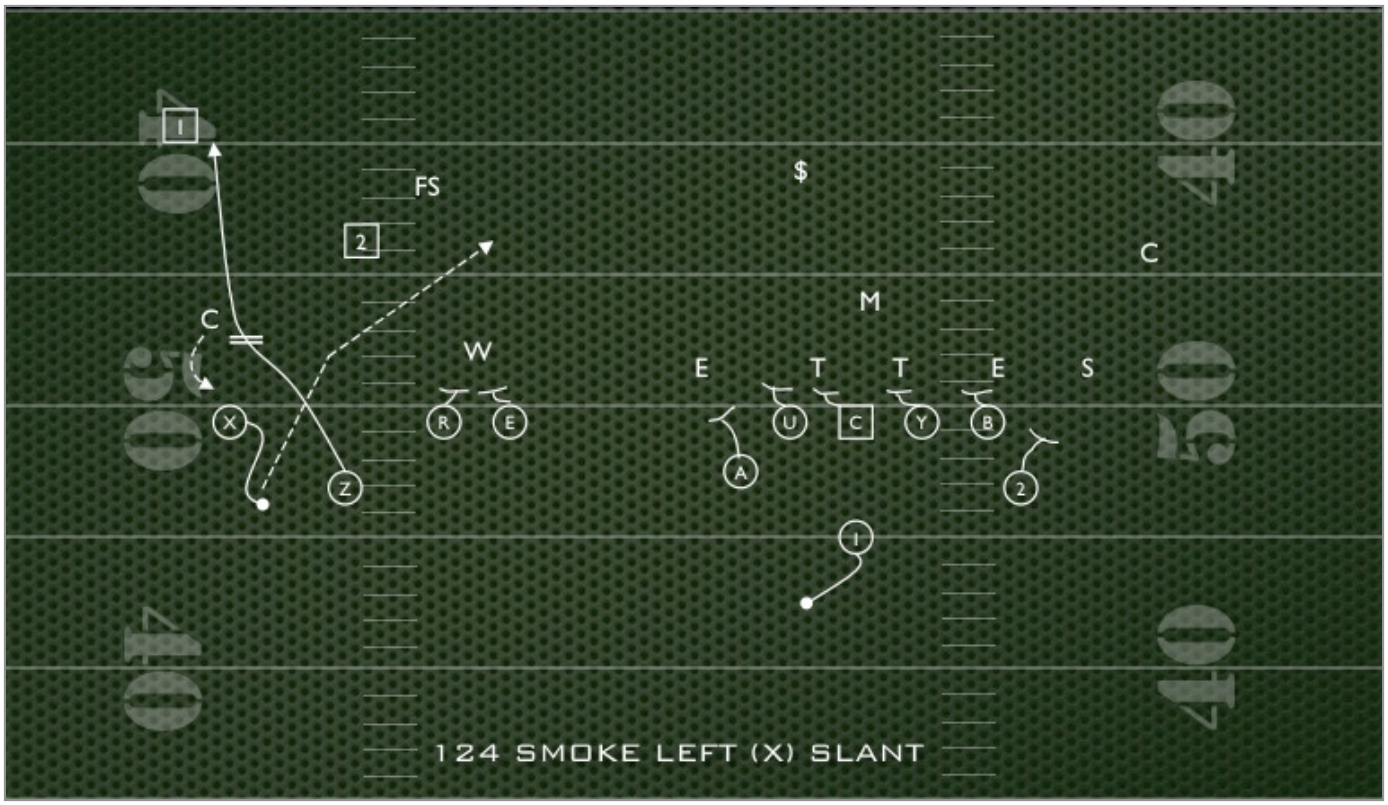
"THE A-11 OFFENSE IS THE NEXT EVOLUTION OF FOOTBALL"

ESPN RISE MAGAZINE - SEPTEMBER 2009



124 PACKAGE

THE A-11 OFFENSE THRIVES WITHIN TRADITIONAL FOOTBALL RULES!

AUTHORED BY:

KURT BRYAN & STEVE HUMPHRIES

CO-CREATORS OF THE A-11 OFFENSE

CONFORMS TO NUMBERING REQUIREMENTS AT EVERY LEVEL OF FOOTBALL

THE 124 FORMATION OVERVIEW

Hello Innovative Coach,

We appreciate your support of the A-11 Offense and your dedication to advancing the game of football.

The 124 Formation was unveiled late in the 2009 Season and presents the defense with multiple difficulties. There is a 'heavy' unbalanced look straddling the White and Blue Box, with multiple eligible players, and a Twins set in the Red Box. Trips can also be easily achieved with motion in either direction. The two Anchors in the open field present a difficult assignment challenge for the defense and a potential overload opportunity for the offense.

There are hundreds of possibilities stemming from the 124 set and this package will get you started.

Again, thank you for investing in the growth of your football knowledge, and we look forward to meeting you someday soon.

Sincerely,

Kurt Bryan & Steve Humphries
Co-Creators of the A-11 Offense

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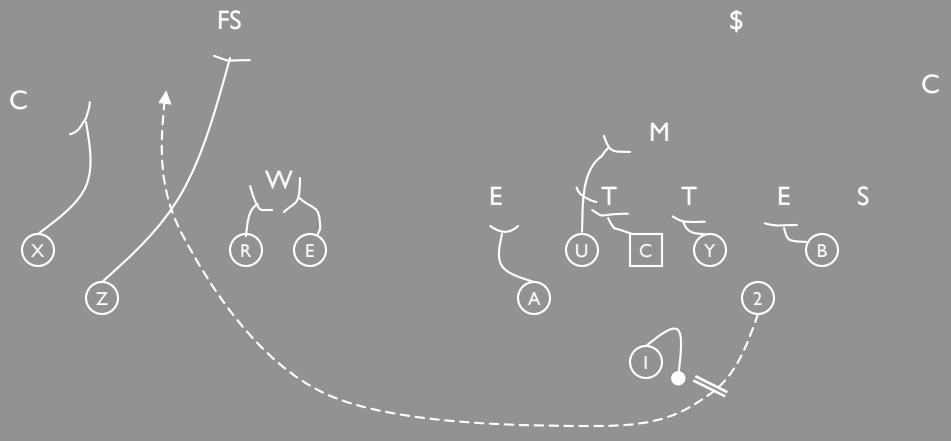
BASE 124 FORMATION

