. Normal Conversions
- R Fake Ride 36/37 Block Dual - N/T Execute a Checkdown

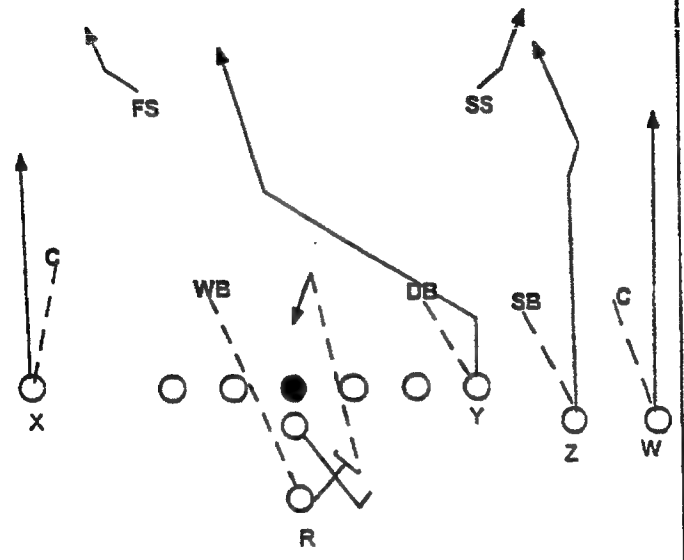
FORMATION(S): 0/1 Wide, 0/1 Flood

0/1 WIDER R 136 / 137 DUAL SEMI Z SEAM

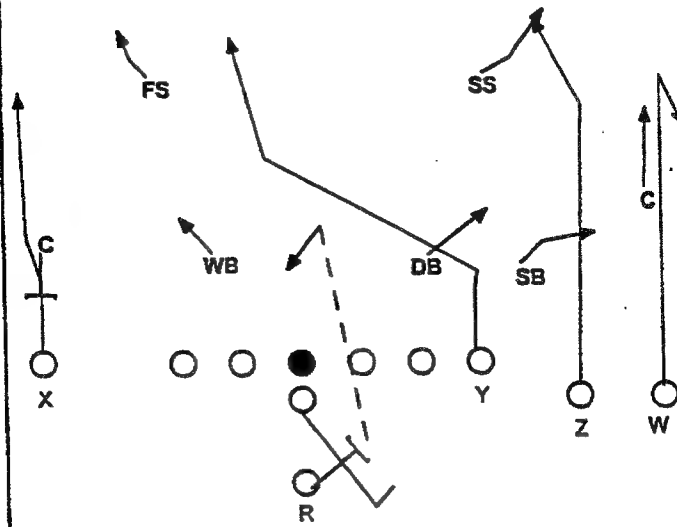
1 FREE 1 ROBBER



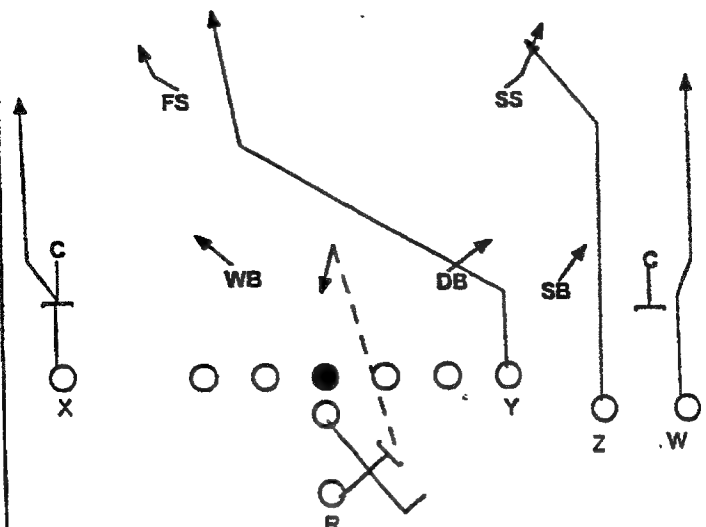
22 MAN



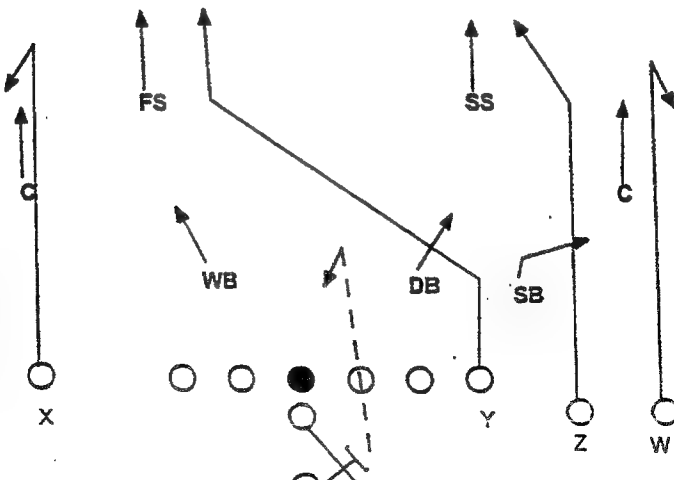
0/2



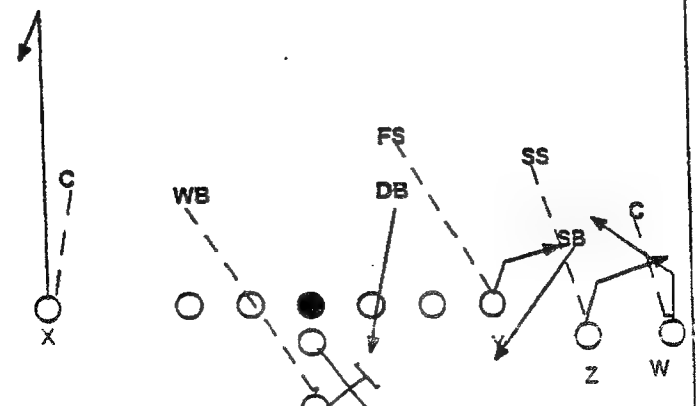
22



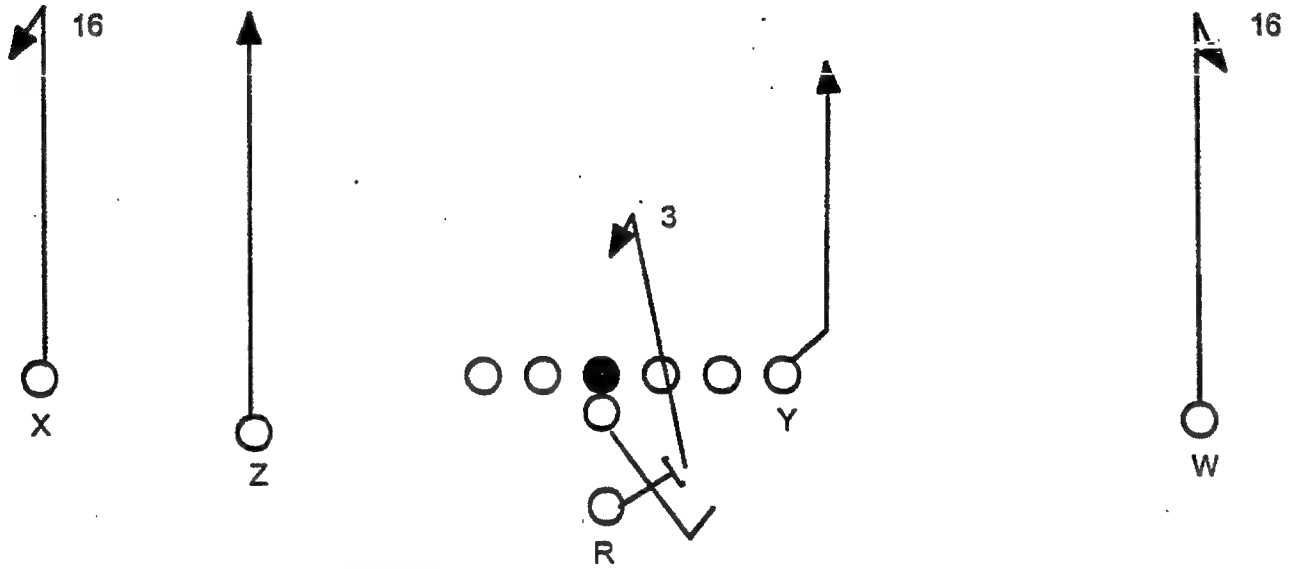
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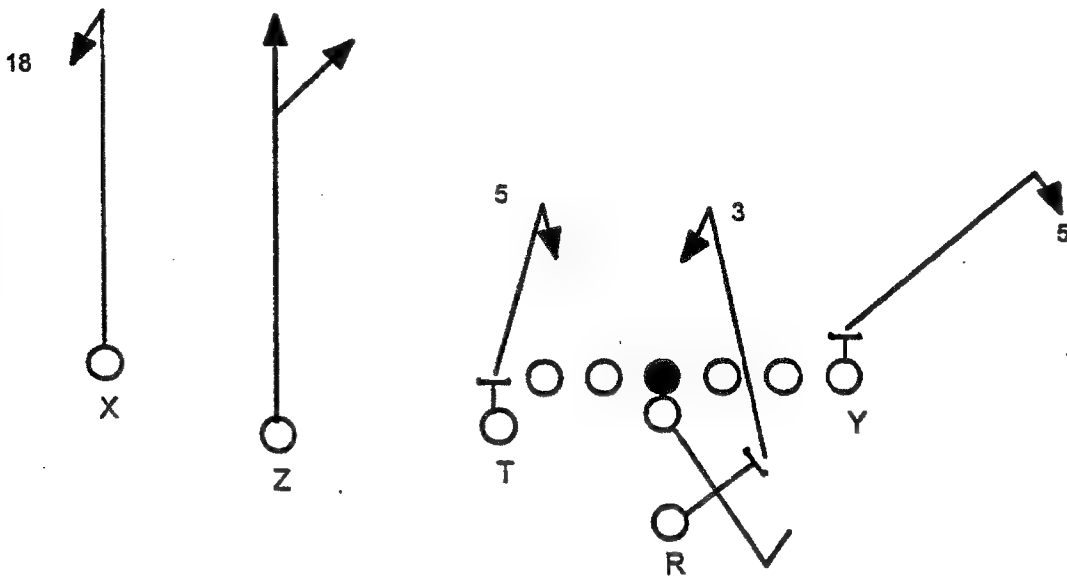
BLITZ 11



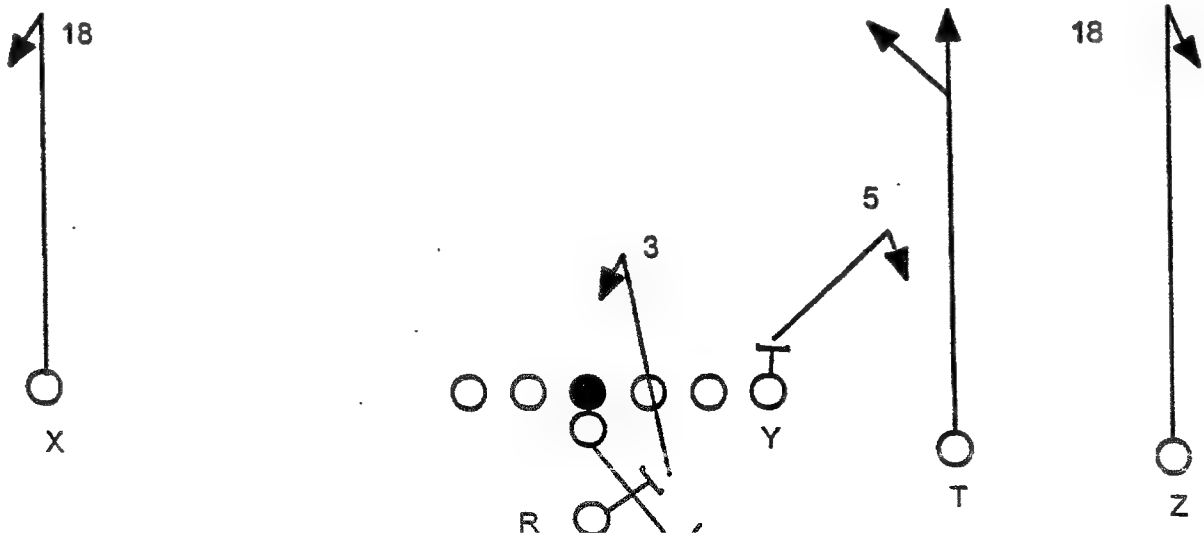
0 / 1 WIDE SLOT R 136 / 137 DUAL SEMI CB Y SEAM



