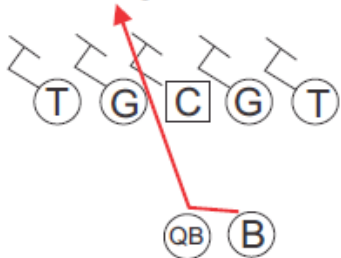
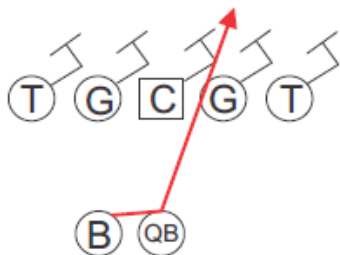


Running Game : BLACK (Inside)

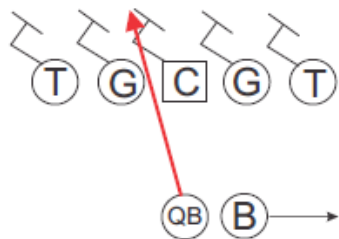
BLACK LFT



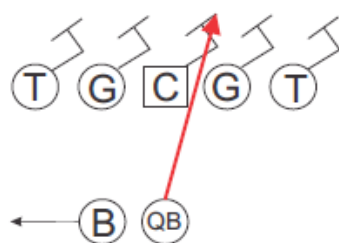
BLACK RT



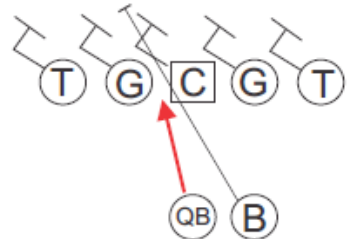
BLACK LFT ME



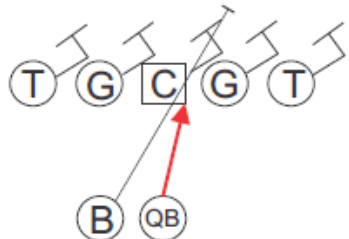
BLACK RT ME



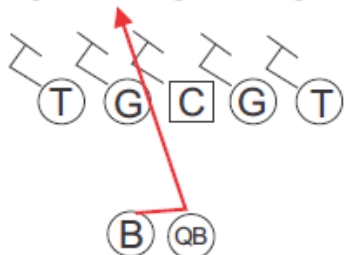
BLACK LFT FOLLOW



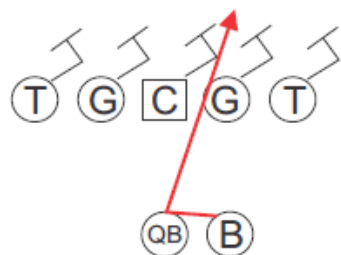
BLACK RT FOLLOW



BLACK LFT SAME SIDE



BLACK RT SAME SIDE



Linemen

- Inside run game
- Zone blocking scheme, based on blocking 1st level first, then climb to LB. Block playside gap to 2nd level. Get body on body at point of attack. Can double (high leg) down lineman to near LB.

Running Back

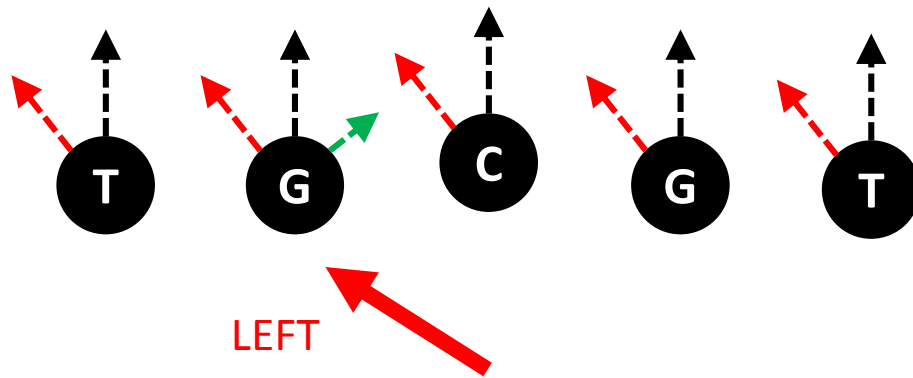
- RB lines up to the opposite side of play call, UNLESS "same side" is called, which tells him to line up same side as play call, which is opposite his normal starting spot.
- RB is told to aim at centers behind and look for daylight.