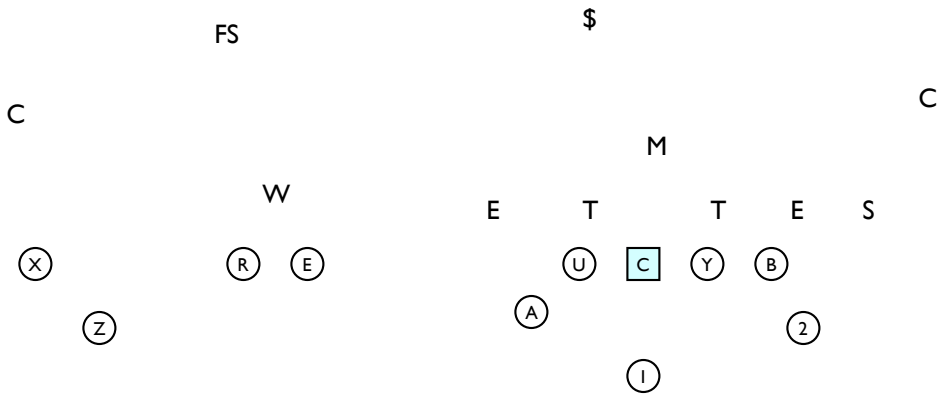
A-11 OFFENSE

124 FORMATION PACKAGE



Building The 124 Package

124 BASE DEFENSE

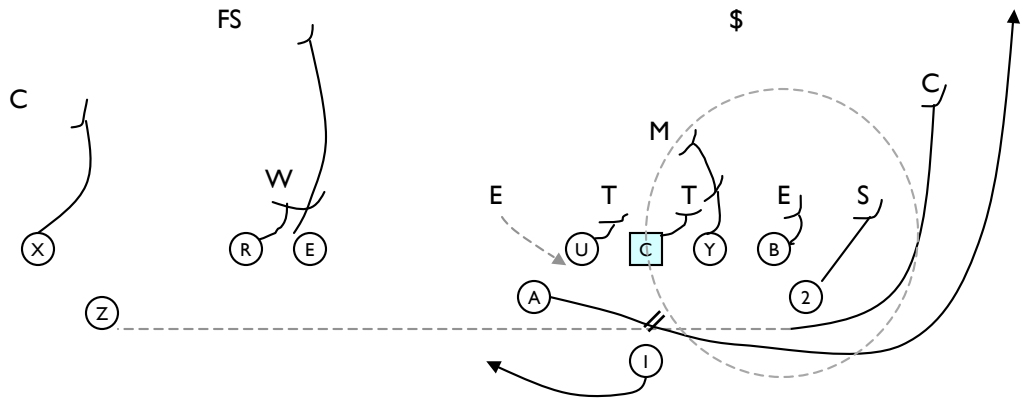


The development of A-11 play packages begins by laying out a base defense vs. the formation, followed by several weeks of brainstorming to develop a sound package of offensive possibilities.

PLAY POSSIBILITIES:

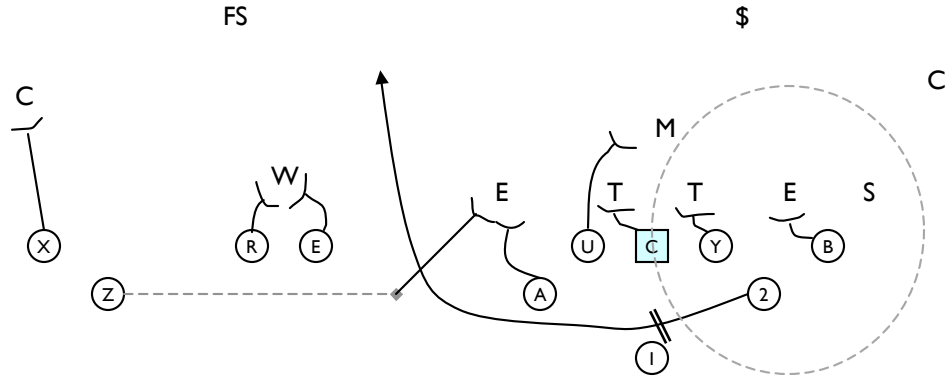
- ANY BURN SWEEP
- ZOOM (A) SWEEP
- QB FUNNEL DRAW
- SPEED OPTION
- A BURN FALCON (BEAST)
- 2 FLY 37 TOSS
- 2 Q PACKAGE, DOUBLE PASS, LIBERTY
- BEAST PACKAGE
- DOUBLE WING, (A) PULL
- FALCON DART (QB FOLLOW)
- 18 (A) SHOVEL / 27 (2) SHOVEL
- 27 ROLL OUTS, SMOKES, SHOOTS
- X MIDDLESCREEN (ZIN MOTION)
- Q – ANCHOR BUBBLE
- ZIN DOUBLE POST
- ZIN (A) FOLLOW
- ZIN"B" DINK (OR) "2" DINK
- 2 FLY 37 HALFBACK PASS
- ZIN 27 RAZOR
- DOUBLE DINK

124 Formation Versatility



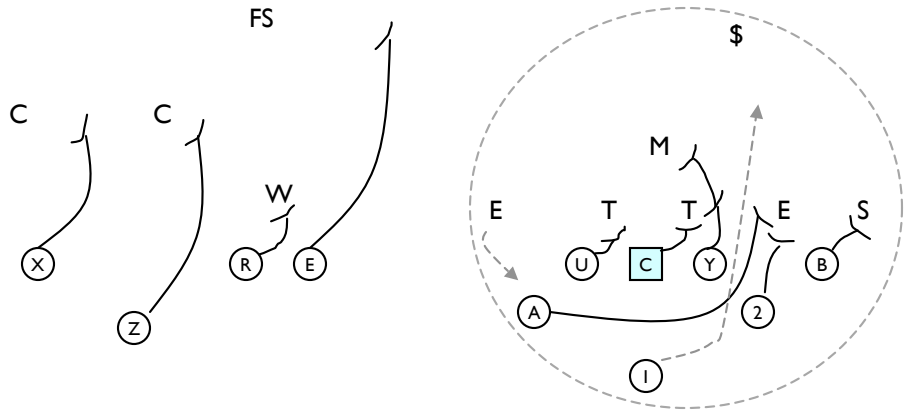
1 2 4

Aligning players in a wing formation helps gain outside leverage and form a max pass pro pocket.



F L E X

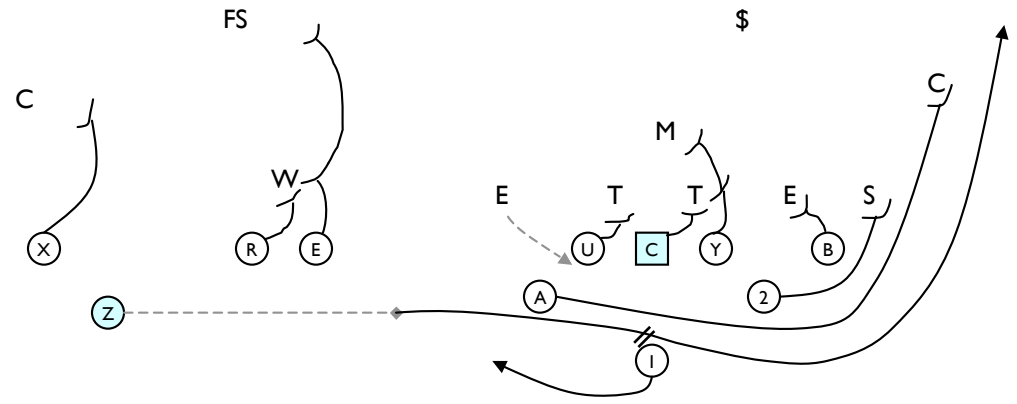
Use "Nasty Splits" to confuse defensive alignment and gain tactical advantages for outside & inside running game.



B E A S T

Substitute "Heavy" personnel packages to gain size advantages over defenses playing nickel & dime packages.

124 Flex (Z) Burn Quick Sweep Right



The "124 Quick Sweep" is a Blue Tight concept with the "Quick" referring to the position of the (Z) at the time of the snap. Snapping earlier allows the (A) to get out front and lead block for the (Z). QB can zone read (E) too.