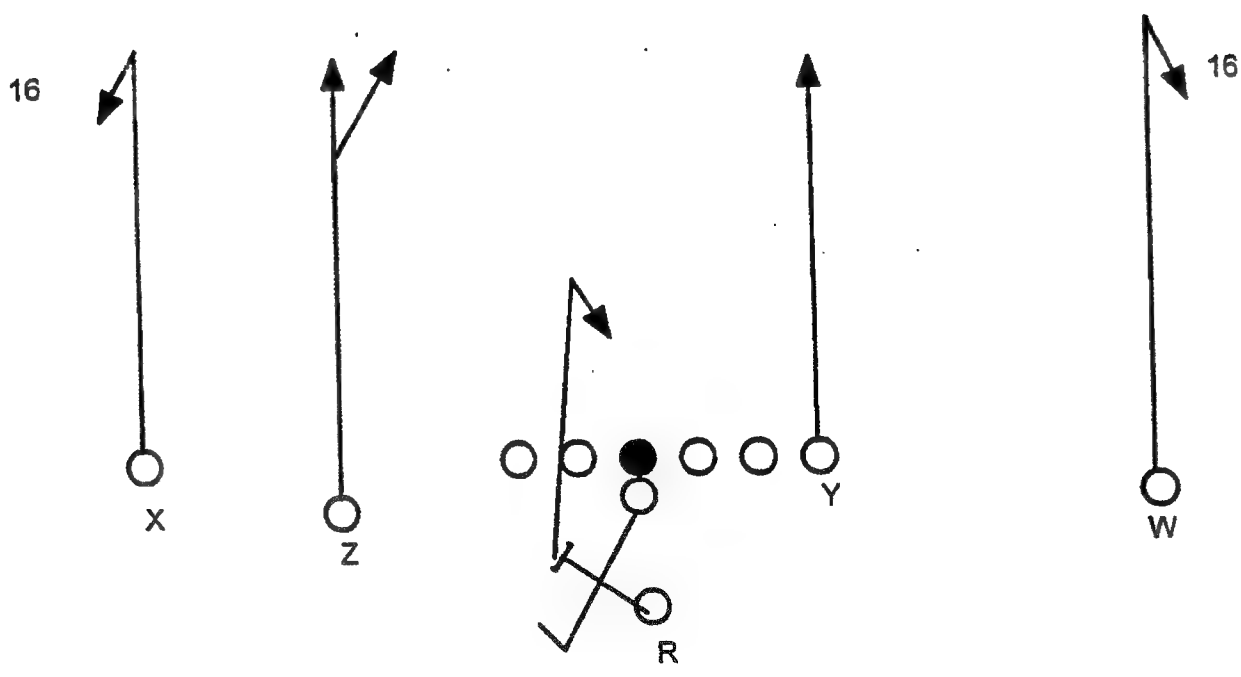
R 136 / 137 SLOW STAY CB Z SEAM



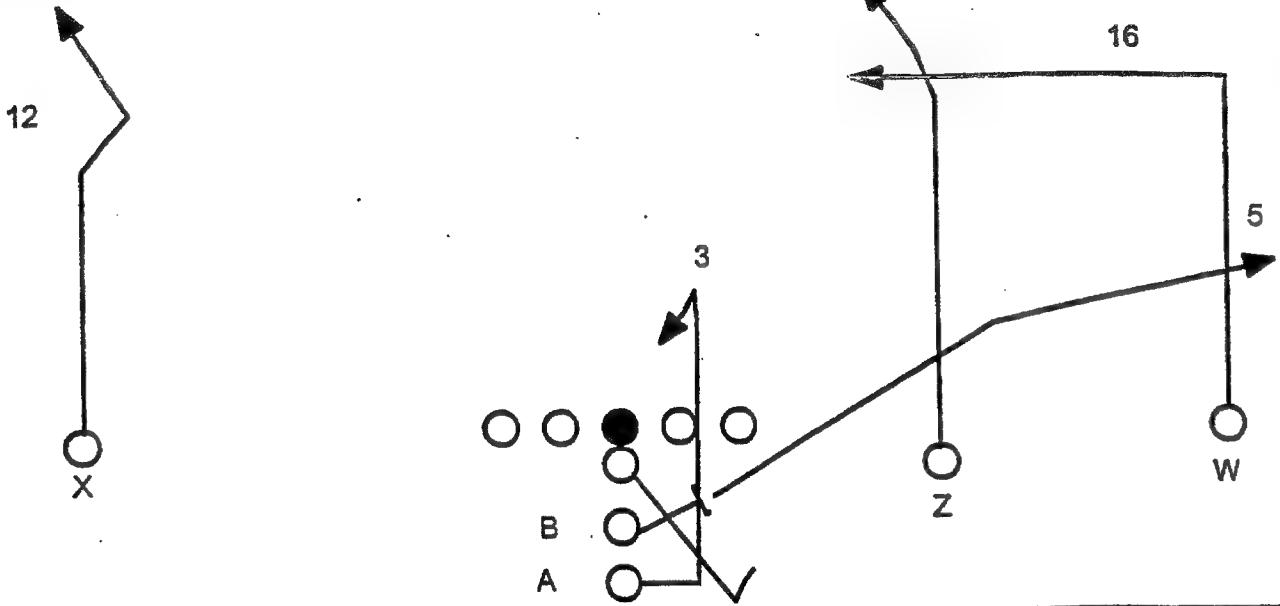
0 / 1 WIDE R 136 / 137 SLOW CB T SEAM



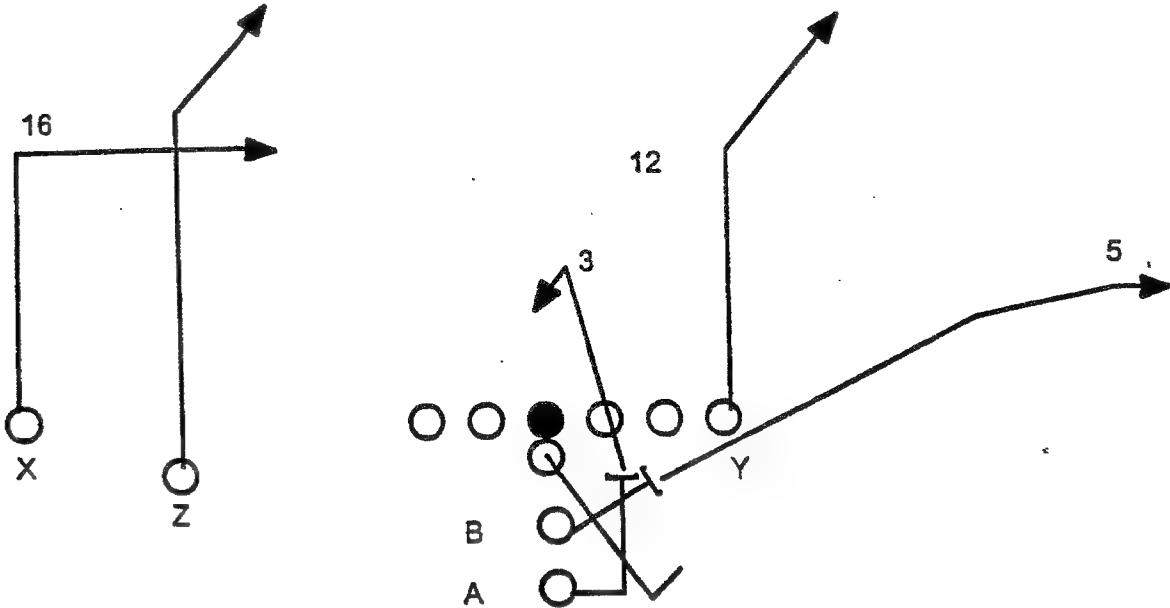
0 / 1 WIDE SLOT R 136 / 137 DUAL SEMI COMEBACK Z SEAM



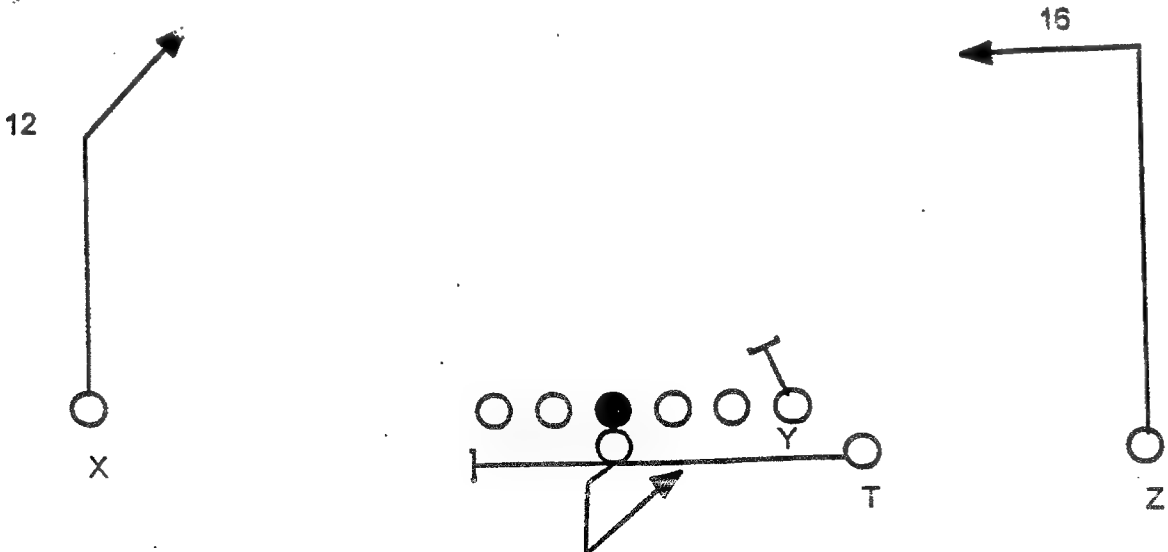
0 / 1 SPREAD R 136 / 137 PIN



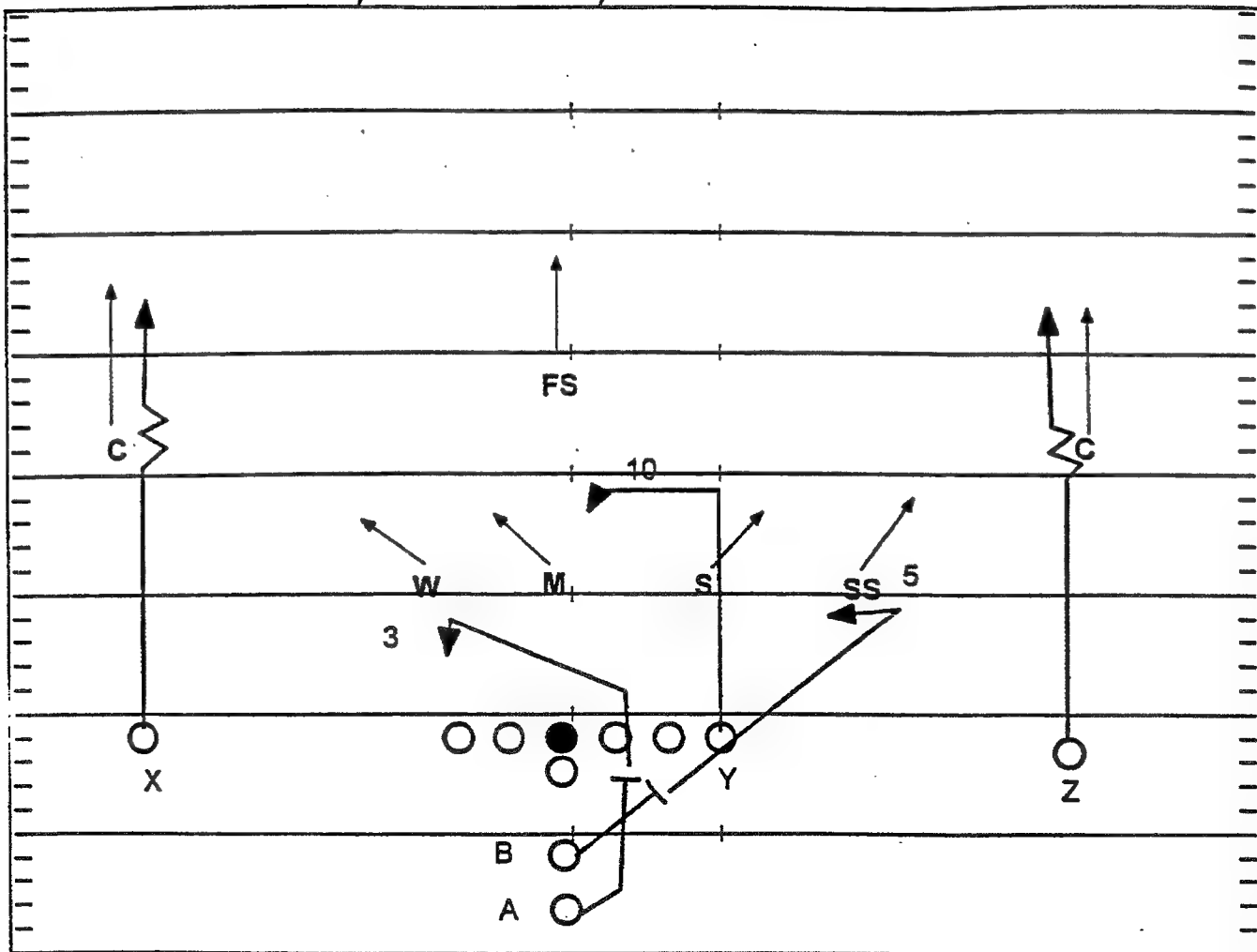
0 / 1 SLOT R 136 / 137 PIN



0 / 1 FLOOD T FLY CTR 136 / 137 Z IN



0 / 1 R 136 / 137 SEMI GO

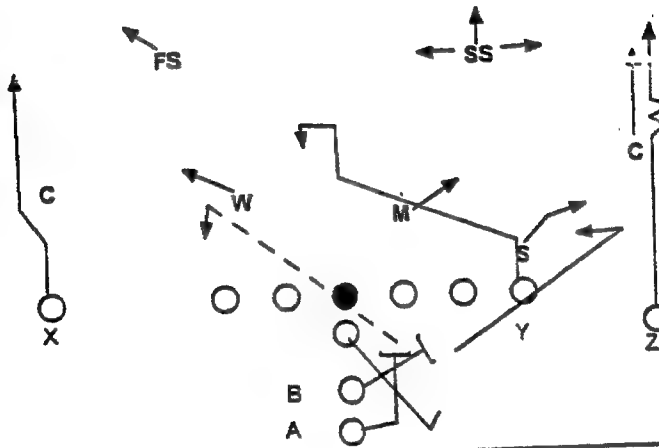


- QB Fake Ride 36/37 Directional Read - Read GO - Y - Back
- X Maximum Split- Execute a Go Route (Stutter Step or Double Move)
- Z Maximum Split- Execute a Go Route (Stutter Step or Double Move)
- Y Execute a Middle Read
- A Fake Ride 36/37. Block Protection Rule - N/T Execute 3 Yd Checkdown in Opposite Tackle Box
- B Block Protection Rule - N/T Execute a Stop Route

