TEAM REMINDERS

1. TEAM REMINDERS

A. Special Emphasis: 1999

The Purdue Football coaching staff condemns any act by a player to deliberately injure an opponent or teammate during a game or practice. The techniques taught to you by the coaching staff are designed to minimize the risk of injury to you and to your opponent.

The protective equipment you wear is the finest available and should not be abused by you. It is for your protection and should not be used in any manner as a weapon against an opponent or teammate. Of particular importance is the football helmet. When used properly, it protects you. When used improperly, it can become a dangerous weapon to you and to your opponent. The helmet should never be used to deliberately strike or hurt an opponent.

The following are some specific rules relating to the conduct and safety of our game. It is important for you to know these rules and adhere strictly to them. Unethical conduct and acts of unsportsmanship, whether within the rules or not, will not be tolerated by the coaching staff. Play the game hard, with enthusiasm and with intensity, but play it within the spirit and letter of these rules. Win with character!

RULE: No person shall strike an opponent with his fist, or deliver a blow with extended forearm, elbow, or kick or knee an opponent during the game or between periods.

RULE: No player shall meet an opponent with the knee or strike an opponent's head, neck or face with an extended fore-arm, elbow, palm or the heel, back or side of the open hand during the game or between periods.

RULE: There shall be no piling on, falling on, or throwing the body on an opponent after the ball becomes dead.

PENALTY: 15 yards and possible disqualification.

TEAM REMINDERS (Continued)

USE OF HEADGEAR

RULE: No player shall deliberately use his helmet to butt or ram opponent.

RULE: There shall be no spearing.

RULE: No player shall intentionally strike a runner with the crown or top of his helmet.

PENALTY: 15 yards and possible disqualification.

RULES AND GENERAL POLICY

The following general rules are for your benefit. Since it is impossible to cover every point or eventuality in a statement of team policy such as this, you are expected to conduct yourself at all times in manner that will reflect credit upon you, your teammates, the football program, and Purdue University.

1. General

   a. Eliminate swearing, obscene words.
   b. Treat service personnel with respect. Make their jobs a pleasant experience.
   c. Girlfriends and wives are not permitted in Union or dormitory rooms during fall camp.
   d. No alcoholic beverages in Union or dormitory at any time.
   e. Take pride and care in the use, and condition, of your locker-room and players lounge.
   f. No Boom Boxes in locker-room at anytime (includes CD Players)
   g. Absolutely no ice, ice wraps, wet wraps, plastic bags with ice or water in the TV theater side of the lounge at any time.
   h. Cleanup (pick-up) after yourself whenever leaving players loun

2. Dressing Room

   a. Tardiness because of equipment is never tolerated. C
      Helmets and refitting problems are handled after r
      the ensuing drill.

TEAM REMINDERS (Continued)

b. Do not cut or alter equipment. Don't demand equipment. Take problems to Equipment Manager.

c. Lock valuables up before leaving locker vicinity.

3. Practice

a. Every player will wear prescribed uniforms. Game included. (Hip Pads!)

b. Helmet will-be worn at all times when on field, and not used to sit on or throw.

c. We will run when changing locations. Never walk on the field.

d. Walk out to practice in flat bottom shoes **(carry seven-stud to and from practice.)**

4. Injuries, Treatment and Training Room Policy

a. If you are injured and not able to dress in full gear, you will nevertheless be required to attend practice and observe your group. Trainer will determine uniform for injured players and will notify you if you are to be on, or off, the practice field.

b. Wear shorts when you are in the training room.

c. For proper care, prevention, and treatment of an injury, be honest both with the coaches and trainer. Tell and present the same story to both parties.

d. Report every injury regardless of how small.

e. We will provide, at no expense to you, the best available professional medical services. However, if you wish the care of your own personal physician, you bear the expense, and must schedule appointment on your time.

f. Ankle wraps or taping of ankles is mandatory for every practice.

g. Treatment is considered the same as practice - REQUIRED. Recorded treatment and be there for ALL scheduled treatments.

h. If unable to play because of injury, you will not be permitted to travel or dress with team. (Head Coach has final say).

i. All injured players must receive treatment every day when not in class. All players must report to Training Room every Sunday.