ASSIGNMENTS:

X : Convoy

E : Dig out first threat and work to Convoy

R : Dig out WLB

U : Scoop

C : Scoop and Ace React with Y

Y : Ace React with C and work up to ILB

A : Full Sprint and lead block on CB or first threat

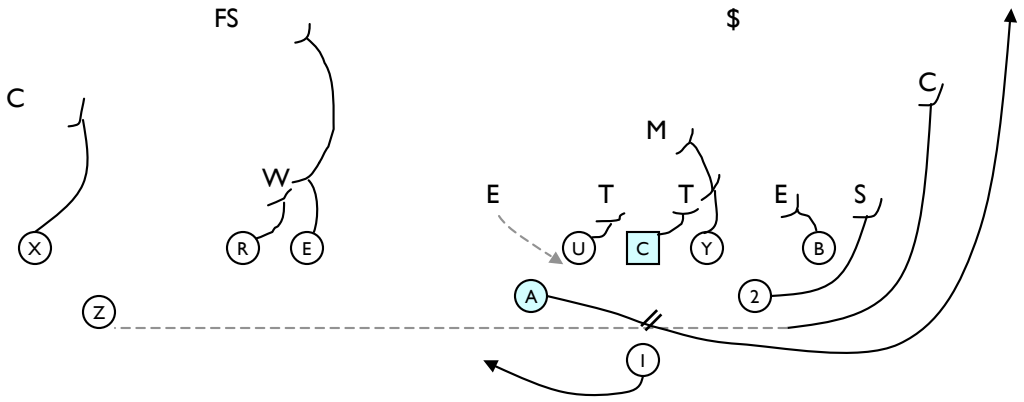
B: Log DE

Z : Fast Motion, receive the handoff, bubble back, read the block and Go wide if possible

1 : Receive snap, stay low. Ride the Handoff and Give to Z. Stay Low and Fake Keeper

2 : Attack SLB, try to Log him. If not, wash him out and kick out block

124 Flex Zoom (A) Sweep Right



To keep the defense from timing the snap on sweeps, you can alter which back carries the sweep. This Zoom motion allows the (Z) to lead block for the (A) back. Once again, the QB can zone read (E) if over-pursuit by DE.

ASSIGNMENTS:

X : Convoy

E : Dig out first threat and work to Convoy

R : Dig out WLB

U : Scoop

C : Scoop and Ace React with Y

Y : Ace React with C and work up to ILB

A : Bolt to receive handoff, bubble back and read the block for sweep, try to go wide

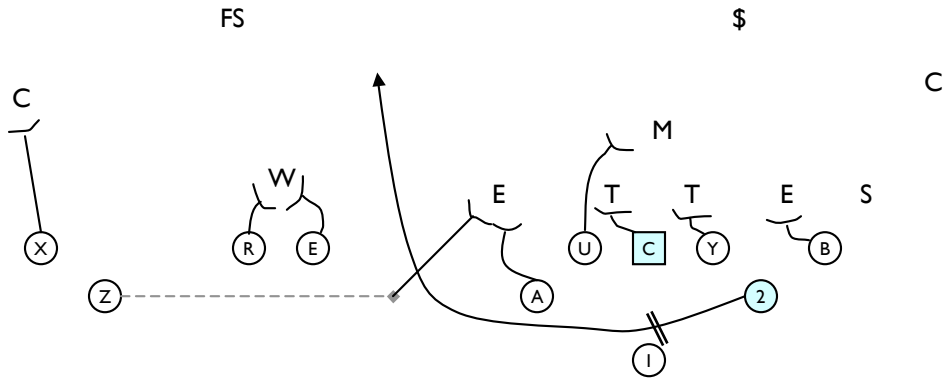
B: Log DE

Z : Fast Motion and lead block on the CB, try to log him or kick out block

1 : Receive snap, stay low. Ride the Handoff and Give to A. Stay Low and Fake Keeper

2 : Attack SLB, try to Log him. If not, wash him out and kick out block

124 Flex (Z) Crack, 2 Sweep Left



(2) READ BLOCK ON (W) FOR INSIDE OR OUTSIDE TRACK

The third variation of the sweep adds misdirection, along with snapping the ball at another point of the (Z) motion. This effects the ability of the defense to over pursue. If (E) is trapped inside of (A), the (Z) can help with the first ILB, or go to 3rd level. The (2) back reads either of the "Open Field Pin" blocks and runs to daylight.

ASSIGNMENTS:

X : Stalk block CB

E : Pin block WLB

R : Pin block WLB

U : Ace react with C and work up to ILB

C : Ace react with U

Y : Scoop

A : Double Team DE, inside leverage allow no penetration

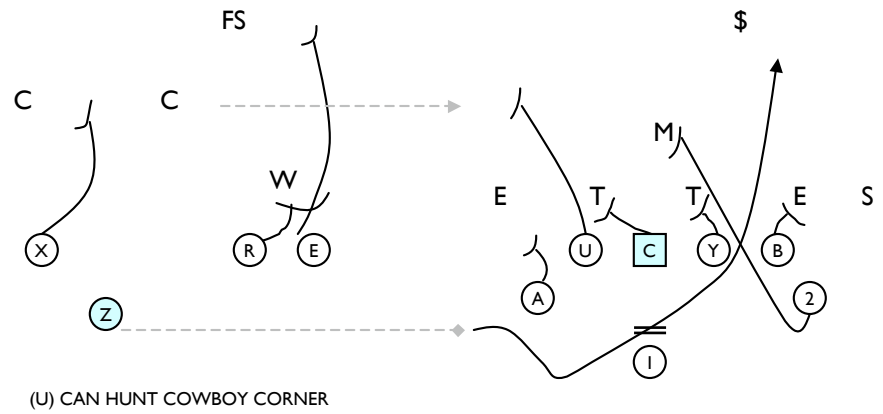
B: Scoop DE

Z : Fast Motion decoying Zoom, then Crack down on DE or 1st threat and seal the edge

1 : Receive snap, stay low. Give to (2) on the sweep left, hide and Fake Boot Right

2 : Bolt and receive handoff, bubble back and Read the Pin block on WLB. Go in or out.

124 (Z) Burn Falcon



(U) CAN HUNT COWBOY CORNER

The "Falcon" inside burn sweep is named for the "Fold" block to spring the runner. This quick hitting burn sweep was a very successful play in the 2009 season and is easily installed across multiple formations in the A-11 offense.