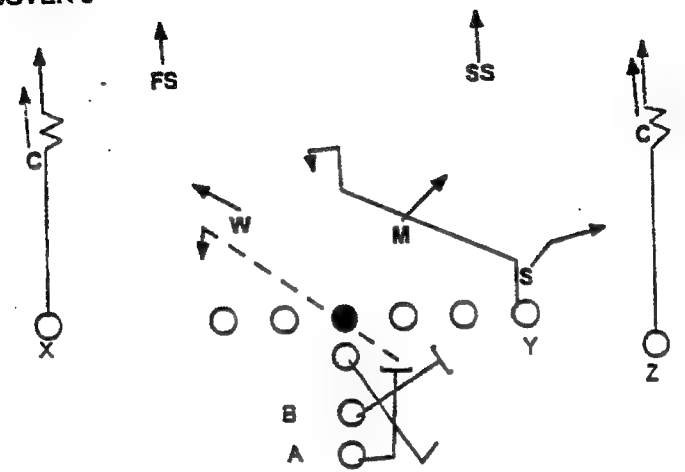
FORMATION(S): 0/1 Spread

0 / 1 R 136 / 137 SEMI GO

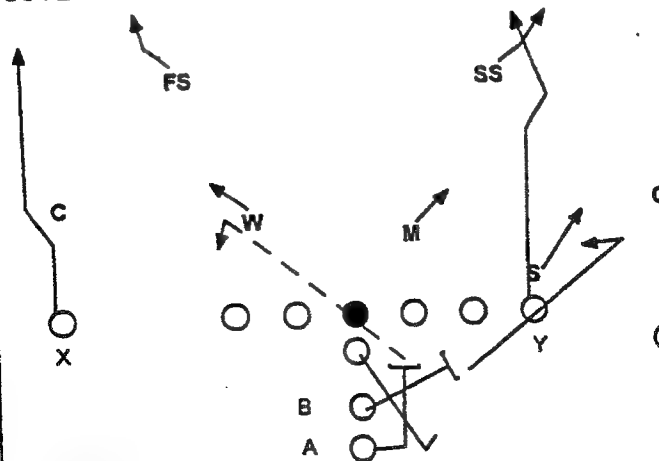
COVER 0/2



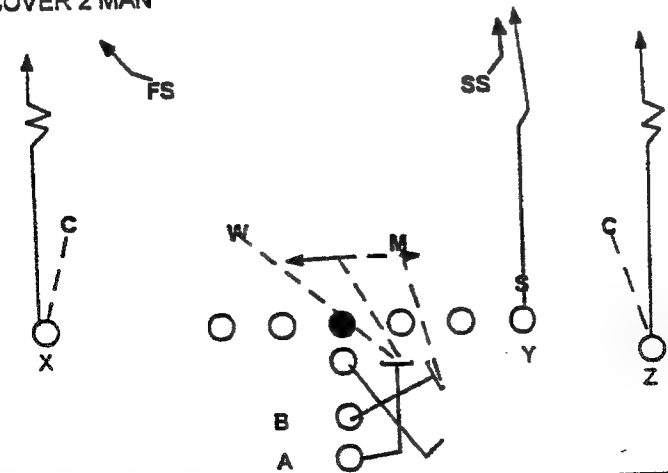
COVER 0



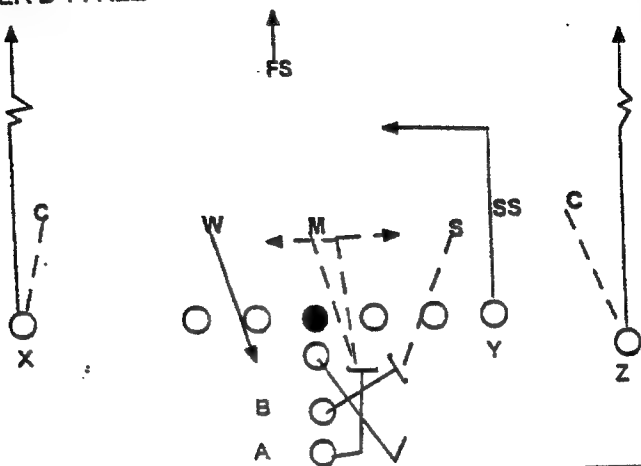
COVER 2



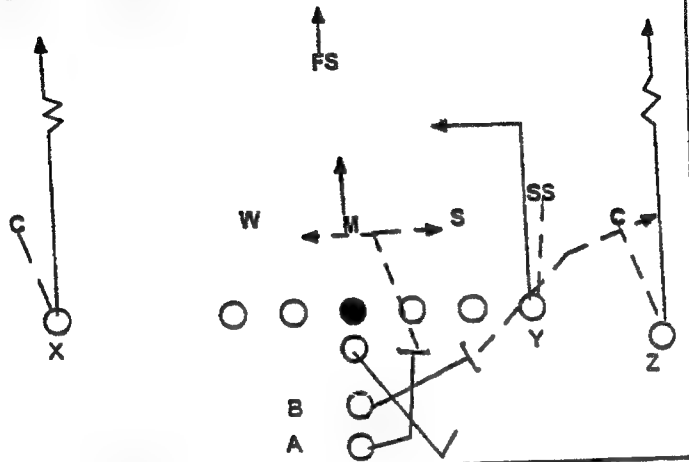
COVER 2 MAN



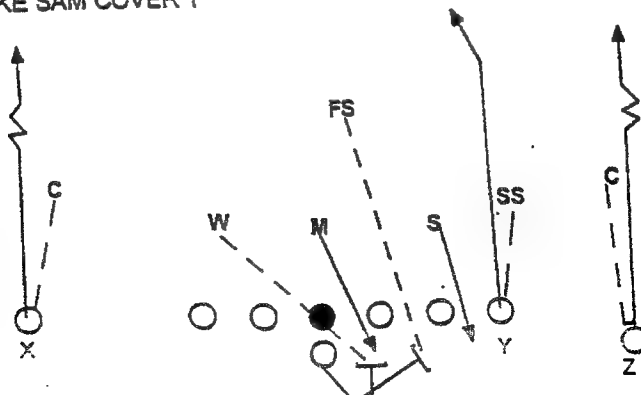
COVER D 1 FREE



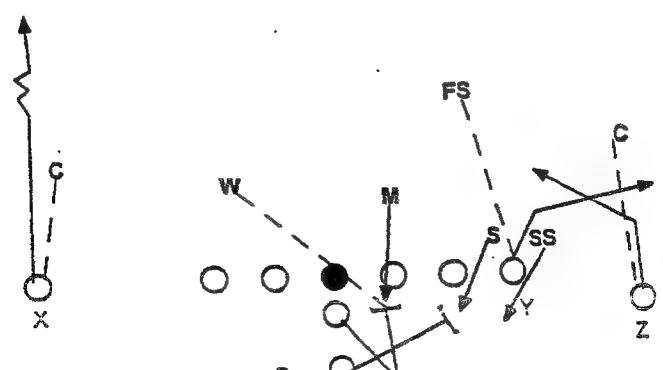
COVER 1 FREE



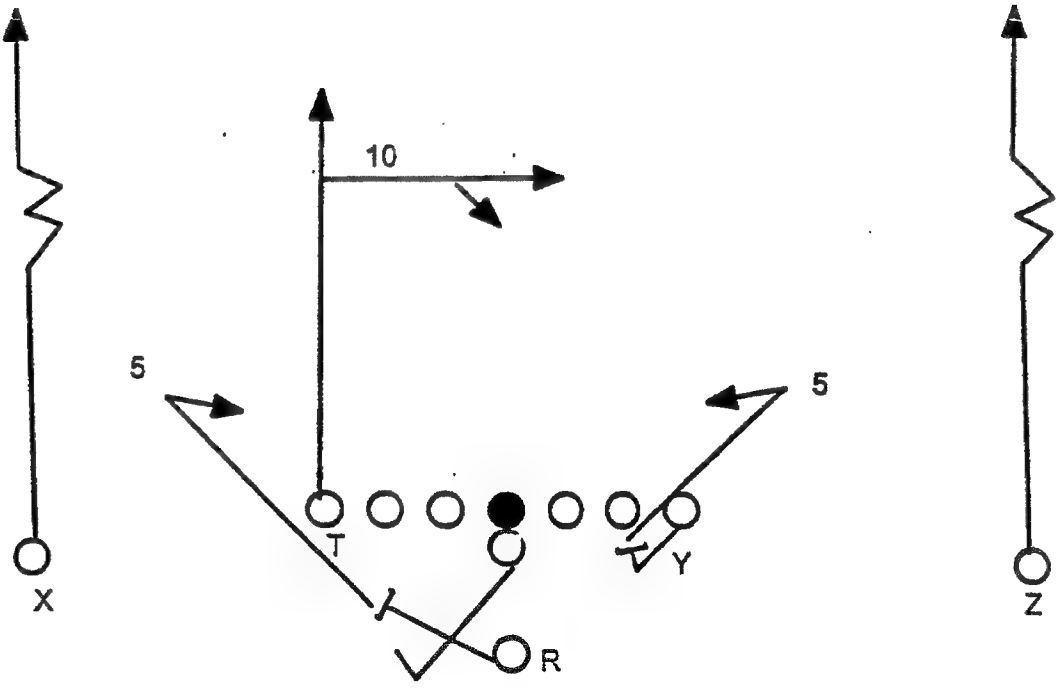
MIKE SAM COVER 1



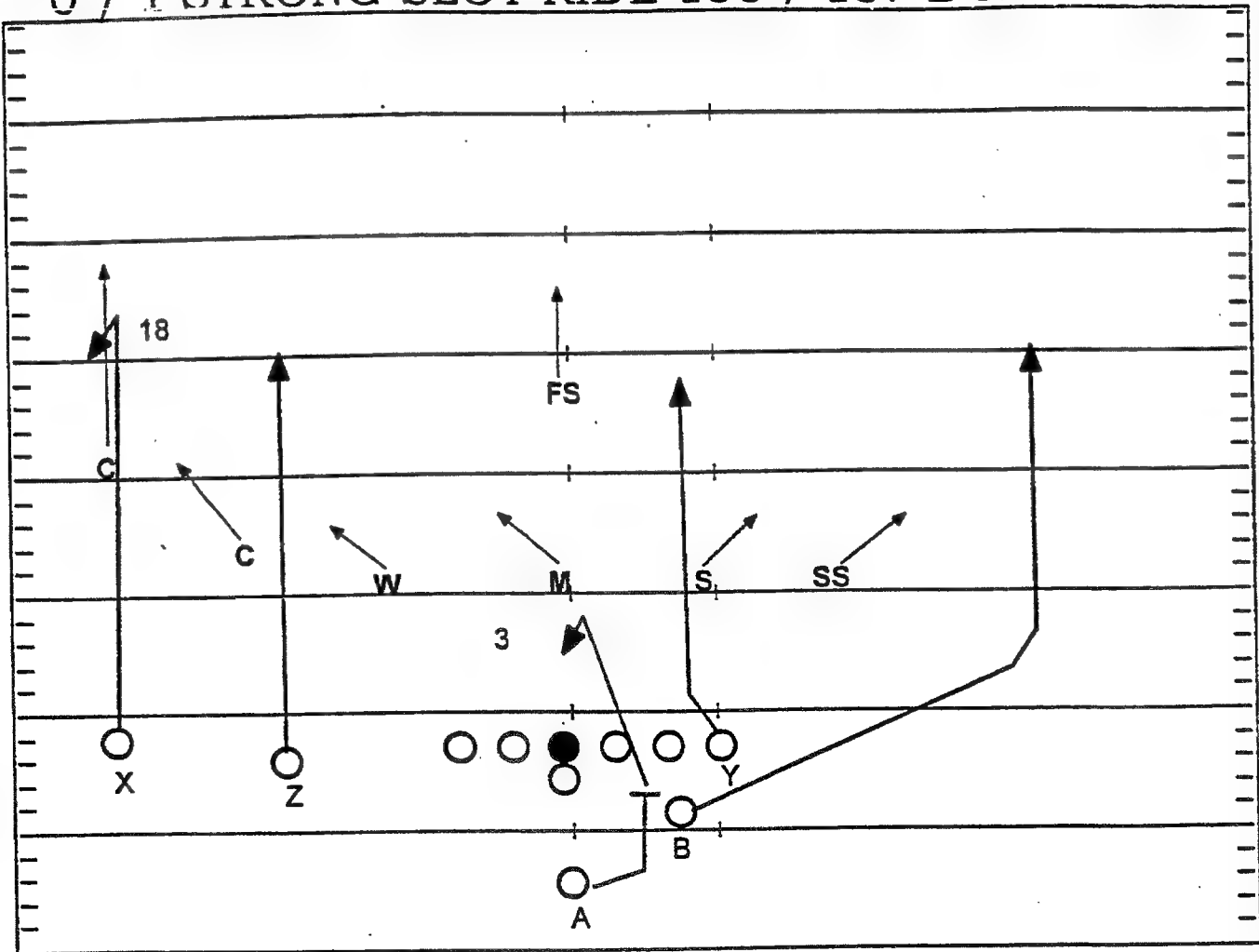
SHARK SAM MIKE COVER 1



0 / 1 ON R 134 / 135 SEMI GO



0 / 1 STRONG SLOT RIDE 136 / 137 DUAL B GO



QB Fake Ride 36/37 Directional Read.

X Maximum Split - Execute an 18 yd Comeback. Normal Conversions.

Z Seam Alignment - Execute a Seam Route.