TEAM REMINDERS (Continued)

5. Gambling

   a. Gambling is a very serious problem in sports. Do not gamble with our teammates.
   b. Be careful of strangers: Never discuss the physical or mental condition of members of your team, or any other subject that might give aid to gamblers.

6. Publicity - Press, Radio, Television

   a. Newspaper people covering our team are your friends. They are eager to see us win. You should also remember that those people owe their first responsibility to their paper or station. Thus, should they run across a story or receive quotes, we must expect them to use this. That is their job.
   b. Several points you should avoid discussing:
      1. Give cooperation on your life history. For anything else, direct them to Sports Information Director or Coach Tiller.
      2. Do not discuss or compare teammates or coaches.
      *3. <u>In discussing your opponent, both before and after games, do not give them bulletin board material.</u>
      4. Do not discuss strategy or plans.
      5. Do not unwittingly criticize your own coaches or teammates.
      6. Always say complimentary things about opponents before and after a game.
      7. Be careful of statements after a game.
         Lose: Display good sportsmanship
         Win: Give credit, be humble, grateful. Be complimentary of your teammates because they helped you. We are a team - not a group of individuals.
      8. Never talk off the record.
      9. When a writer talks about you -- a thank-you is in order, preferable by note. It will take than five minutes and be well worth it.
      10. Do not participate in an interview by phone unless time and date are prearranged by Sports Information Director.
   c. No player interviews are to be conducted after Thursday of game week.

TEAM REMINDERS (Continued)

2. Desire a degree
3. Attend study table if on it, or meet with tutors
4. NEVER DROP BELOW 12 HOURS
5. Contact Carol Stevenson on all drops and adds
6. Be honest on how you are doing
7. Miss class - we must all attend class - there are consequences if you don't. (See "C" under Discipline Procedures)

b. ATTITUDE & HARD WORK ARE KEYS
c. WE CAN ONLY HELP THOSE WHO HELP THEMSELVES
d. DO IT NOW - DON'T WASTE AN OPPORTUNITY

13. DISCIPLINE PROCEDURES

a. Do what you are supposed to do, the way it is supposed to be done, when it is supposed to be done, and do it that way every time. (DO RIGHT RULE).

*b. The three phases of team status with regards to being disciplined are as follows:

1. Probation - Any player placed on probation who repeats an error will automatically be SUSPENDED.
2. Suspension - Any player suspended cannot play a game, practice, workout, or in any other way affiliate with the team. The Head Coach is the only one who can alter this status.
3. Dismissal - Any player dismissed from the team will be eliminated from any team activities and have his scholarship removed (if he is a scholarship athlete).

c. In an attempt to handle disciplinary actions, which do not warrant immediate PROBATION, SUSPENSION, or DISMISSAL the following procedures will apply:

1. First offense- 6:00 am - Workout
2. Second offense- 6:00 am - Workout and 10:00 pm to 12:00 midnight study table on Saturday night.
3. Third offense- Two (2) 6:00 am workouts and 10:00 pm to 12:00 midnight study table on both Friday and Saturday night.

TEAM REMINDERS (Continued)

4. Fourth offense- Entire position group will get up with you for a 6:00 am workout. Ex: linebacker screws it up - all linebackers will get up for 6:00 am workout.

5. Fifth offense - Entire team will get up with you for a 6:00 am workout.

Note: Missing Study Table, Mandatory Breakfast, Weight Training are examples of when the above actions will be initiated. You could also lose several benefits, such as: Loss of comp tickets/loss of training table meals/loss of starting position/loss of travel squad status or even suspension and/or DISMISSAL from the squad.

Five major ingredients for Squad Development:

1. Hustle

Anybody can hustle 100% of the time. If a player has good work habits and the confidence of his teammates and coaches, he will lay it on the line when the game is in doubt.