ASSIGNMENTS:

X : Convoy

E : Convoy

R : Dig Out WLB

U : Scoop inside and work up to first threat

C : Turn back block on DT but key MLB for hot blitz and scoop if needed

Y : Block down on DT

A : Scoop and allow no penetration

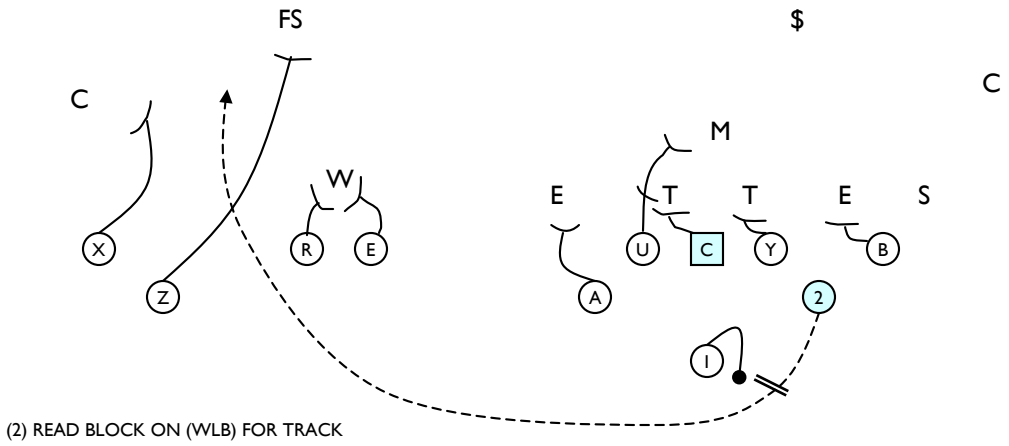
B: Kick out DE

Z : Burn motion to decoy sweep. Arc back at QB's hip, take handoff & hit Hole downhill

1 : Receive snap give Falcon to (Z). Then decoy Fake Boot Left

2 : Fold Inside look for work on DT and then Crack first ILB

124 Flex 37 Liberty Left



(2) READ BLOCK ON (WLB) FOR TRACK

In this play pass action freezes the defense as the #2 quarterback takes the "Liberty" handoff behind the #1 quarterback and into the Red Box where the defense is outmanned by offensive blockers.

ASSIGNMENTS:

X : Stalk block CB

E : Pin block WLB

R : Pin block WLB

U : Ace react with C and work up to ILB

C : Ace react with U

Y : Scoop

A : Log DE and allow no penetration

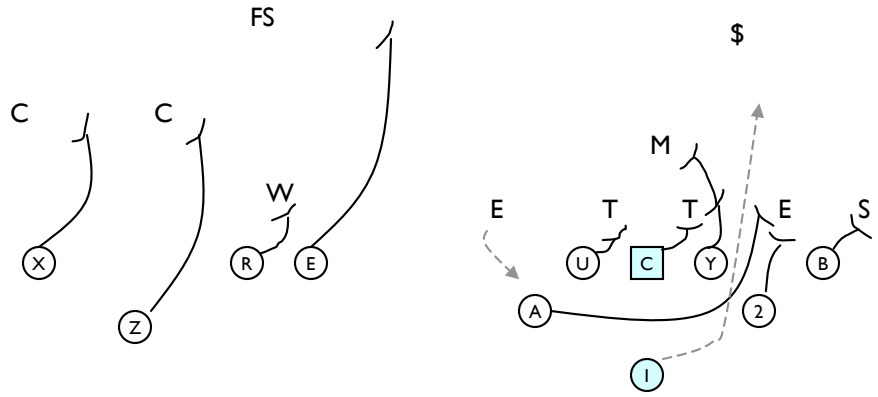
B: Scoop DE

Z : Stalk block FS

1 : Receive snap and show 190's Pass Action. After One-count, give to (2) on Liberty Fake

2 : At the snap Bolt behind QB. Take the Liberty handoff and read Pin Block on WLB, in or out.

124 Beast Wildcat Right



Substituting"Heavy" personnel into the game like a hockey shift can create mismatches to lean on a smaller defense. This play can be for short yardage situations, as well as mixing up the tempo of the game. Also a "Jump Pass" to the (B) looks good and a "Check With Me" package for various options too.

ASSIGNMENTS:

X : Convoy

E : Convoy

R : Dig Out WLB

U : Scoop

C : Ace react with Y

Y : Ace react with C and work up to ILB

A : Bolt Right and lead block, attack DE or first threat to open the hole

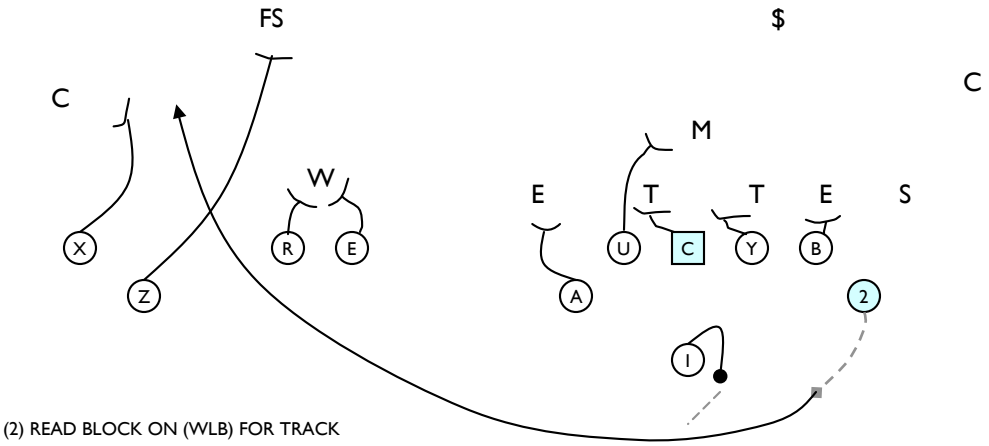
B: Kick out SLB

Z : Convoy

1 : Receive snap and allow (A) to lead up through the hole, read it and Go fast downhill

2 : Kick Out DE

124 (2) Fly, 37 Toss



(2) READ BLOCK ON (WLB) FOR TRACK

The 37 Toss is another play to quickly get a ball carrier outside to the "Open Field Pin" block and into the Red Box where the defense is outmanned by offensive blockers.

ASSIGNMENTS:

X : Stalk block CB

E : PIN block WLB

R : PIN block WLB

U : Ace react with C and work up to ILB

C : Ace react with U

Y : Scoop

A : Attack DE and Log, allow no penetration

B: Scoop or seal DE out

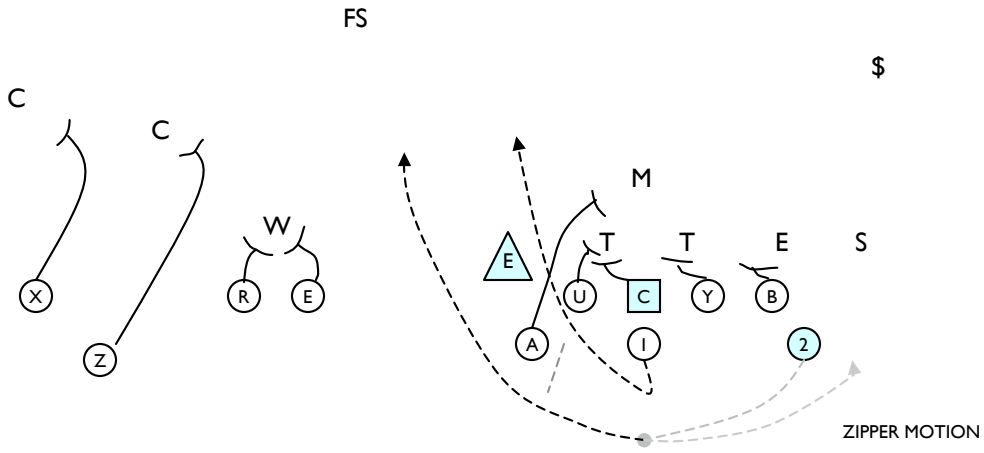
Z : Convoy

1 : Receive snap, give Sweep to (2) and then Fake Boot Right

2 : Bolt Left, receive toss from QB and read the PIN block on WLB. Go in or out.