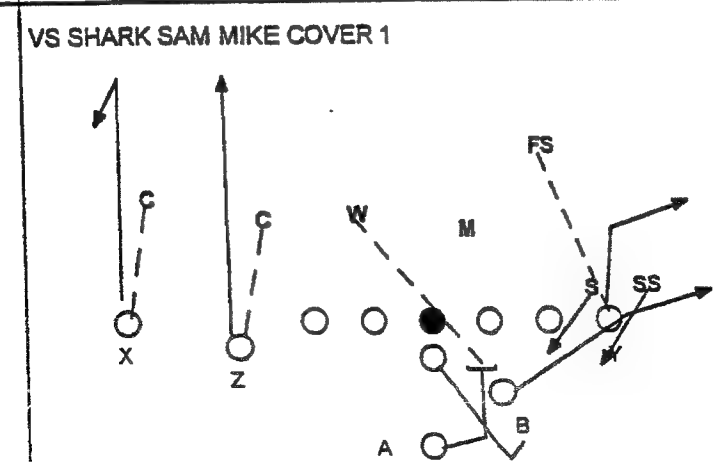
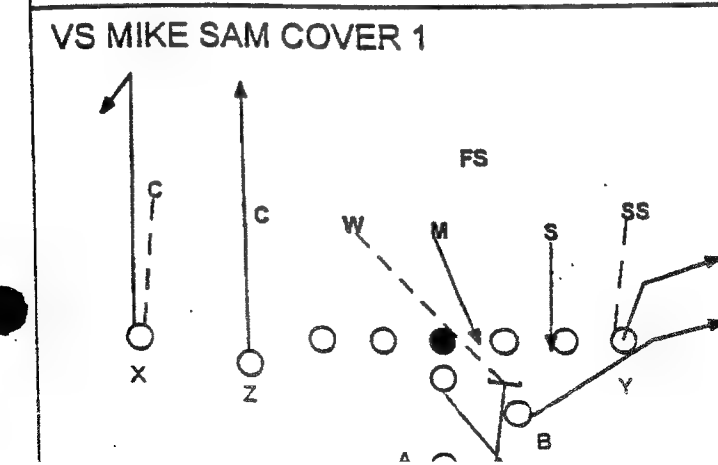
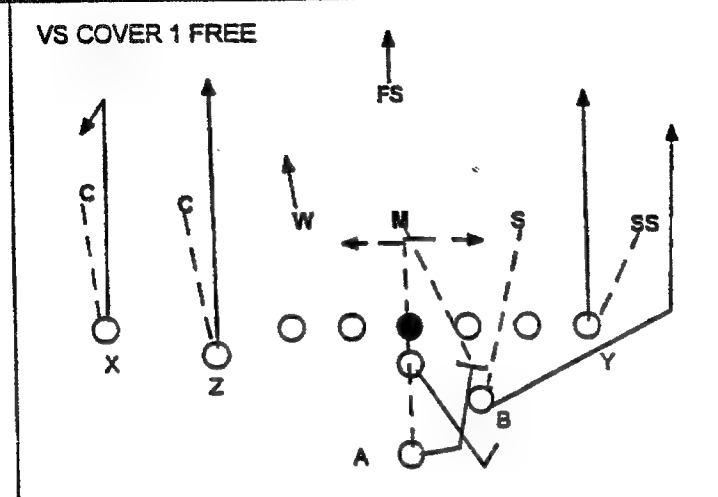
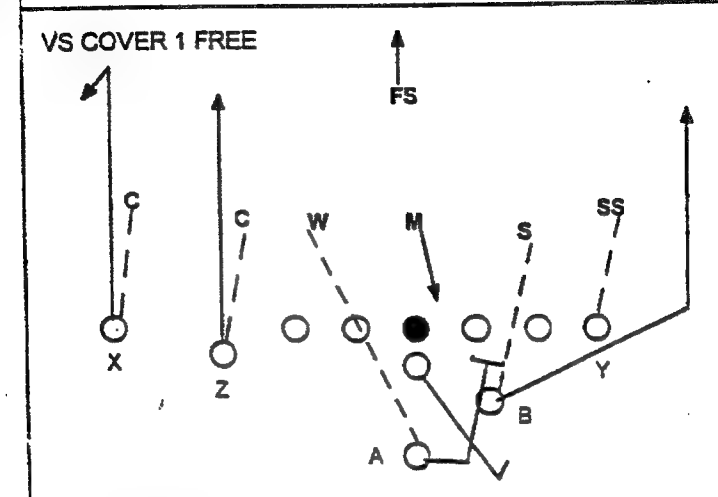
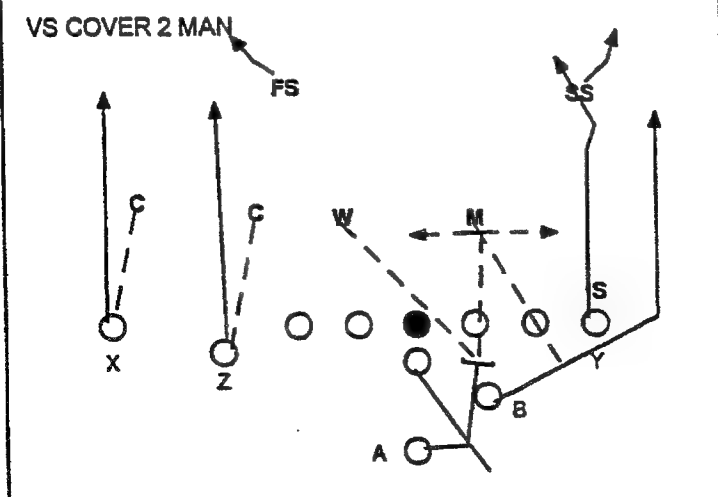
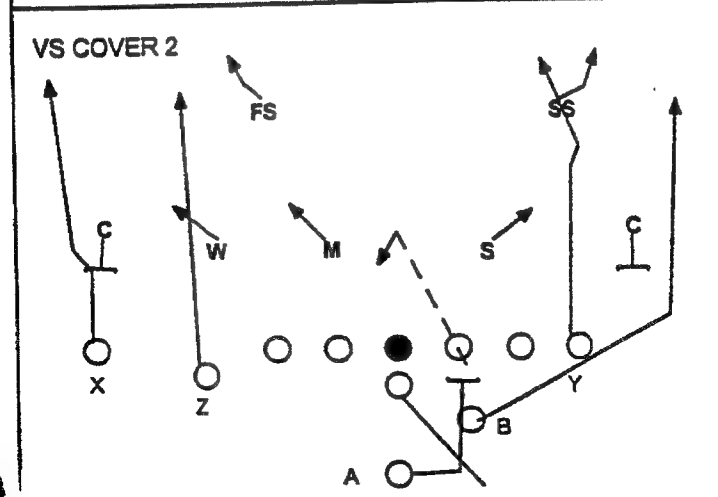
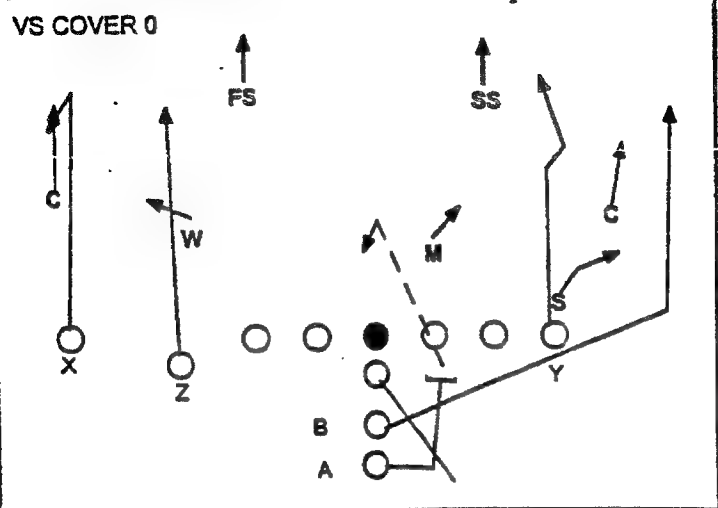
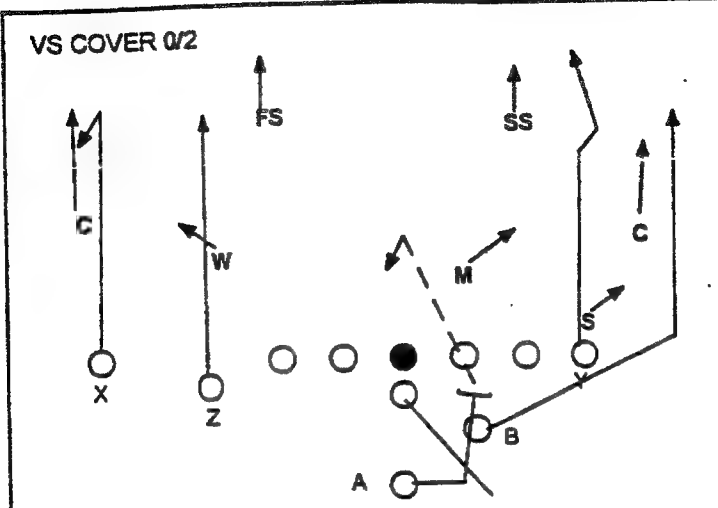
Y Execute a Seam Read.

A Fake Ride 36/37. Block Protection Rule - N/T Execute a Checkdown.

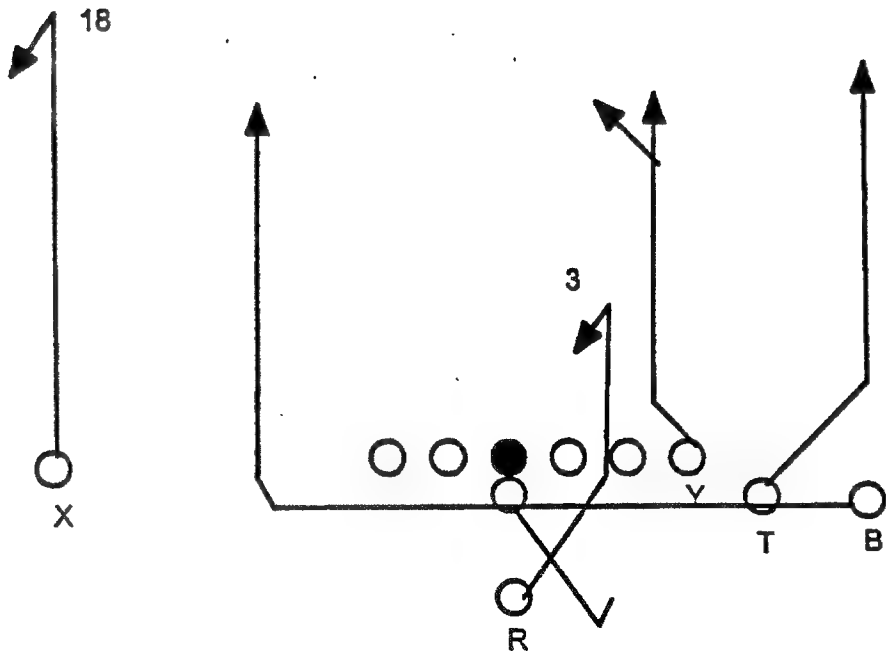
B Execute a Go Route (Free Release). Gain Depth/Width Aiming for 6 Yds from Sideline.

FORMATION(S): 0/1 Strong Close T Fly (Buffalo), 0/1 Strong Z Fly

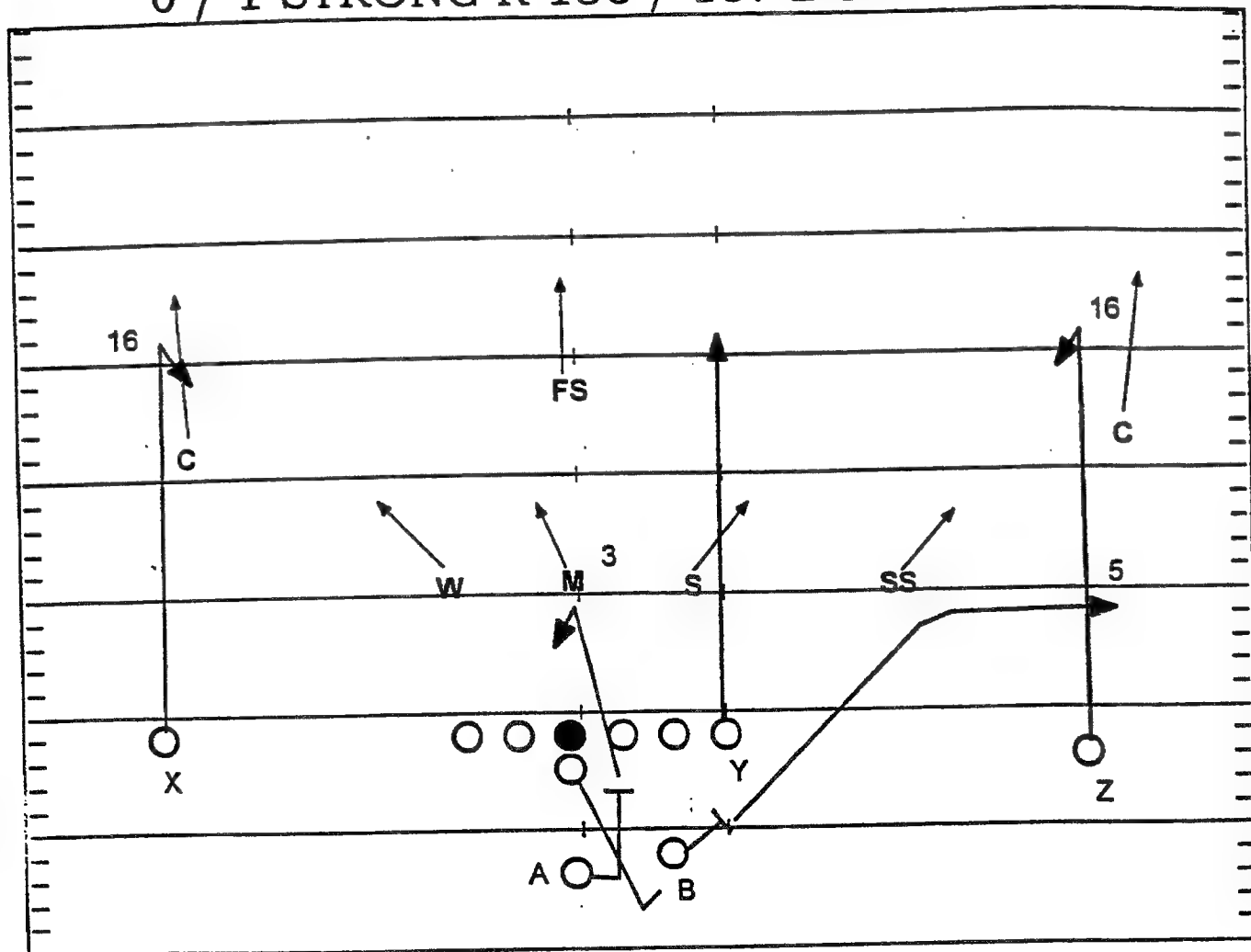
0 / 1 STRONG SLOT R 136 / 137 DUAL B GO



LOAD RT B FLY R 136 / 137 DUAL T GO



0 / 1 STRONG R 136 / 137 B FLAT CURL



QB Fake Ride 36/37 - vs. Cover 2 - Read 3 on 2 Ball
Vs. Cover 3 - Read Flat Defender

X Maximum Split - Execute a 16 Yd Curl. Normal Conversions

Z Maximum Split - Execute a 16 Yd Curl. Normal Conversions

Y Execute a Seam Read

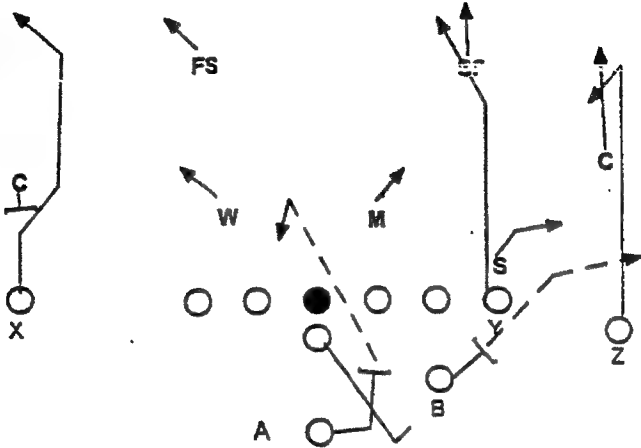
A Fake Ride 36/37. Block Protection Rule - N/T Execute a Checkdown

B Block Protection Rule - N/T Execute a Diagonal Route

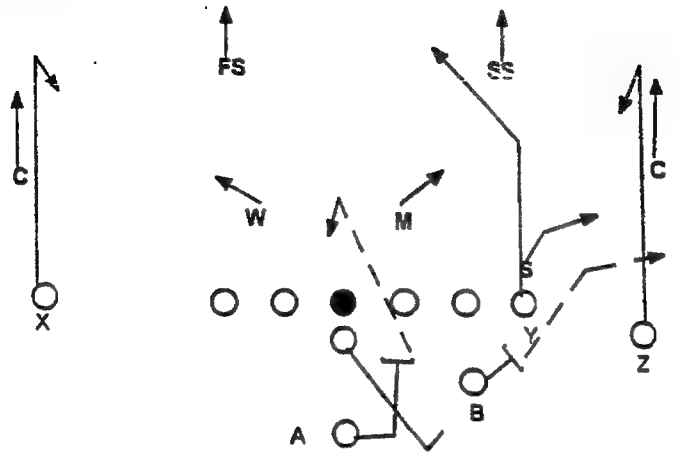
FORMATION(S):