Quarterback

- "Me" call tells QB he is getting the ball, and RB runs opposite of play call.
- "Follow" call tells QB he is following the RB, who now becomes his lead blocker to play side call.




BLACK ASSIGNMENTS (HOOK BLOCK)

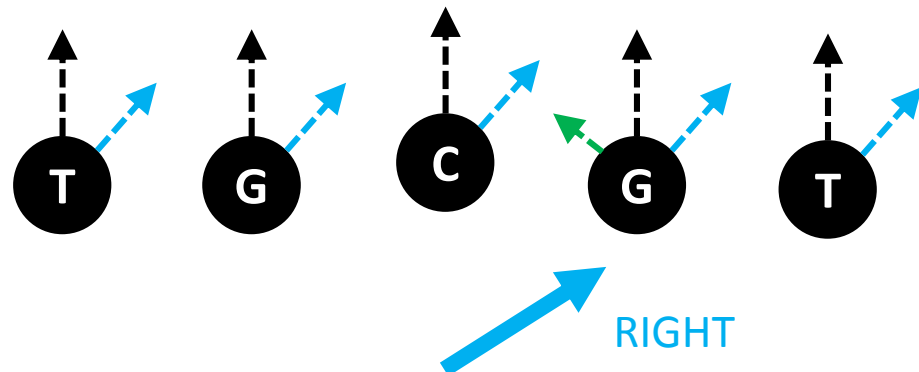
BLACK LEFT



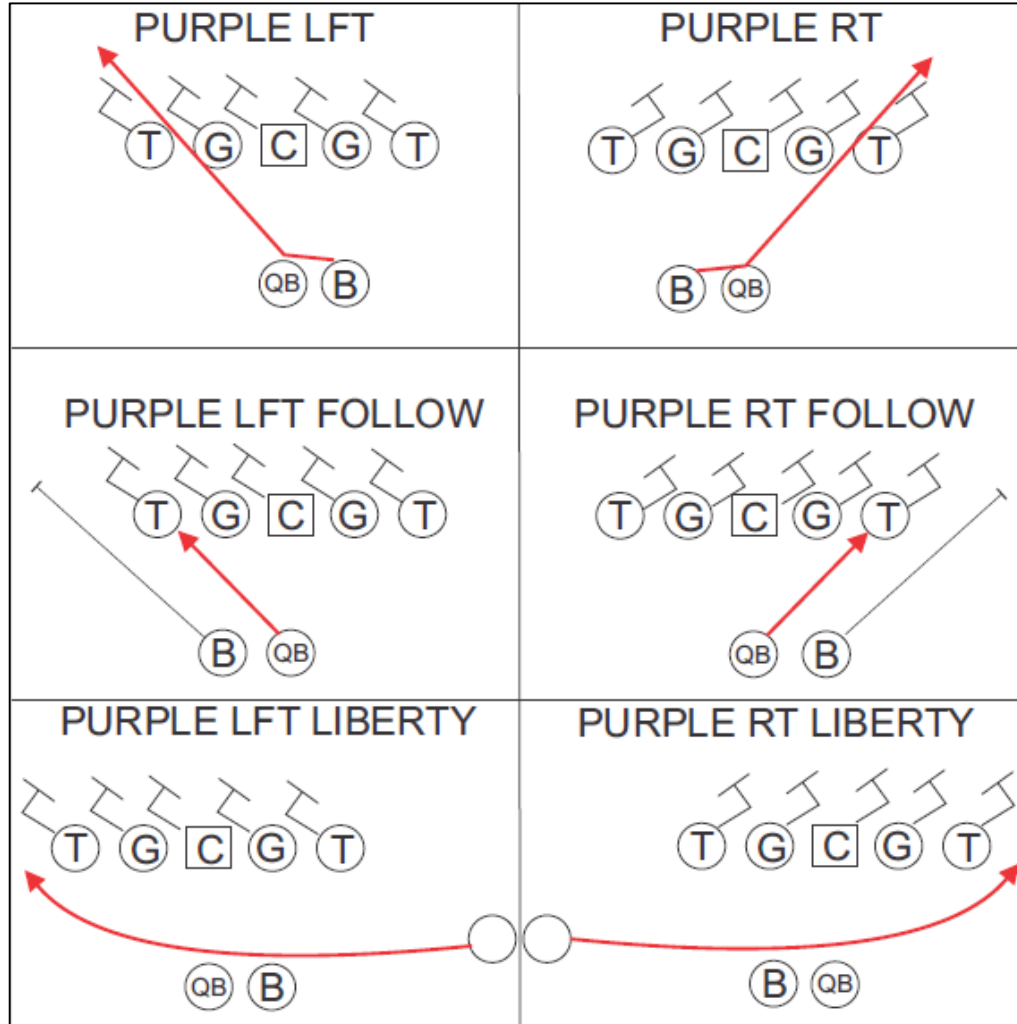
-  1st – If defender is head up, block them
-  2nd – If no defender head up, block left
-  3rd – For play side guard ONLY, if nobody head up or left, block down