2. Show Courage

Football is like life, you get knocked down quite often. You have to keep getting up with a more determined effort to be successful. (Show of courage is the primary way to get your teammates respect.) The more honor and respect among the team, the greater the team. Ability is God's gift to man. Achievement is man's gift to God. There is no way we can win without having great respect for one another.

3. Know Assignments

There have been great players who have been deaf, but never one who was dumb. You cannot be a successful player if you miss assignments. You must achieve consistency in order to be great.

TEAM REMINDERS (Continued)

4. Care About Winning

All great organizations are marked by desire to achieve. Nothing can compare with the thrill of a team all pulling together for one common goal of winning. Winning as a team is what makes football worthwhile. Take care of the little things. We have to avoid losing before we can win. In other words, "Don't Beat Yourselves".

5. Loyalty

It must be earned and developed by team members and coaches. It is a relationship that is built by all of the people in our program and reflects a unity that bonds us together.

CRITICAL SITUATIONS - OFFENSE

1. SUDDEN CHANGE - Quick turnover of ball

   - great field position
   - must score for big psychological jump - go deep - deceptive
   - everyone must arise to occasion

2. HURRY-HURRY - last 2 minutes of half or game

   - poise
   - hustle and be ready quickly
   - proper use of time-outs
   - who will make the big play
   - get out-of-bounds to stop clock (also get the 1st down)

3. COMING OUT - ball inside own 10 yard line

   - must get 1st down
   - gut situation for everyone
   - failure means poor field position for defense (4 down area)
   - outstanding players show up in this area
   - except for turnovers - more scores are gotten in this area than any other
   - no mistakes in this area

4. GOING IN - ball inside 10 yard line

   - must get a score
   - no mistakes in this area (error free)
   - gut situation for both teams - who has the strongest intestinal fortitude
   - must control line and backs must break tackles
   - the toughest yard is always at the end but the best always comes through

5. USE OF TIME-OUTS - Offense

   - can call time out any time a delay will dramatically effect field position
   - otherwise - always look to bench.

CRITICAL SITUATIONS - DEFENSE

1. SUDDEN CHANGE - Quick turnover of ball

   - Must stop a touchdown - look for deep ball - trick plays!
   - Everyone must rise to occasion

2. HURRY-HURRY - Last two (2) minutes of half or game

   - Poise - Slow down
   - Hustle and get lined up
   - Who will make the BIG PLAY
   - Keep the ball in front of you - Keep 'em in bounds (in play!)

3. COMING OUT - From goalline

   - Opponent with ball inside on 10 yard line
   - Stop them here and force punt
   - Our offense receives great field position (4 down area)
   - Except for turnovers - more scores are gotten in this area than any other

4. GOING IN - Goalline

   - Opponent with ball inside our 10 yard line
   - All out effort
   - Must make things happen
   - Stop here means winning/losing game
   - Who will make the great hit or stop
   - Your toughness determination, and guts are on the line

5. USE OF TIME-OUTS - Defense

   - Anytime we get caught with a shortage of personnel
   - Opponents 2 pt. attempt late in game - AFTER THEY BREAK HUDDLE AND SHOW FORMATION
   - Otherwise - always look to bench

SUDDEN CHANGE

SUDDEN CHANGE is the real test of a great Team (Ex. - Defensive Players)

The score is 7-0 in the fourth quarter and you have just stopped our opponents on your own 28 yard line. You have just sat down on the bench, you feel good and relieved. You just stopped them after a long drive. You can sure use the rest. As the offensive team drives the ball out from the 28 yard line and gets you good field position, a fumble on the first play and your opponent has the ball on your 24 yard line! Hurry - get back in the game quickly. This is a sudden change situation.

What are the feelings of the two teams at this time:

Your Opponents

1. What a great break
2. We have them on the ropes now
3. Their defense will be tired
4. Let's hit them quickly
5. Our defense did a great job getting the ball!

Your Thoughts

1. What a lousy break
2. They have us in big hole
3. I am tired; I don't know whether I can hold out again
4. Boy, I hope someone comes up with a big play
5. Our offense sure put us in a hole. Who's the real enemy?