0 / 1 STRONG R 136 / 137 B FLAT CURL

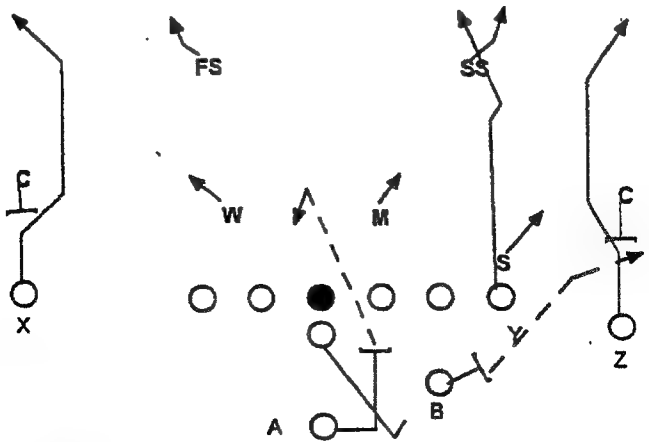
COVER 0/2



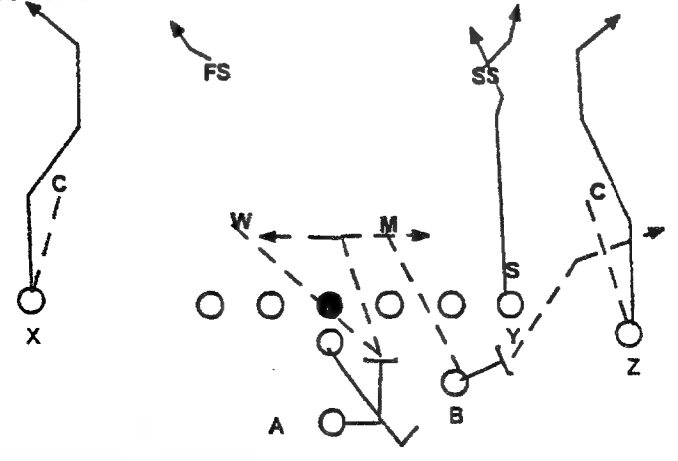
COVER 0



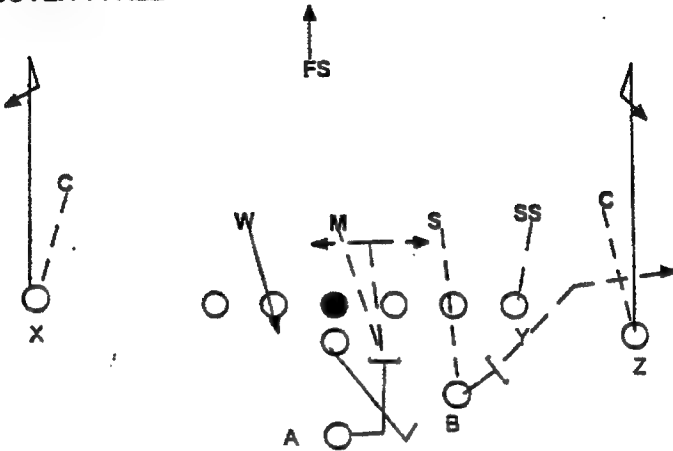
COVER 2



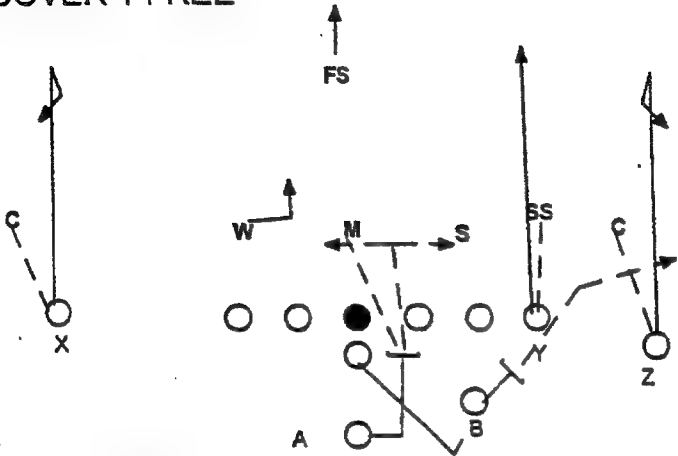
COVER 2 MAN



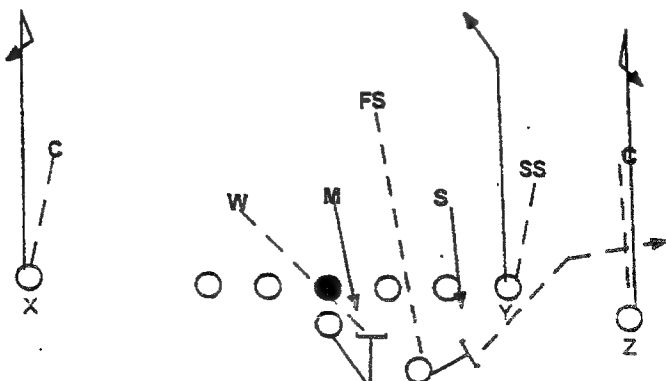
COVER 1 FREE



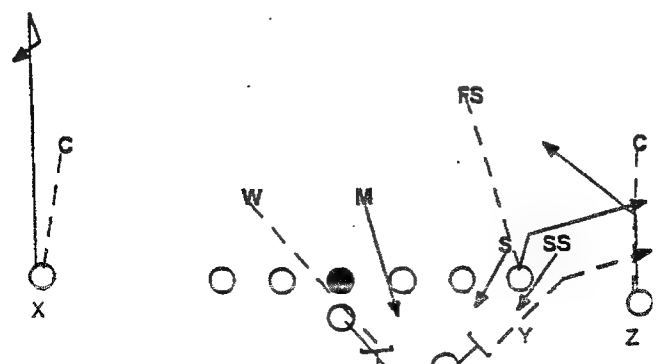
COVER 1 FREE



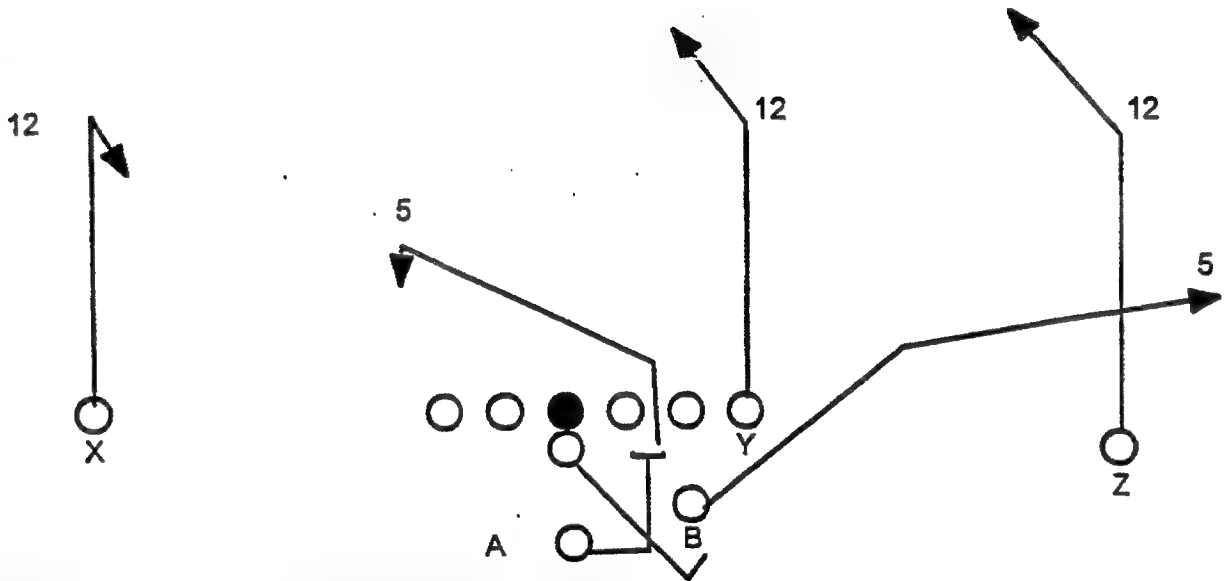
MIKE SAM COVER 1



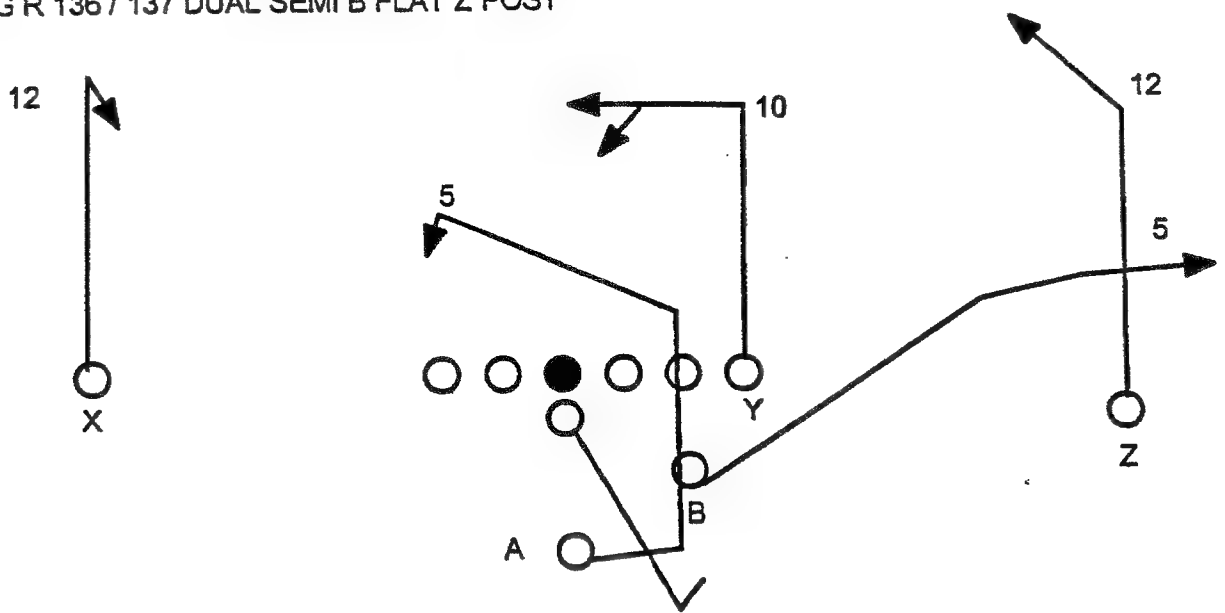
SHARK SAM MIKE COVER 1



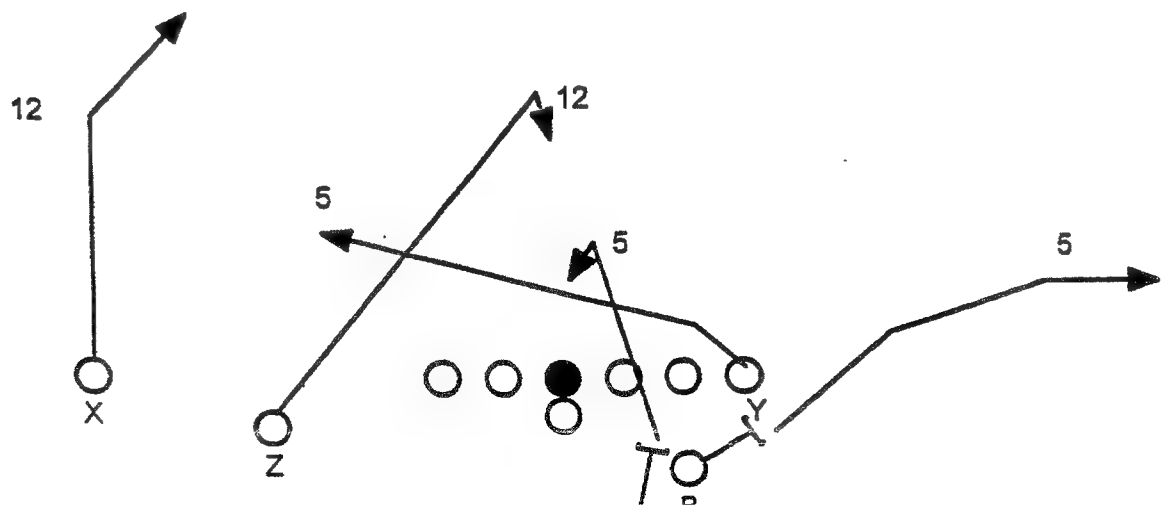
0 / 1 STRONG R 136 / 137 DUAL SEMI B FLAT DOUBLE POST