BLACK RIGHT

-  1st – If defender is head up, block them
-  2nd – If no defender head up, block right
-  3rd – For play side guard ONLY, if nobody head up or right, block down



Running Game : PURPLE (Outside)



Linemen

- Outside blocking scheme, based on “covered - uncovered” rule. All linemen block playside.
- If lineman is covered either, head up or with defender in play side gap, that’s their man. Covered - attack LOS w/playside foot, cross, and run! Shoulders stay parallel.
- If lineman is uncovered, he helps play side, chips, and goes to second level. Uncovered - half bucket step, cross, run! Shoulders stay parallel .

Running Back

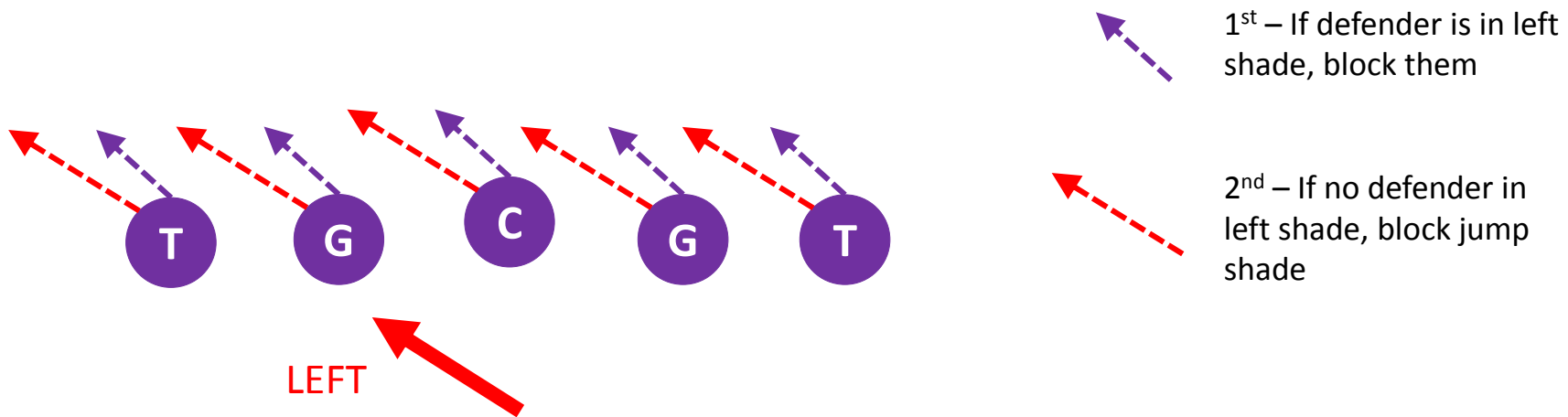
- RB lines up to the opposite side of play call, UNLESS “same side” is called, which tells him to line up same side as play call, which is opposite his normal starting spot.
- RB is told to aim at centers behind and look to bounce outside.