124 "Q" Speed CWM

(Check With Me)



Shift the QB under Center for a bubble screen threat, option or wedge. The goal is to keep the defense confused. The QB reads the defense for the advantage and makes a call left or right. Either the (A) or the (2) works the Fly Motion. Another adjustment to keep the defense honest is at the top of the fly motion, the Back can do Zipper motion to revert the option back in the direction from where the motion started.

ASSIGNMENTS:

X : Stalk block CB

E : Pin Block WLB

R : Pin Block WLB

U : Ace React with Center and work up to ILB

C : Ace react with U

Y : Ace react with C and work up to ILB

A : Do NOT block DE & attack the first ILB if Option Left. But Scoop if Option Right

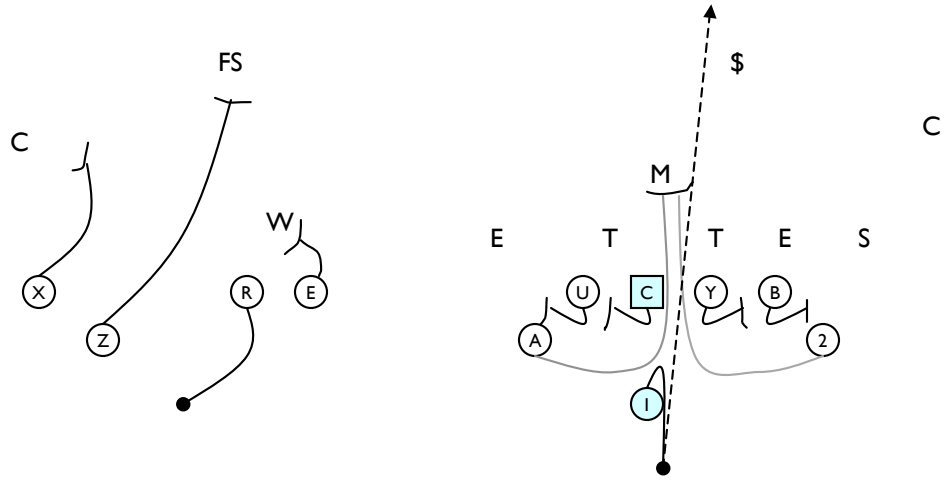
B: If play is left scoop. But if play if play is Right Do NOT block DE & attack first ILB

Z : Convoy or Stalk block

1 : Read DT's. IF one DT is tight shade Call to go that way. Otherwise attack easiest DE side

2 : Listen for Call Left or Right, Execute the Motion needed and become the Option Pitch Back

124 Funnel Draw



Interior White Box players need to win inside leverage and track DL outside. Both wing backs wrap inside and clean up any defenders. QB shows pass action with quick drop, before taking off.l

ASSIGNMENTS:

X : Convoy

E : Kick Out WLB

R : Decoy negative bubble

U : Decoy 190 Pass Pro and kick out DE

C : Decoy 190 Pass Pro and kick out DT

Y : Decoy 290 Pass Pro and kick out DT

A : Decoy 290 Pass Pro and Lead Block for QB through hole. Take first ILB to your side

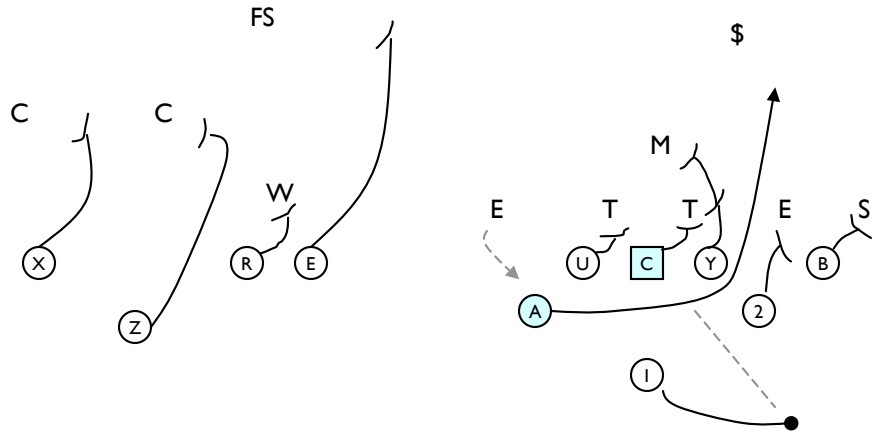
B: Decoy 290 Pass Pro and kick out DE

Z : Convoy

1 : Receive snap and show Pass Action quick Drop. Let (A) & (2) Funnel through and then Go!

2 : Decoy 190 Pass Pro and Lead Block for QB through hole. Take first ILB to your side.

124 Flex (18) Shovel Right



The 124 Shovel is a great check with me play in the red zone versus an aggressive defense. QB decoys with a slower tempo 18 sprint out right. Stop after taking 3 steps and shovel back to the (A). Ball is incomplete if dropped.

ASSIGNMENTS:

X : Convoy

E : Convoy

R : Dig out WLB

U : Set inside like 18 pass pro and seal off inside penetration

C : Set right like 18 pass pro and work DT either way to open hole, preferably log DT

Y : Ace React with C, seal DT and work up to ILB

A : Show 18 Pass Pro for one-count. Then slide right, see QB & catch the ball. Read 1st hole

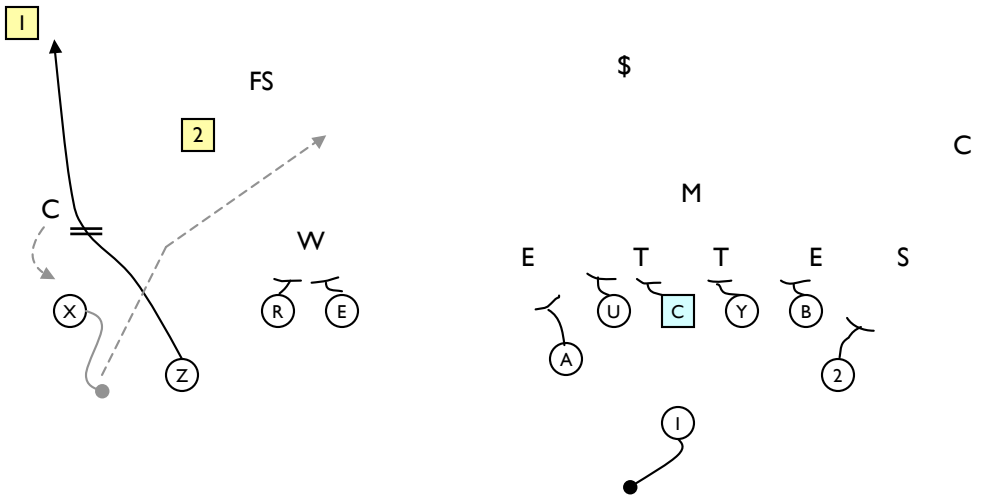
B: Kick out SLB

Z : Convoy

1 : Show 18 Sprint Out, keep your eyes Right while executing Decoy then Shovel to (A)

2 : Kick out DE and allow no inside penetration

124 Smoke Left (X) Slant



This play is featured on the inside cover of this package and can be a home run play if the (C) and FS take the same man.