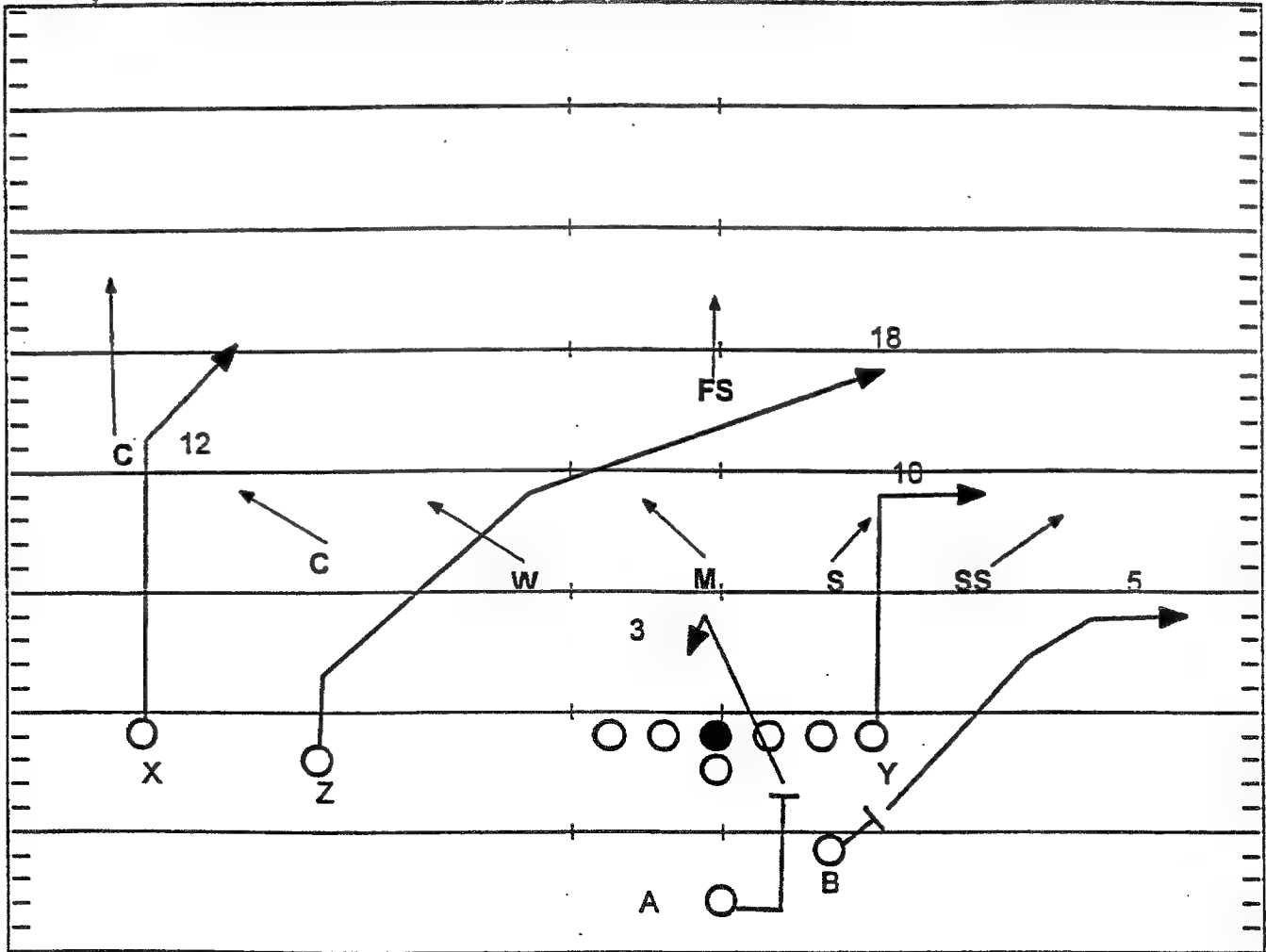
0 / 1 STRONG R 136 / 137 DUAL SEMI B FLAT Z POST



0 / 1 SLOT R 136 / 137 GOLD



0 / 1 STRONG SLOT R 136 / 137 Y OUT Z CROSS

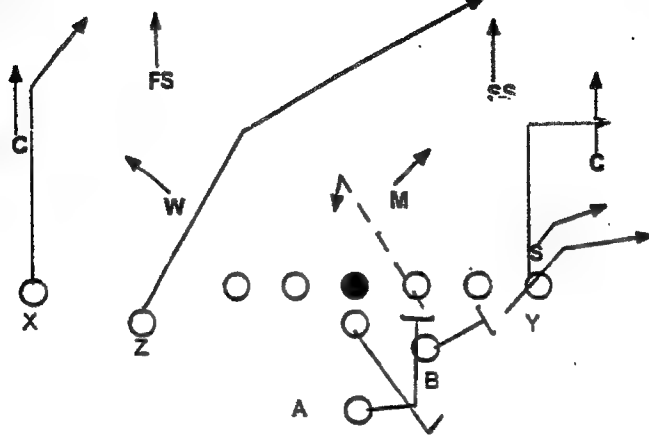


- QB Fake Ride 36/37 Read Corner, Y - Z - B (Possible X if FS Jumps Crossing Route)
- X Minimum Split - Execute a 12 Yd Post
- Z Seam Alignment - Execute an 18 Yd Crossing Route
- Y Execute an 8-10 Yd Out
- A Fake Ride 36/37. Block Protection Rule - N/T Execute a Checkdown
- B Block Protection - N/T Execute a Diagonal