Quarterback

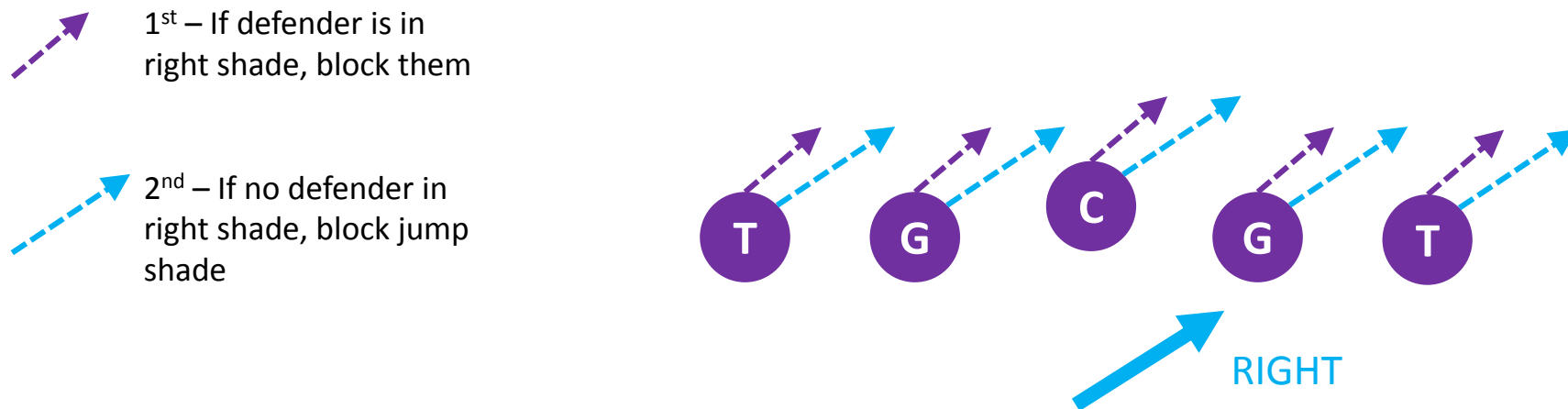
- “Me” call tells QB he is getting the ball, and RB runs opposite of play call.
- “Follow” call tells QB he is following the RB, who now becomes his lead blocker to play side call.
- “Liberty” call is the jet sweep. Inside receiver on opposite side of play call motions pre snap, takes ball and heads outside on play call side.

PURPLE ASSIGNMENTS (DRIVE BLOCK)