ASSIGNMENTS:

X : Decoy receiving Quick Screen. Then Run your 5-step Slant Route hard and catch the ball

E : Stalk WLB and you cannot go downfield until ball crosses neutral zone

R : Stalk WLB and you cannot go downfield until ball crosses neutral zone

U : 190 Pass Pro

C : 190 Pass Pro

Y : 190 Pass Pro

A : 190 Pass Pro

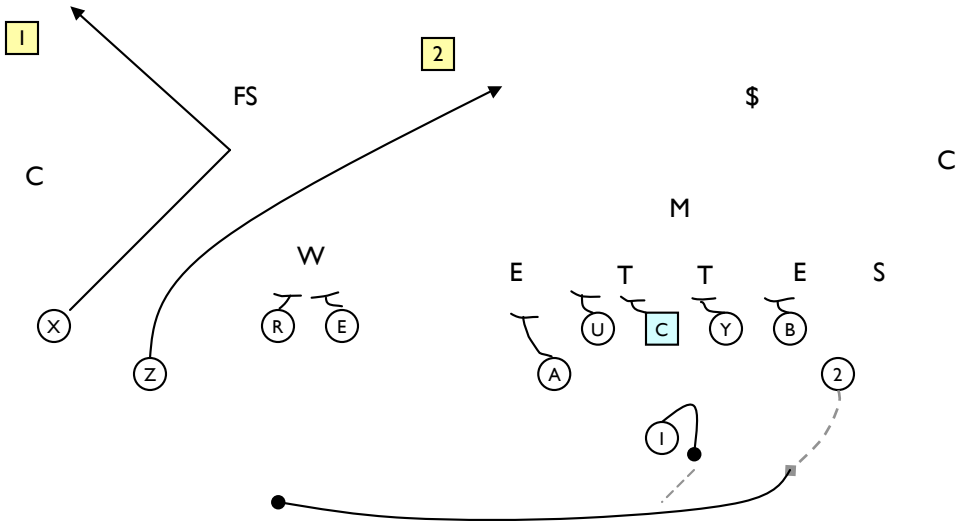
B: 190 Pass Pro

Z : Fake Blocking for Quick Screen and Chatter Feet. Explode up sideline & Catch the ball

1 : Pump Fake Quick Screen to X. IF the LCB bites throw to Z, otherwise hit the X on the Slant

2 : 190 Pass Pro

124 (2) Fly 37 Halfback Pass



The Halfback Pass is a great compliment to the sweep, liberty & toss run plays out of the 124 formation.

ASSIGNMENTS:

X : Decoy crack block on FS, when he bites, then Release to the Corner to catch the ball

E : Stalk block WLB and you cannot go downfield until the ball crosses the neutral zone

R : Stalk block WLB and you cannot go downfield until the ball crosses the neutral zone

U : 27 Pass Pro like a sweep left look

C : 27 Pass Pro like a sweep left look

Y : 27 Pass Pro like a sweep left look

A : 27 Pass Pro like a sweep left look

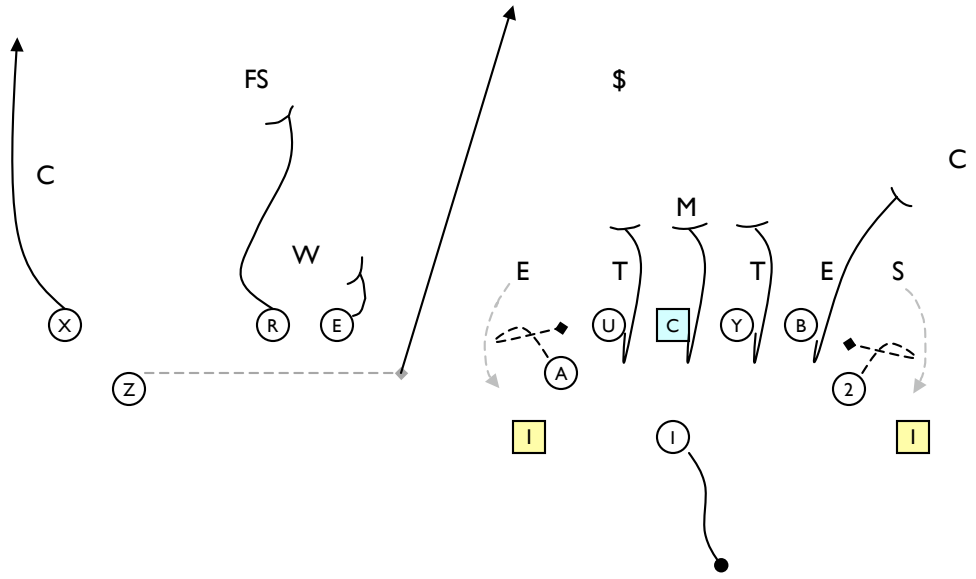
B: 27 Pass Pro like a sweep left look

Z : Bolt to the Post to Pull the Defenders away from the X

1 : Receive snap, stay low and give to (2) on Sweep. Fake Boot Right and Block the SLB

2 : Bolt Left and Take Handoff. SELL Sweep Left & Read LCB. Throw if Open otherwise Run

124 Zin Double Dink



ASSIGNMENTS:

X : Convoy and Decoy Deep Pass

E : Dig Out WLB

R : Convoy to FS

U : Decoy 190 Pass Pro for One Count then attack ILB

C : Decoy 190 Pass Pro for One Count then attack ILB

Y : Decoy 190 Pass Pro for One Count then attack ILB

A : Decoy 190 Pass Pro for Three Count, Peel underneath and Catch the ball and Attack

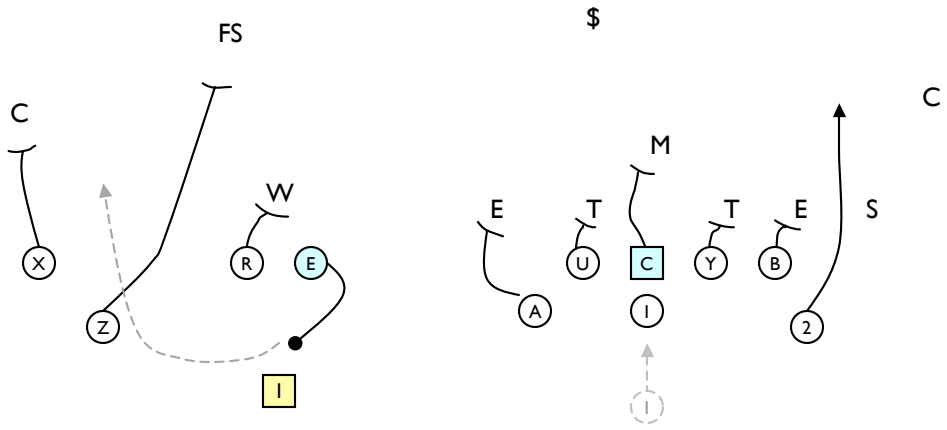
B: Decoy 190 Pass Pro for One Count then attack RCB

Z : Zin motion then Convoy

1 : Receive snap and take a 5-step drop. Read DE's and Throw Screen to (A) or (2)

2 : Decoy 190 Pass Pro for Three Count, Peel underneath and Catch the ball and Attack

124 "Q" Anchor Bubble



QB jumps under center and throws a legal backwards pass to an "Ineligible" numbered player. Any ineligible player may catch a backwards pass behind the line of scrimmage and advance the football. This play will force the defense to account for the ineligible players in this formation, along with ineligible players in other A-11 formations.