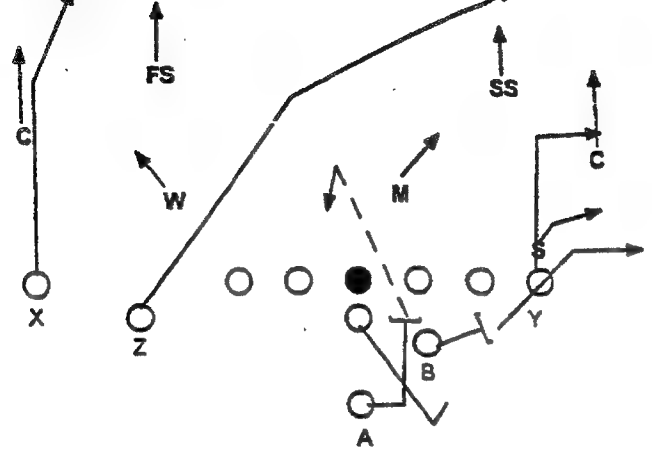
FORMATION(S): 0/1 Strong Over Z Half Mo

0 / 1 STRONG SLOT R 136 / 137 Y OUT Z CROSS

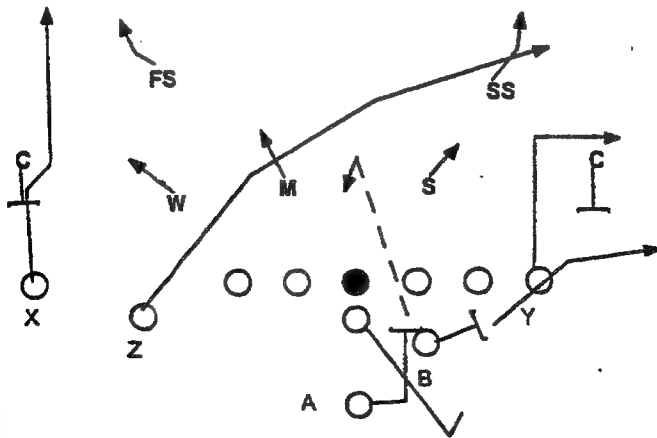
COVER 0/2



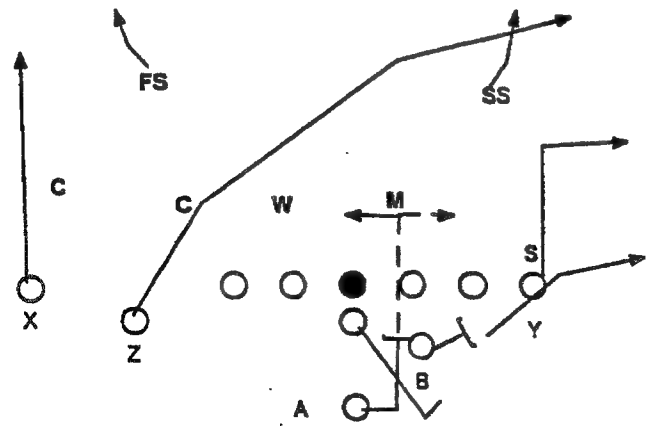
COVER 0



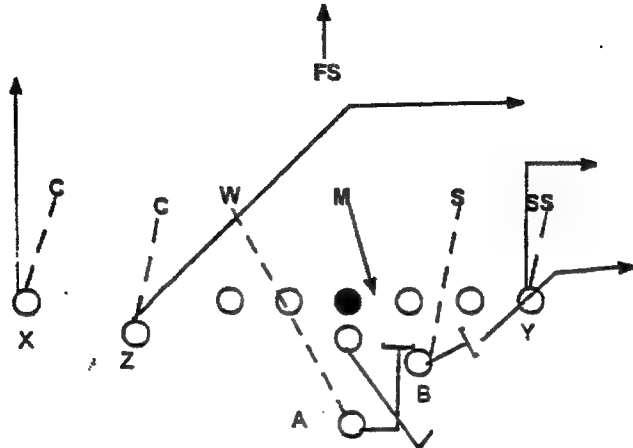
COVER 2



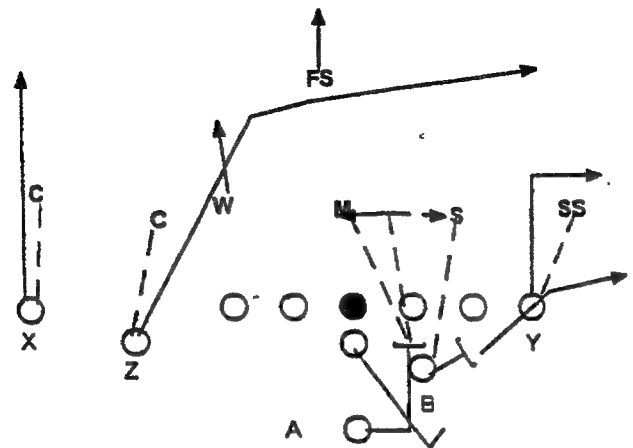
COVER 2 MAN



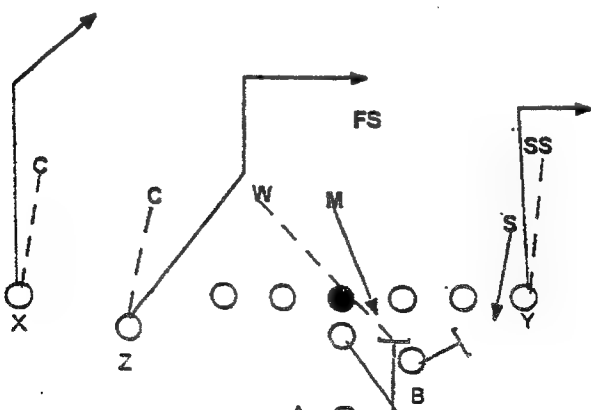
COVER 1 FREE



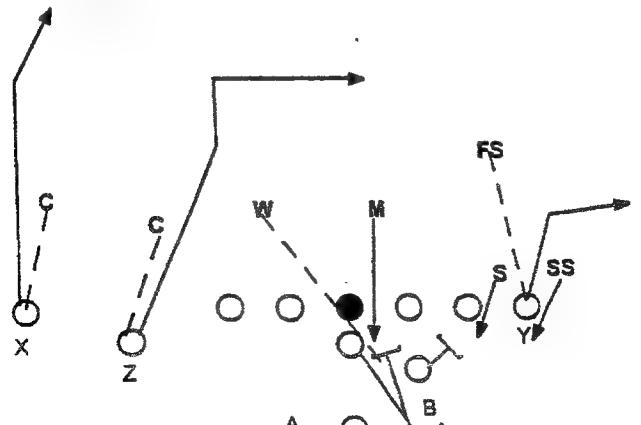
COVER 1 FREE



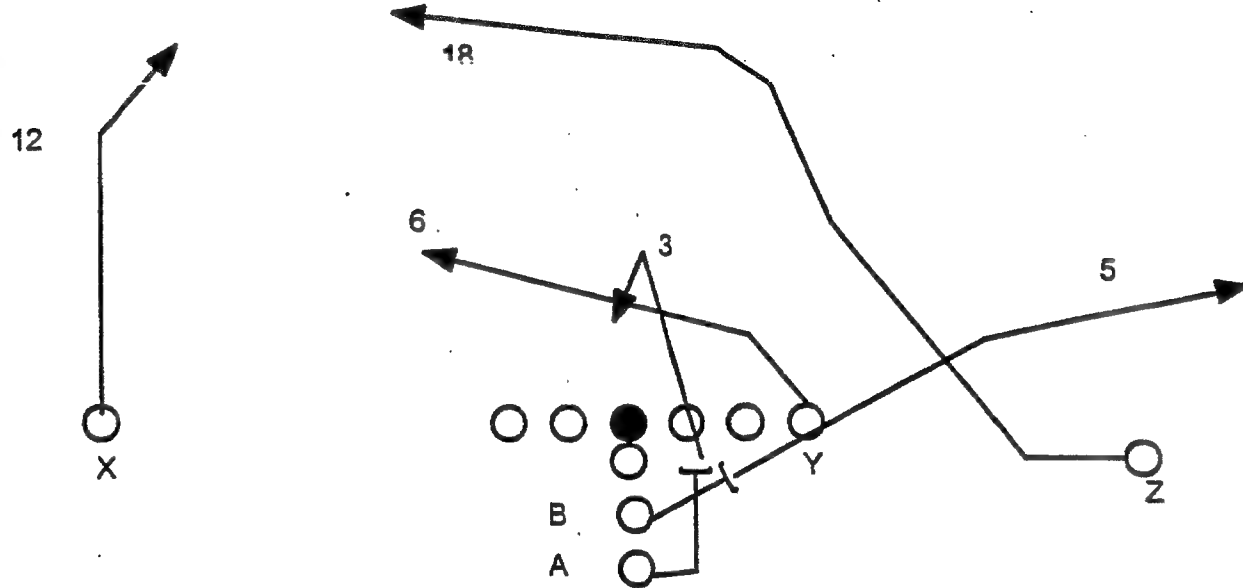
MIKE SAM COVER 1



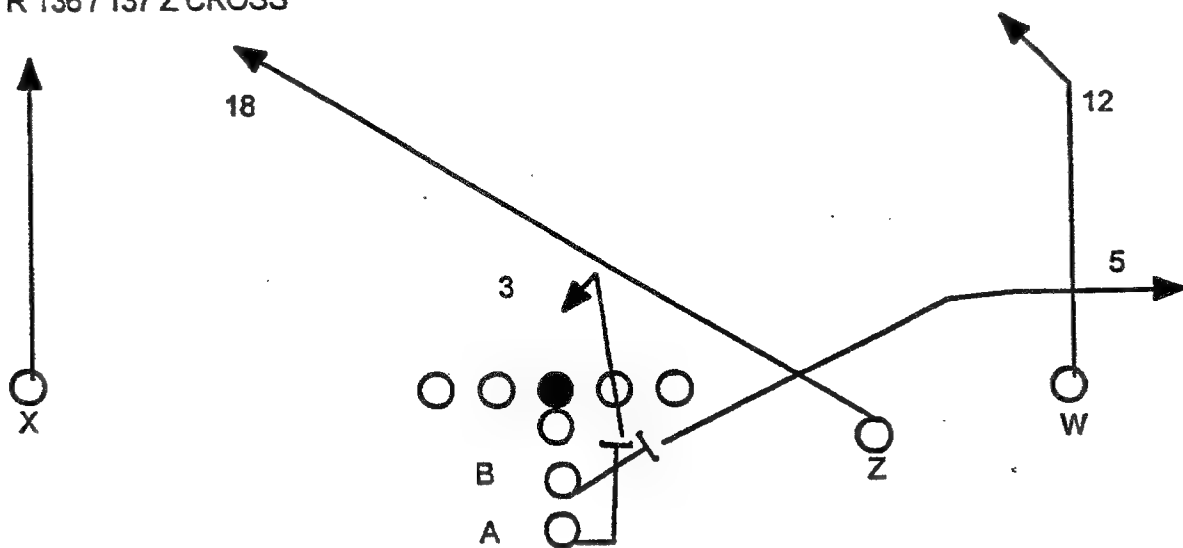
SHARK SAM MIKE COVER 1



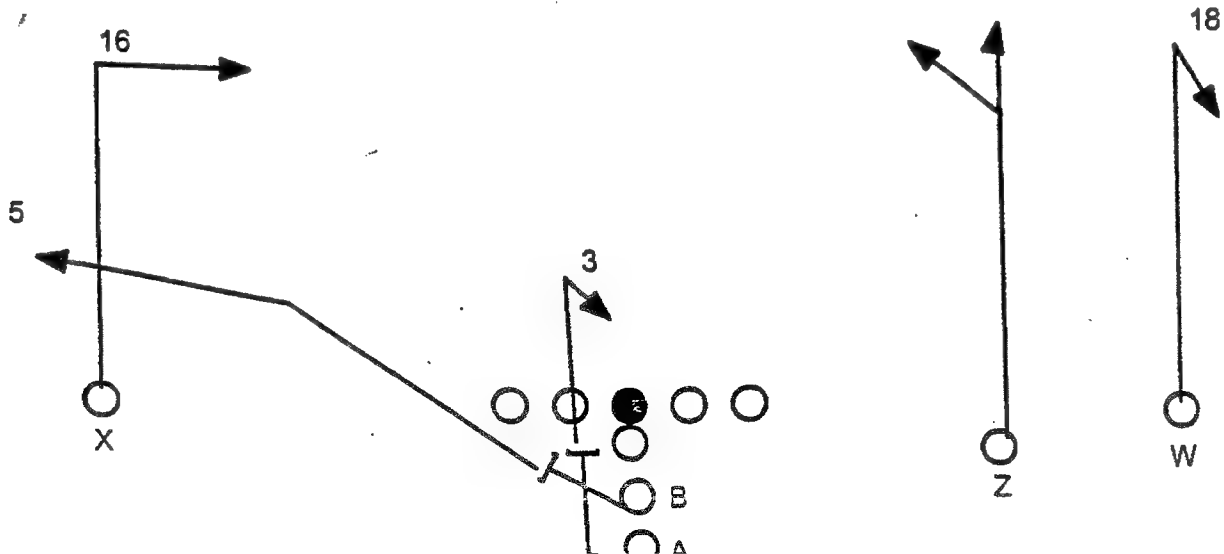
0 / 1 Z HALF FLY R 136 / 137 Z CROSS



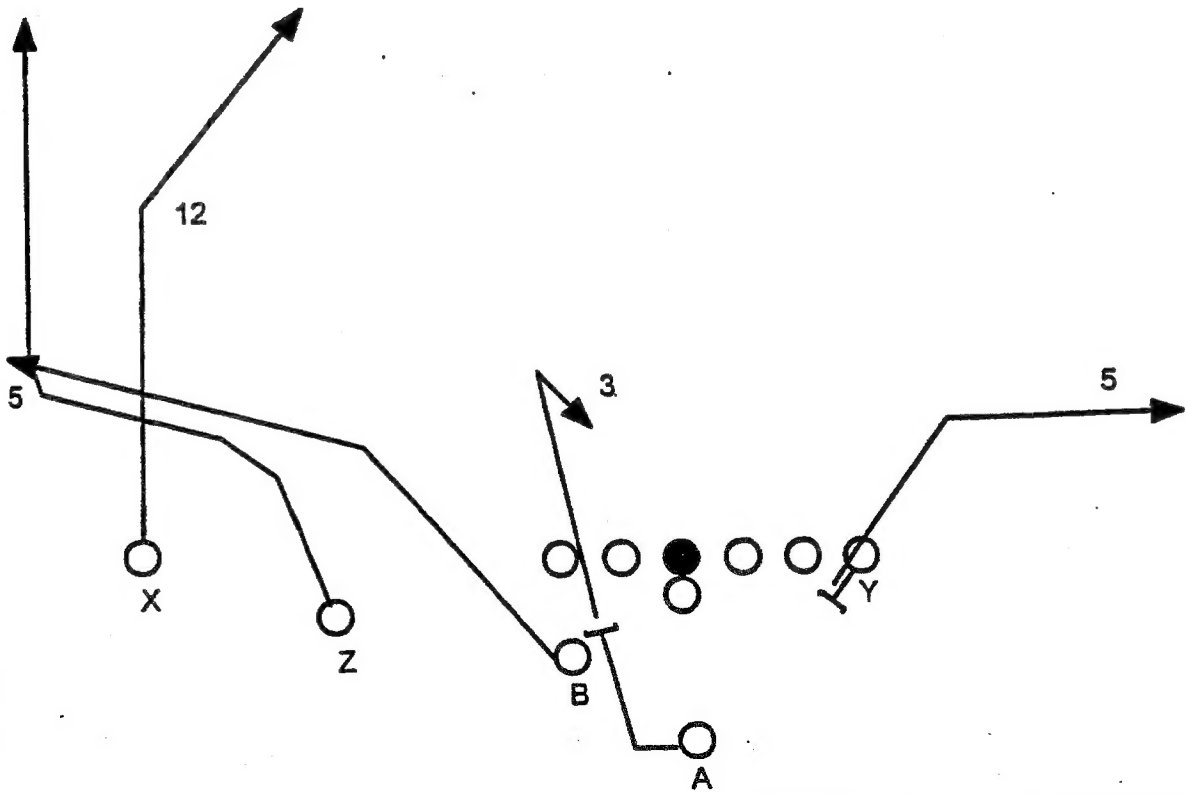
0 / 1 SPREAD R 136 / 137 Z CROSS



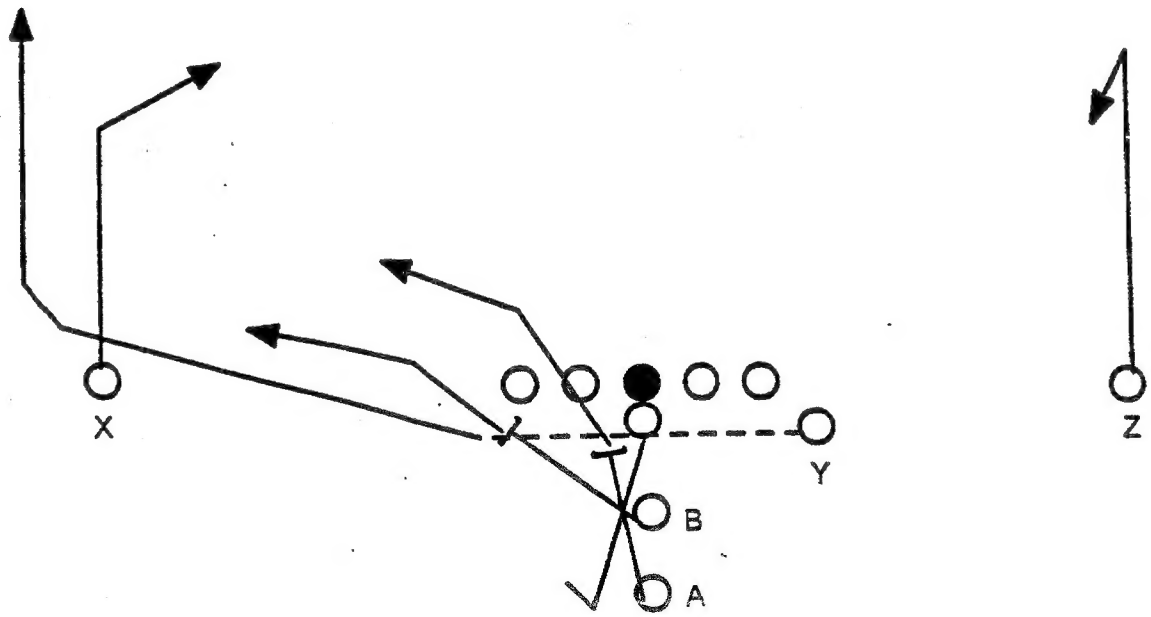
0 / 1 SPREAD 137 / 136 DOME



0 / 1 WEAK SLOT R 134 / 135 Z WHEEL

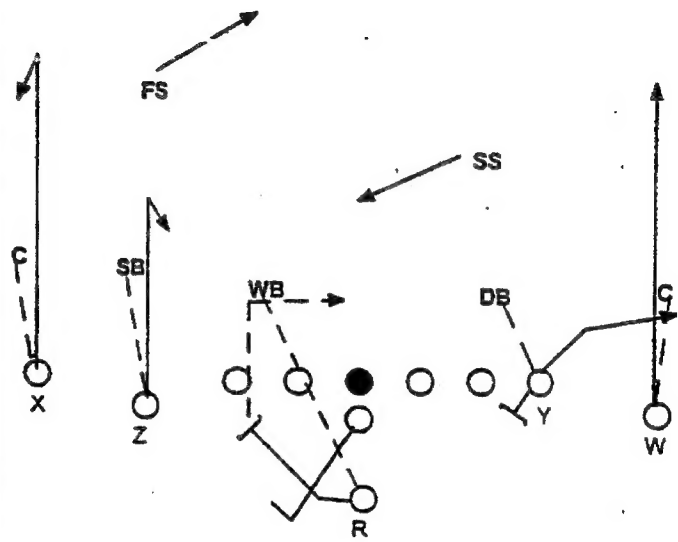


0 / 1 Y FLY R 137 / 136 SEMI Y WHEEL

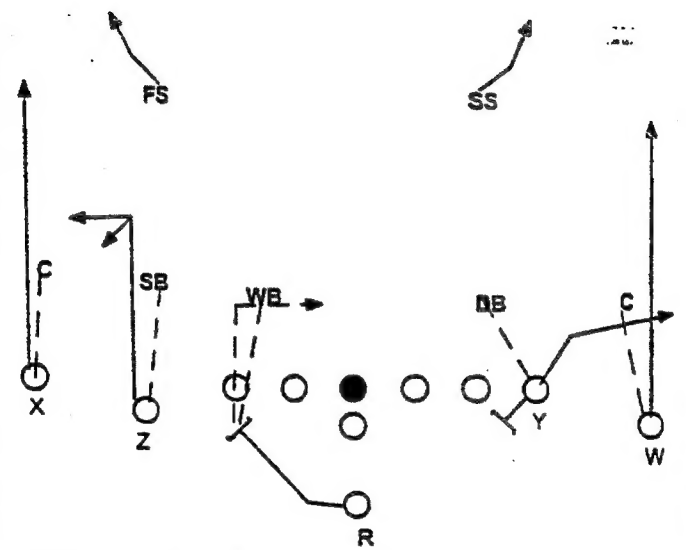


0 / 1 WIDE SLOT R 134 / 135 SEMI Z HOOK