I think you can see why it takes a great defense to overcome a sudden change situation. Your opponents will be mentally up and unless you prepare yourself, you will not.

WHAT YOU MUST DO

1. Always huddle up with coach before you go back into game
2. Gain control of your thoughts and get yourself ready to play defense again.
3. Realize that you must get yourself and your team up mentally.

4. Go all out to make the big play yourself
5. Now is the test of your defense. Accept the challenge
6. When you stop them now, you will have an even greater psychological advantage

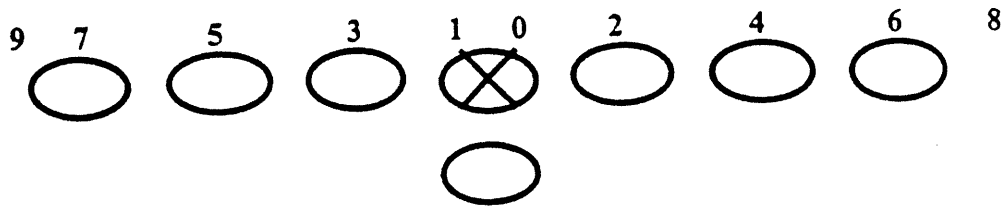
THE SUDDEN CHANGE IS OURS!!!

2000 BOILERMAKER OFFENSIVE PLAYBOOK

GENERAL TERMINOLOGY & DEFENSIVE RECOGNITION	100
HUDDLE PROCEDURE	200
GROUPINGS, FORMATIONS & MOTIONS	300
RUN GAME	400
PASS PROTECTIONS	500
PASS GAME DESCRIPTIONS & ROUTE TREES	600
SECONDARY RECOGNITION & COVERAGES	700
90 PASSES	800
60/70 PASSES	900
PLAYACTION PASS	1100
SCREENS	1200
2-MINUTE THEORY	1300
DECEPTIONS	1400