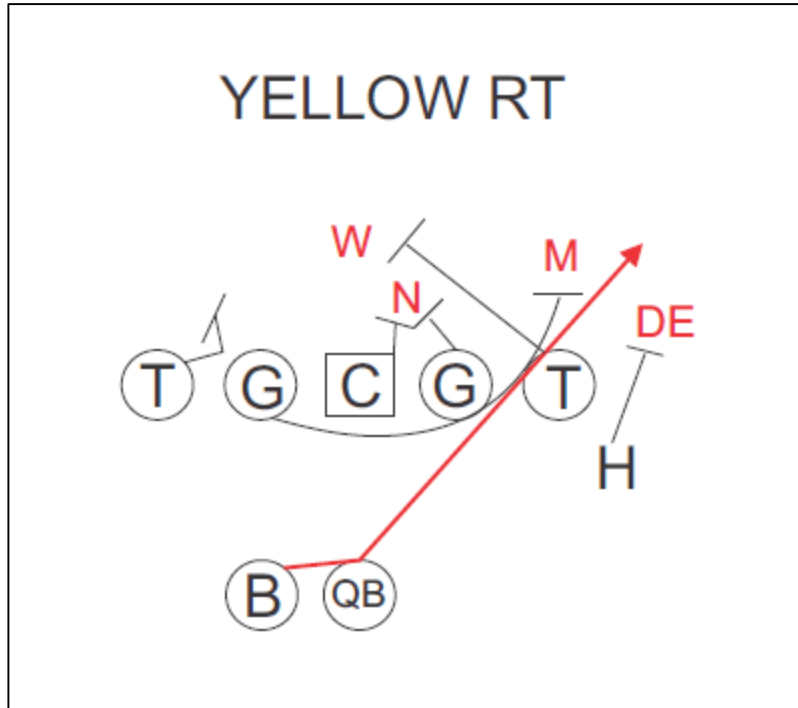
PURPLE LEFT



PURPLE RIGHT



Running Game : Yellow (Power)



Linemen

- Power run game
- Playside Tackle - Down to Backside LB
- Playside Guard - Double down to Nose
- Center - Double with Playside Guard to Nose
- Backside Guard - Pull to seal Playside LB
- Backside Tackle - Step hinge on Backside DE
- H-Back or TE - Kick out Playside DE

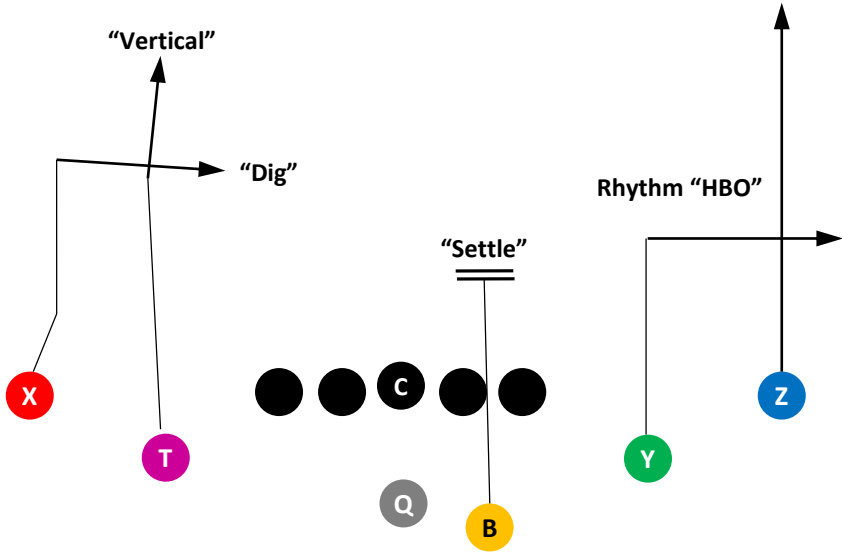
Running Back

- RB lines up to the opposite side of play call, UNLESS “same side” is called, which tells him to line up same side as play call, which is opposite his normal starting spot.
- RB is told to aim at guards behind and look to bounce outside.