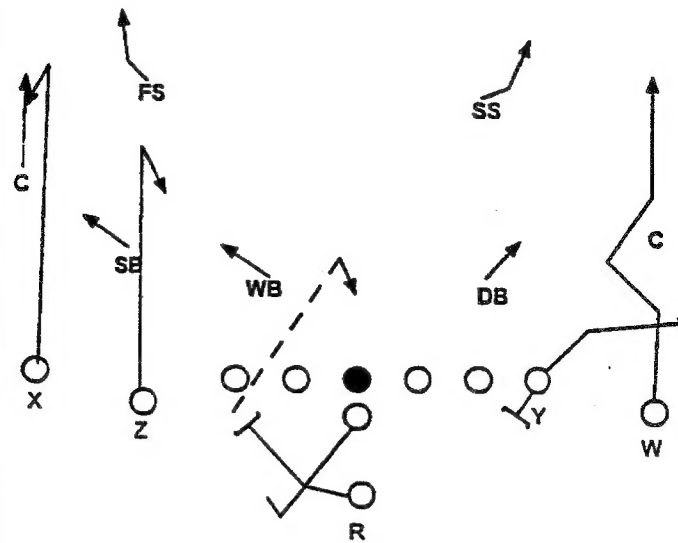
1 FREE 1 ROBBER



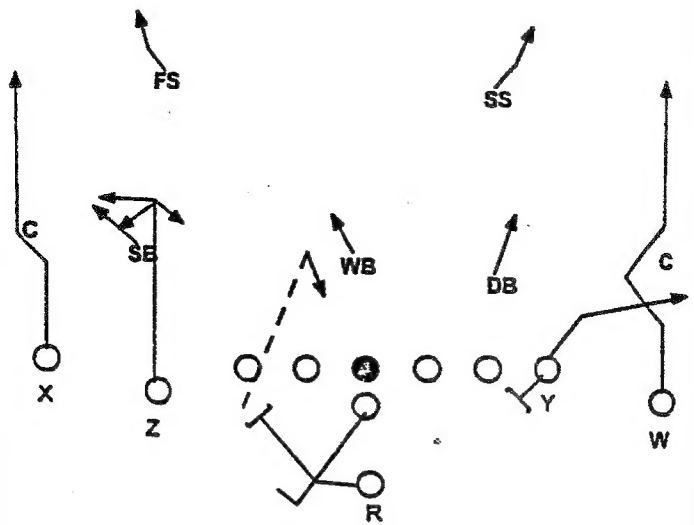
22 MAN



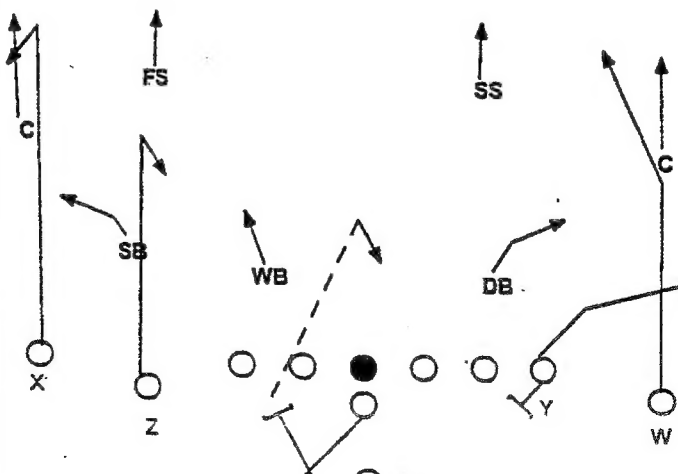
0/2



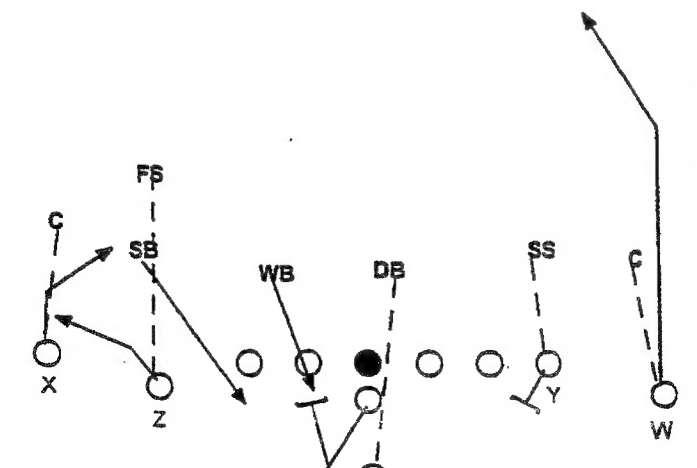
22

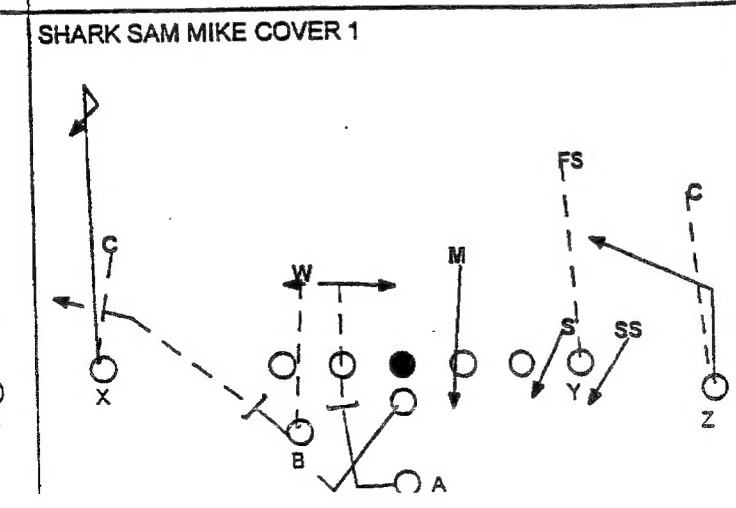
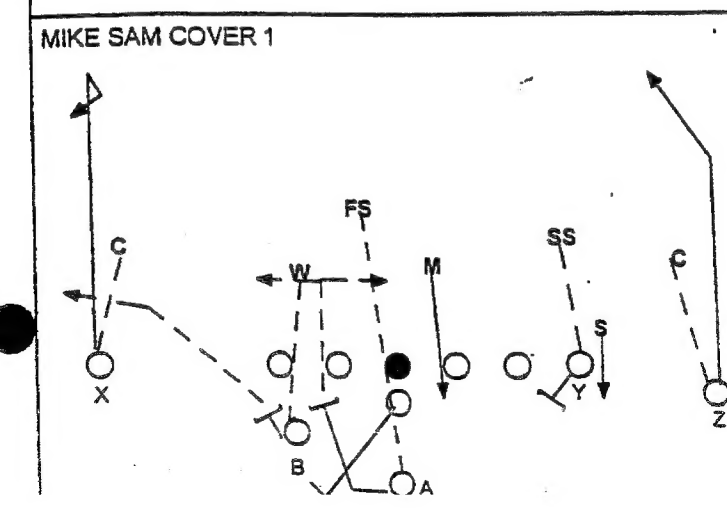
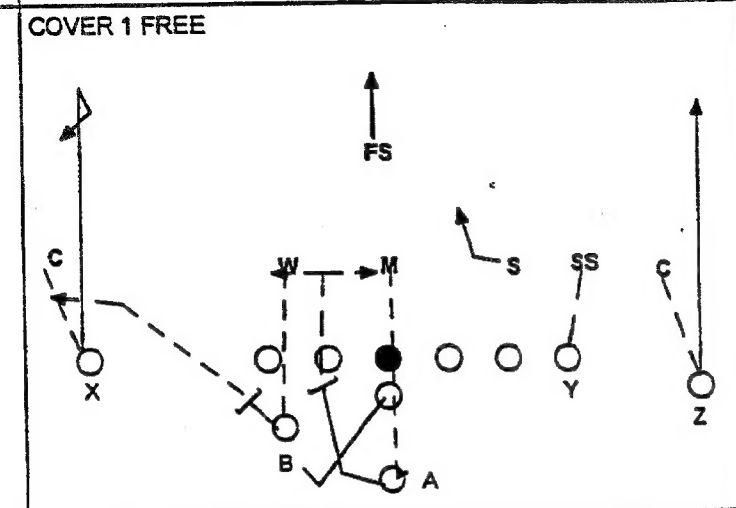
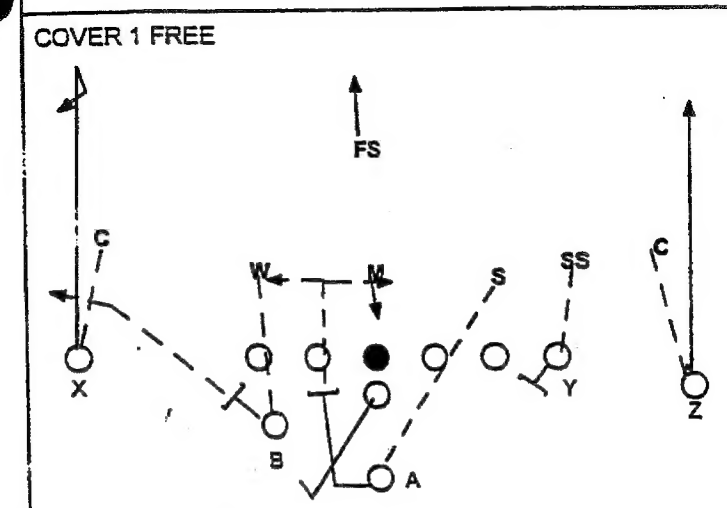
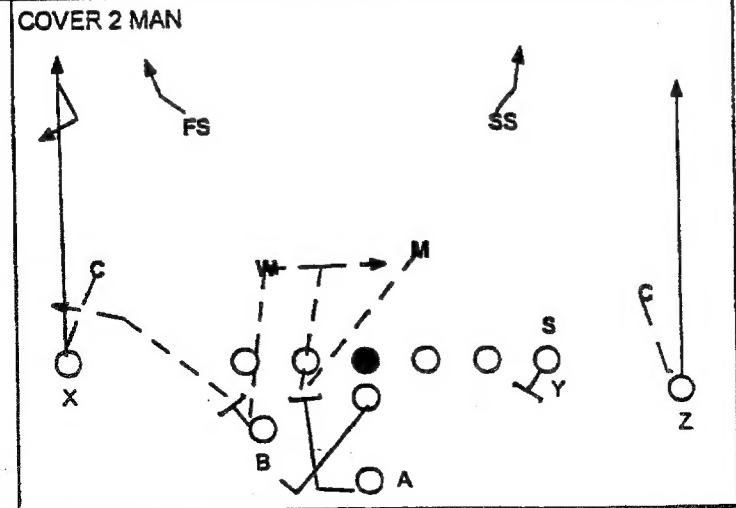
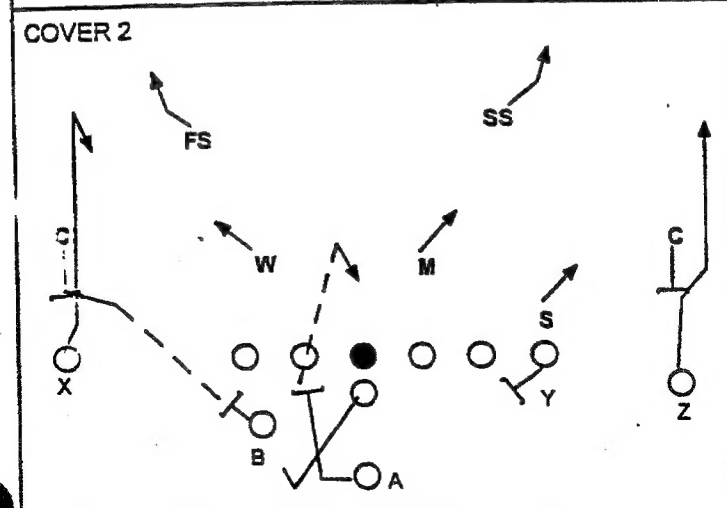
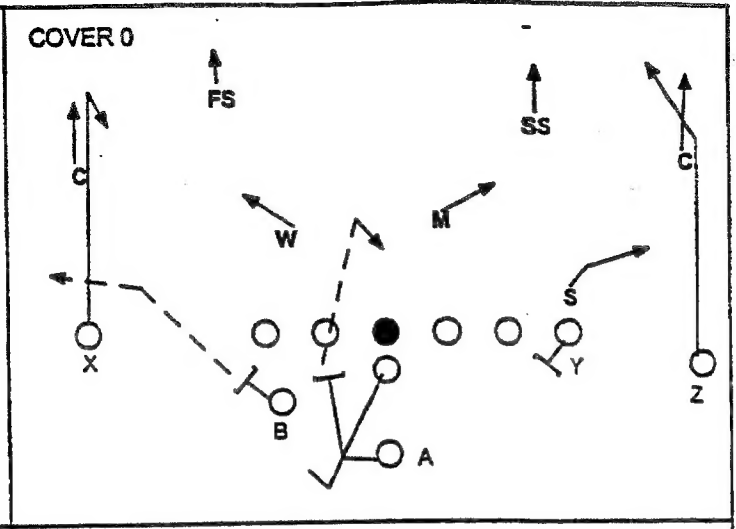
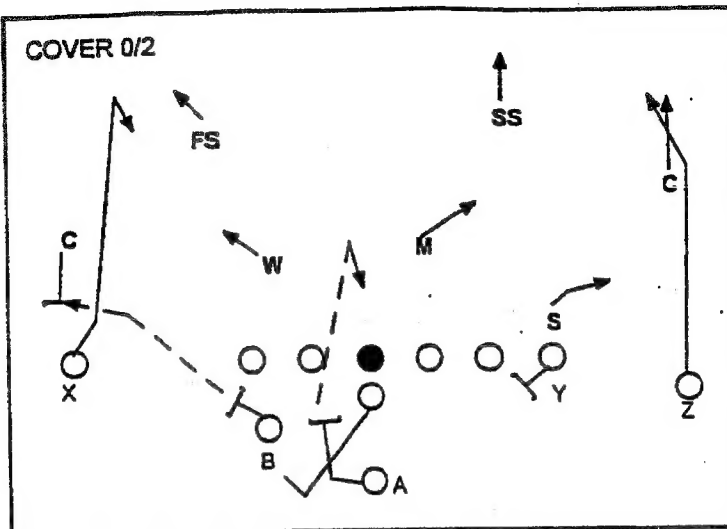


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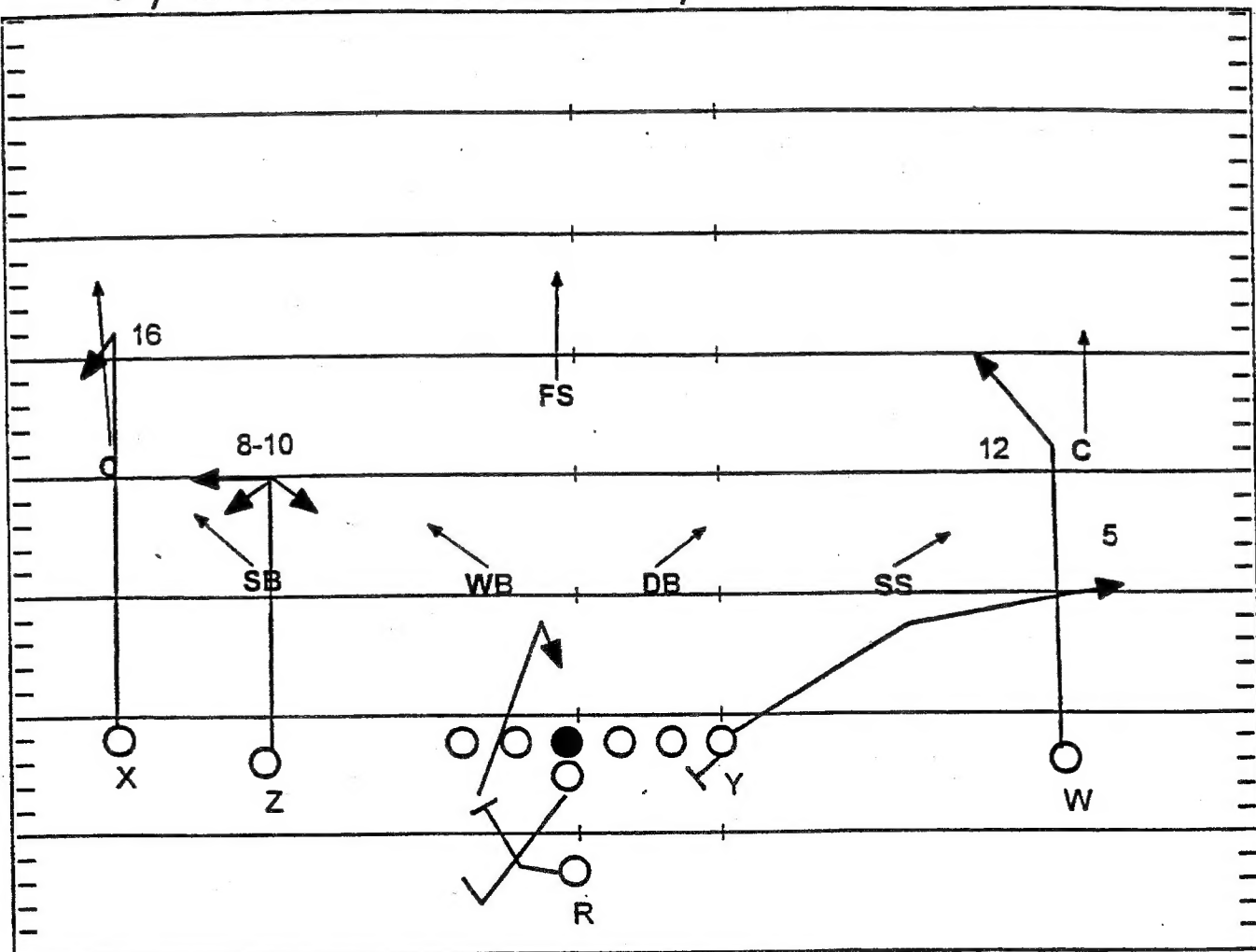


BLITZ 11





0 / 1 WIDE SLOT R 134 / 135 SEMI Z HOOK



- QB Fake Ride 34/35 - Area Read - Read Flat Defender to Z - X - R
- X Maximum Plus Split - Execute a 16 Yd Comeback. Normal Conversions
- Z Seam Alignment - Execute a Hook Route
- Y Block Protection - N/T Execute a Diagonal
- W Maximum Split - Execute a Thin Post
- R Fake 34/35 Block Protection - N/T Execute a Checkdown

FORMATION(S): 0/1 Flood Slot