GENERAL TERMINOLOGY

HOLE NUMBERING SYSTEM



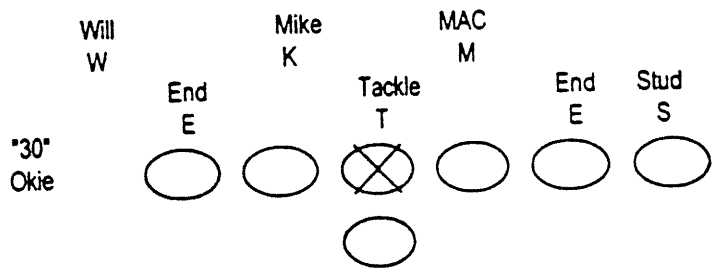
GENERAL TERMINOLOGY

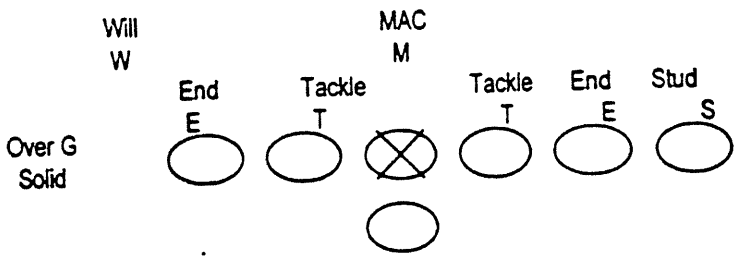
OFFENSIVE DEFINITIONS

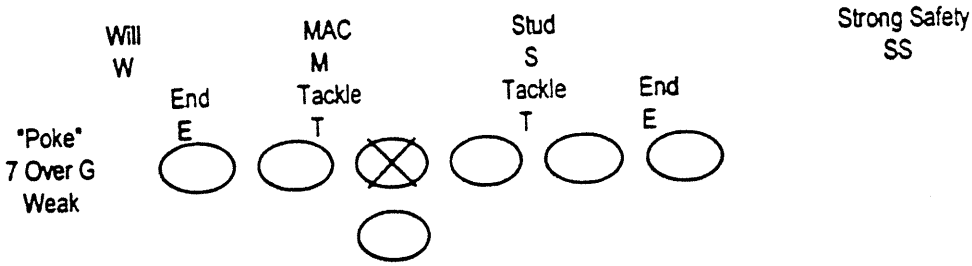
1. A – Doubles Back
2. F – Full Back
3. H – H Back
4. U – Weakside TE in a Two TE Formation
5. W – Wing in Goalline Formations
6. X – Split End
7. Y – Tight End
8. Z – Flanker
9. B.C. – Ball Carrier
10. C.P. – Coaching Point
11. EMLOS – End Man on Line of Scrimmage
12. FIRST SOUND – Term Indicating Quick Snap, "GO"
13. GUN – Term Used to Denote Quarterback Alignment at Five Yards
14. LOS – Line of Scrimmage
15. BACKSIDE - Opposite Direction the Ball is Going
16. PLAYSIDE – Direction the Play is Going
17. STRONGSIDE – The Side of the Tight End (or Callside if no TE)
18. WEAKSIDE – The Side Away From the Tight End (or Away From Callside if no TE)
19. FIVE PRESSURE POINTS – 1. Finger Tips; 2. Palms; 3. Forearm; 4. Rib Cage; 5. Elbow
20. MOTION – Pre-snap Movement by a Rec. or RB, also Indicates Movement Strong Across the Formation for H-Back

DEFENSIVE FRONT

PERSONNEL IDENTIFICATION

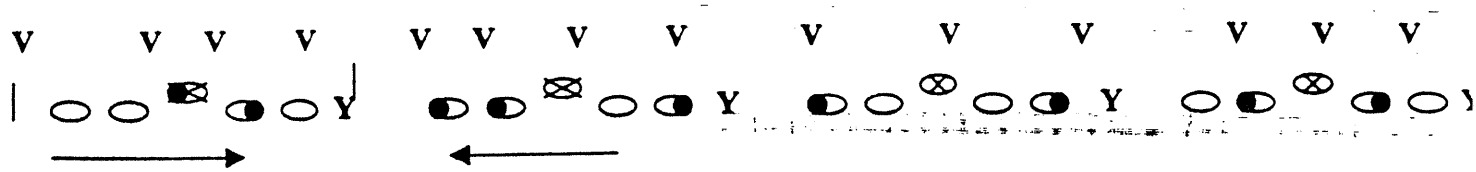






DEFENSIVE RECOGNITION
BASE FRONTS AND ADJUSTMENTS

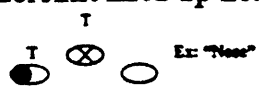
OVER UNDER OKIE DBL. EAGLE



DT's Shifted Strong DT's Shifted Weak

DEFENSIVE LINE ADJUSTMENTS

1. Adjustments by defensive end to the shifted side will be designated by numbers.
2. Adjustments by defensive linemen way from the shift will be designated by words.
3. OKIE = Defensive front with the Center and OT's covered by defensive linemen and the Guards uncovered.
4. Dbl Eagle = Defensive front with the Center and both Guards covered by Defensive Linemen.
5. Nose = Designates the DT away from the over or undershift lined up head up on the Center. (The shaded head up on OC)



6. G = Designates the DT away from over or undershift lined up over the Guard. (The shade lined up over the Guard)

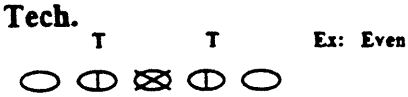
7. Stack = DT (to the Shift) in a 41 Tech.

8. Snug = Defensive end (away from the shift) lined up in a 41 Tech.

9. Split: Defensive alignment with both DT's in 3 Tech.

10. Heads: Defensive alignment with both DT's in 1 Tech.

11. Even: Defensive alignment with both DT's in 2 Tech.



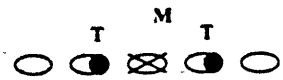
12. 30: 3 down Linemen.
13. Poke: 8 man front.