ASSIGNMENTS:

X : Stalk block CB

E : At the Snap Bubble Back to 4-yards behind LOS gaining width. Catch the ball and Go wide.

R : Crack Block the WLB

U : Cut block DT

C : Attack ILB

Y : Cut Block DT

A : Log DE

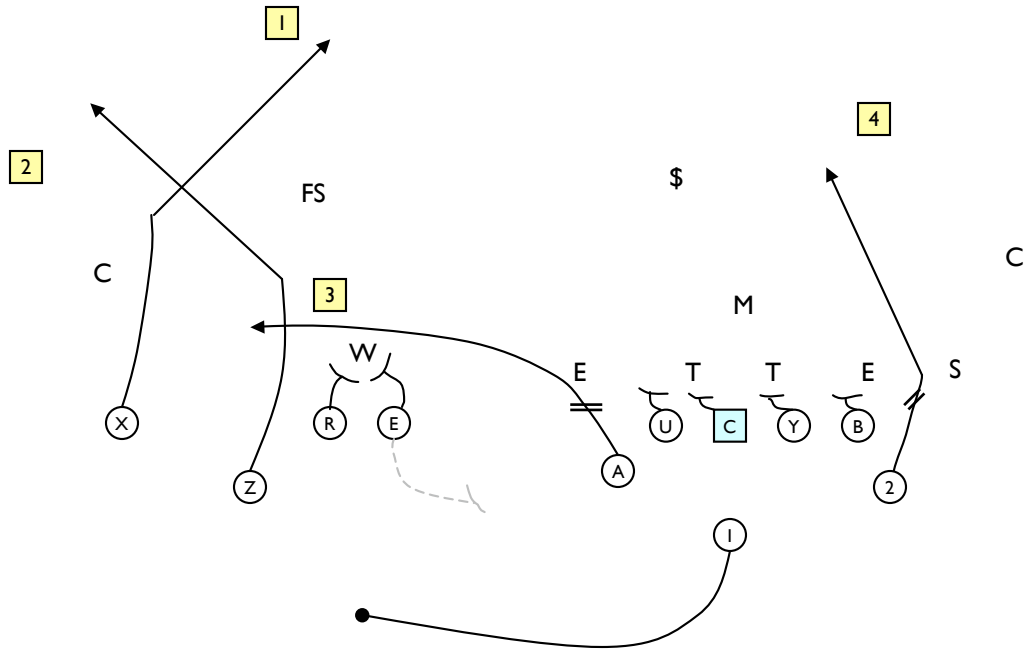
B: Kick out DE and work up to Convoy

Z : Convoy

1 : Shift to under Center at last second. Take snap and throw quick Bubble Screen to (E)

2 : Convoy

27 Roll-Outs - (Cross Shown Below)



This Pass Pro Skeleton can be used to execute All types of Roll Out combinations you can develop.

ASSIGNMENTS:

X : Route called

E : 27 Pass Pro Hunt Block

R : 27 Pass Pro Hunt Block

U : 27 Pass Pro

C : 27 Pass Pro

Y : 27 Pass Pro

A : 27 Pass Pro for 3-count then Check Flat to become Outlet receiver

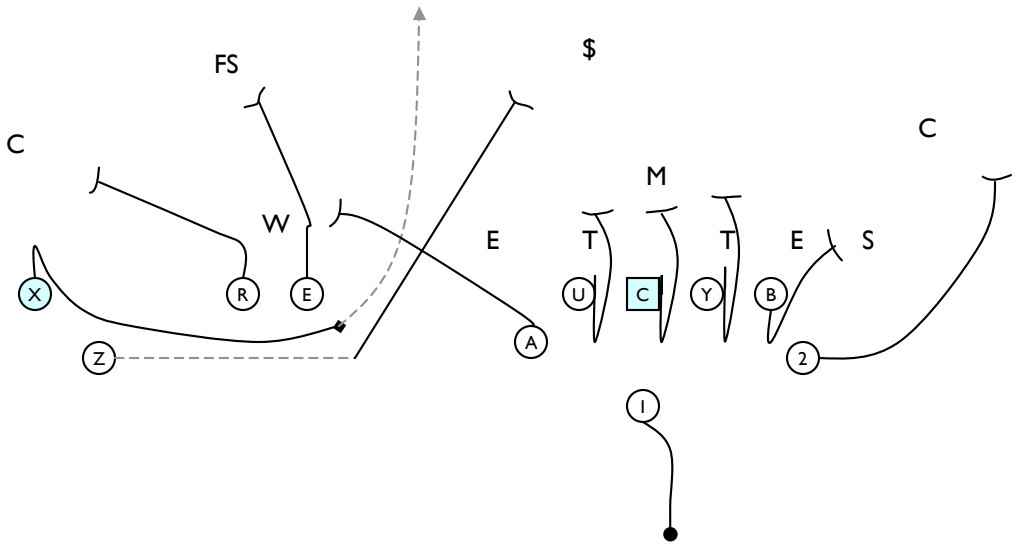
B: 27 Pass Pro

Z : Route called

1 : Execute your reads per the specific passing route combinations called

2 : Kick Out DE and work to Post, but IF hard Blitz by SLB stay home and Block

124 Zin (X) Middle Screen



If the defense is committed to attacking the 124 formation with heavy pressure, the Middle Screen to the (X) can lead to some big plays.

ASSIGNMENTS:

X : Decoy one step up and bubble inside. Catch Middle screen 2-yds behind LOS and Go