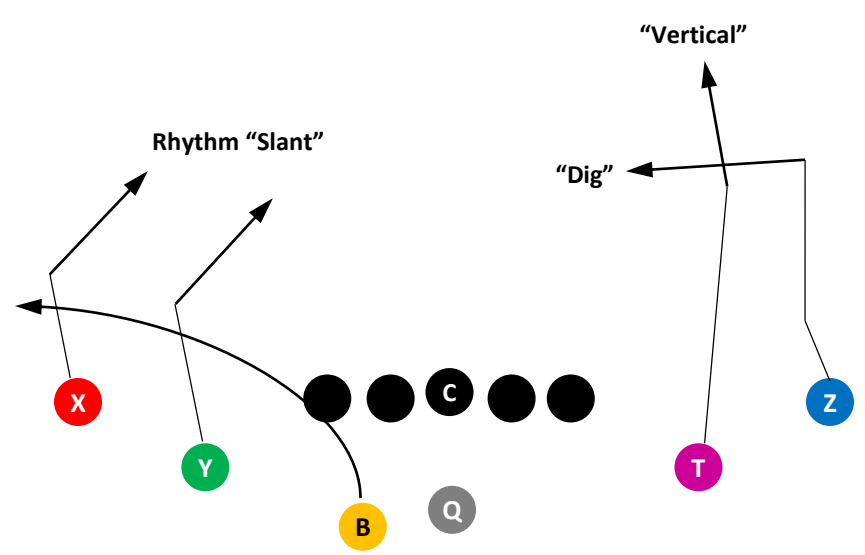
Quarterback

- “Me” call tells QB he is getting the ball, and RB runs opposite of play call.
- “Follow” call tells QB he is following the RB, who now becomes his lead blocker to play side call.