E : Kick out FS

R : Dig Out LCB

U : Decoy 190 Pass Pro for One Count and Attack ILB

C : Decoy 190 Pass Pro for One Count and Attack ILB

Y : Decoy 190 Pas Pro for One Count and Attack ILB

A : Kick out Block on WLB

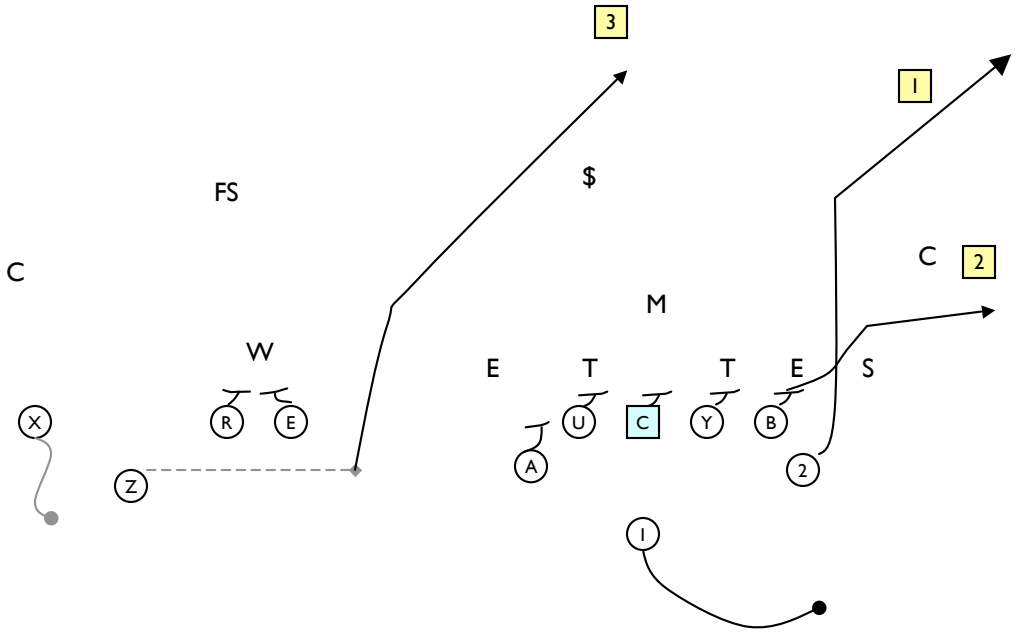
B: Kick out Block on SLB

Z : Zin Motion then attack Strong Safety

1 : Show Pass Action right during 5-step drop. Stop and Throw back to (X) on Middle Screen

2 : Arc release and Kick Out RCB

124 Zin 18 Hot



This high-low flood route is based on the "Delay Concept" of using an eligible for pass pro, then releasing the player into a route as a "Hot" read. Deep routes clear the flat and if the (SLB) comes, the (B) has an pen field.

ASSIGNMENTS:

X : Decoy Quick Screen

E : 18 Pass Pro on WLB

R : 18 Pass Pro on WLB

U : 18 Pass Pro

C : 18 Pass Pro

Y : 18 Pass Pro

A : 18 Pass Pro

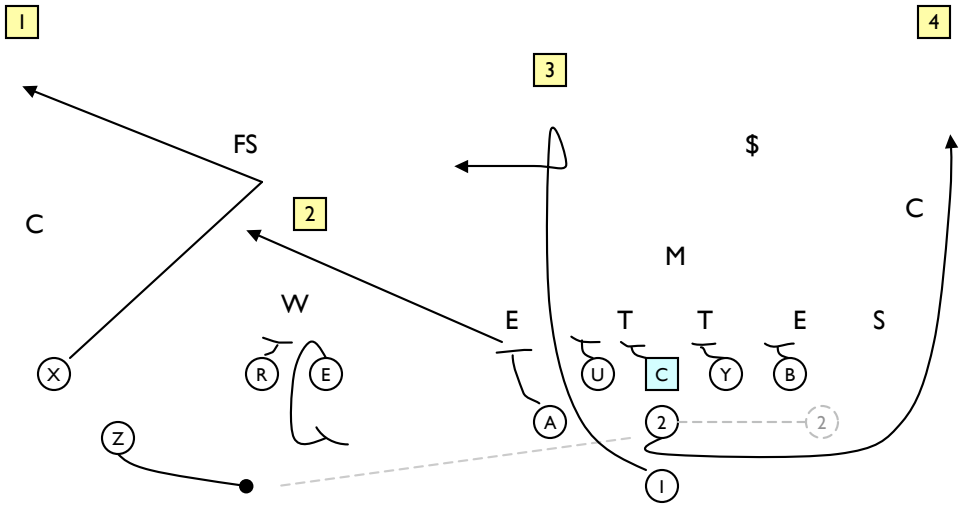
B: 18 Pass Pro for 3-count, then Check Flat to become Outlet receiver

Z : Zin motion then run 9-step Post and read the Safeties

1 : 18 Sprint Out: Read the (C) for the Corner Route. Peek at Post or Dump to Check Flat if SLB Comes

2 : 8-Step Corner

BONUS PLAY : 124 (2) "Q" Double Pass



(A) 3 SECOND CHECK DELAY

The choreography is adjusted to throw off the defense. Instead of the #1 QB jumping under center, the #2 creep motions, then stops under center. The ball is snapped on first sound with the (Z) getting the lateral pass. Both QB's scatter into routes effectively leaving an empty backfield. The (R & E) form a two-man pocket, securing the (WLB) & looking for any Blue Box leaks. If the (LCB & FS) bail, the (A) should be open on the check delay (Z) also has a run option down the left sideline.

ASSIGNMENTS:

X : Decoy crack on FS, when he bites, then break to the Corner to catch the pass

E : 27 Pass Pro, Hunt block and look for work

R : 27 Pass Pro on WLB

U : 27 Pass Pro

C : 27 Pass Pro

Y : 27 Pass Pro

A : 27 Pass Pro for a 4-count, then Check to Delay Flat to become Outlet receiver

B: 27 Pass Pro

Z : Negative Hitch to 5-yards behind LOS. Catch backward Pass, go through Reads or Run

1 : Align 5-yards deep in the backfield. At the snap, release left and Run Skinny Corner Route

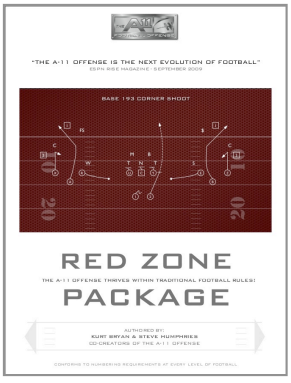
2 : Shift under Center. Take the snap and throw negative hitch to (Z). Then run Fade Route

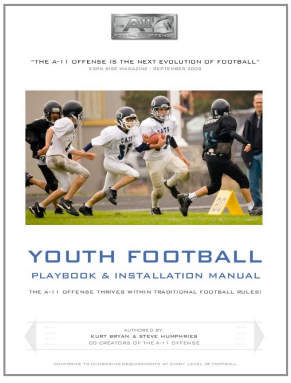
THE A-11 OFFENSE THRIVES WITHIN TRADITIONAL FOOTBALL RULES!

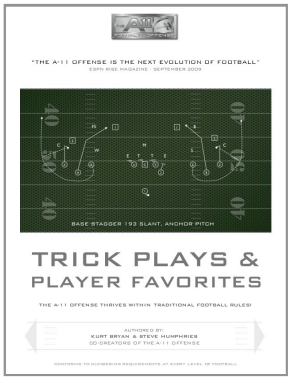
THE A-11 OFFENSE IS AN EXCITING, SUPER SPREAD, MULTIPLE QUARTERBACK OFFENSE THAT FEATURES INNOVATIVE SCHEMES AND DIVERSE FORMATIONS. SINCE ITS DEBUT IN 2007, THE A-11 HAS CHALLENGED THE STATUS QUO & PUSHED THE EVOLUTION OF FOOTBALL FORWARD.

"In a standard formation with five fixed offensive linemen, a play can unfold with only 36 different scenarios in terms of who can advance the football - including a quarterback sneak. But, in the A-11 offense, the receivers, backs and linemen (even the quarterbacks) are interchangeable, and the number of different possibilities for what can happen on a given play skyrockets to 16,632." - Scientific American Magazine

FOR MORE A-11 PLAY PACKAGES, INSTALL MANUALS AND DVD'S







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