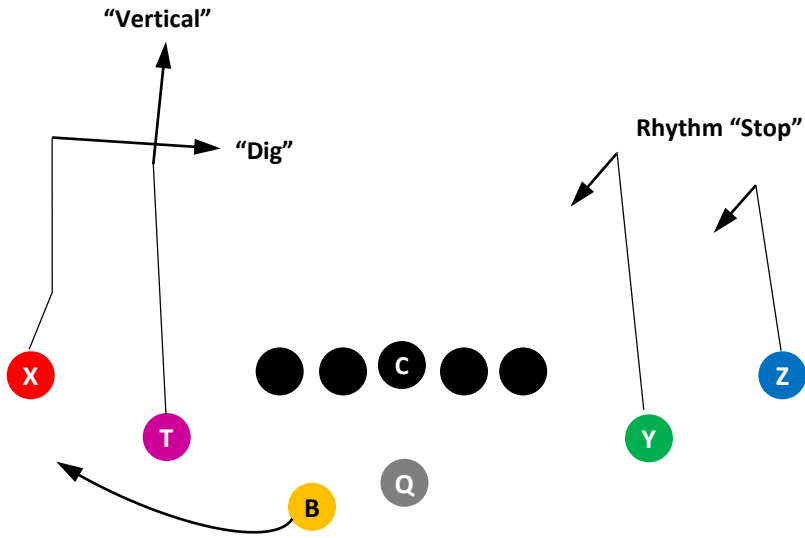
Mirror RT : Rock : HBO RT



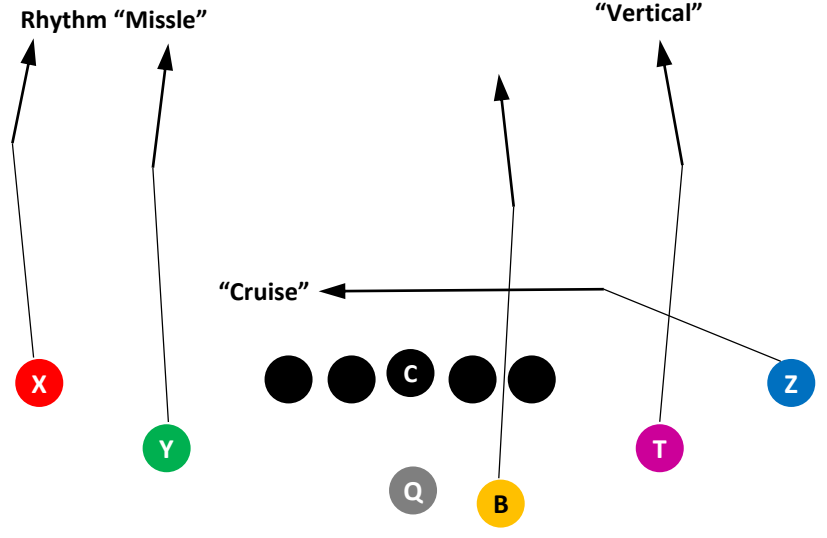
Mirror LT : Loud 1 : Slant LT



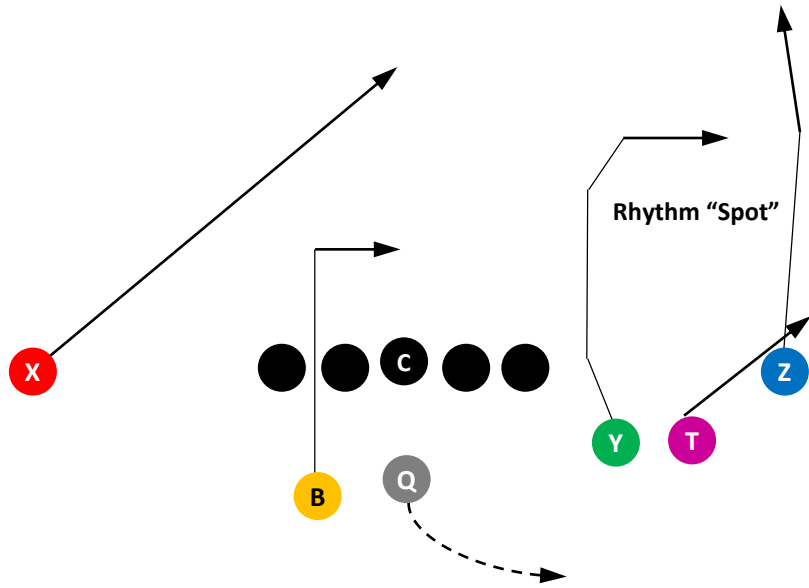
Mirror RT : Loud 3 : Stop RT



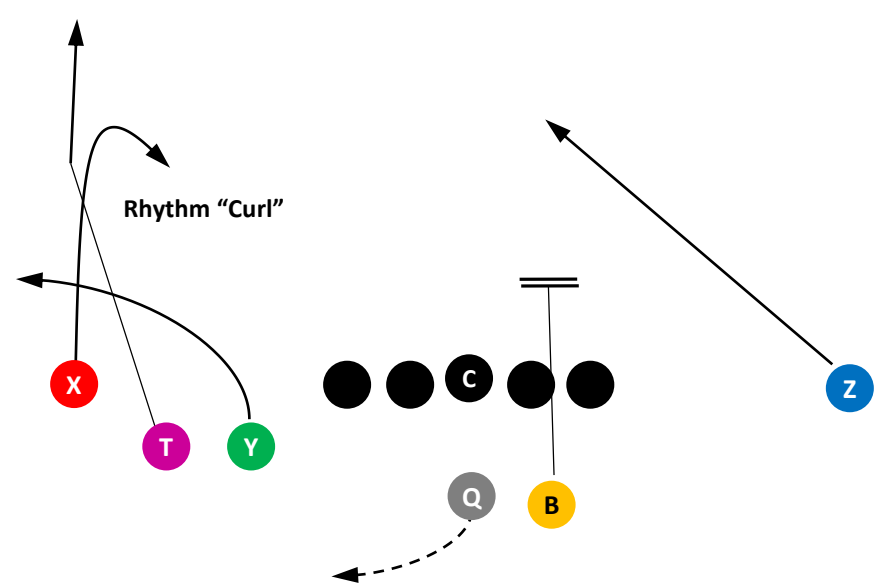
Mirror LT : Rock 6 : Missile LT Z Cruise



Trips RT Rocket : Loud 2 : Spot RT



Trips LT Laser : Rock : Curl LT



Mirror RT : Loud 3 : WR Screen RT