DEFENSIVE FRONT DEFINITIONS

1. OVER - When DT's are slid to the Strongside of Formation.
2. UNDER - When DT's are slid to the Weakside of Formation.
3. OKIE - Defensive front when the OC & OT are covered and Lbers are over OG's
4. DOUBLE EAGLE - Defensive front when the OC's, OG's, & OT's are covered.
5. SPLIT - Alignment when both DT's are in 3 Techs.
6. EVEN - Alignment when both DT's are in 2 Techs.
7. HEADS - Alignment when both DT's are in 1 Tech.
8. NOSE - Alignment of DT away from shift when he is head up on OC.
9. G - Alignment of DT away from shift when he is in a 1 Tech on Guard.
10. SNUG - Alignment of DE away from shift when he is in a 41 Tech.
11. STACK - Alignment of DT to the shift side when he is in a 41 Tech.
12. POKE - Term used in tape breakdown to identify opponent's personnel as an 8 man front team.
13. 30 - Term used in tape breakdown to identify opponent's personnel as 3 DL & 4 Lbers.
14. TUFF - LB lined up in a two pt. stance on LOS.
15. CROWD - LB lined up in two pt. Stance on the heels of Defensive Linemen.
16. (+) - When a single LB in the tackle box is shifted to the strongside of formation.
17. (-) - When a single LB in the tackle box is shifted to the weakside of formation.
18. STRONG - When there are 2 LBers in the tackle box and MAC is shifted to the strongside of formation.
19. WEAK - When there are 2 LBers in the tackle box and MAC is shifted to the weakside of formation.
20. IN - Call used to describe OLB when he is behind or inside the DE off of LOS.
21. ON - Call used to describe OLB when he is on LOS outside of DE.
22. TANDEM - When LBers are aligned directly behind 3 down Linemen.
23. DIG - Movement by a single defensive lineman toward the ball.
24. SLANT - Unified movement by defensive front.
25. PINCH - Unified movement by defensive lineman toward the ball.
26. CONTAIN - LBer or DB controls the play inside of his alignment.
27. BLITZ - A DB or LB rushing the QB.
28. PLUG - An inside LB rushing straight ahead.
29. FORCE - Immediate upfield pressure from DB or LB on run plays.
30. MIXES - Defensive line and/or outside linebacker exchanging charges.
31. OVERHANG - End man on line covered with man outside of his position on "LOS".
32. EXCHANGE - A strongside overhand with a stand up player over EMOL and a down player outside (i.e., 4-6).
33. OFF - When an assumed OLB by structure is not on the LOS.
34. "T" - When both DE's in a 30 front or Double Eagle are aligned in 41 Tech on OT's.
35. RETURN - When DT's in an Over or Under Front Slant in unison to play opposite gaps of where they are aligned.
36. BLUFF - When a stand up Defensive player is up on LOS in an unusual alignment then on snap of ball, drops to coverage.
37. WIDE - When DE away from shift is aligned in a 7 Tech or Wide.
38. FLEX - When Defensive Lineman is backed off the LOS.
39. GREATER - When OKIE front is shaded strong.
40. LESS - When OKIE front is shaded weak.

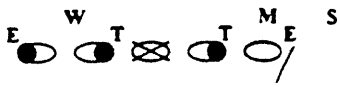
LINEBACKER ADJUSTMENTS

1. MAC: Base alignment is O. Over the Center and between the DT's.

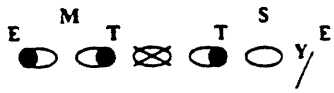


Ex: MAC LB base align

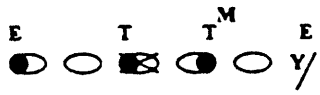
2. Strong: 2 LB in the box with the MAC LB outside the strong DT.



3. Weak: 2 LB in the box with the MAC LB outside the Wk DT.

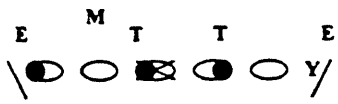


4. +: When a single LB is the Tkl Box and is lined up outside the strong side DT.



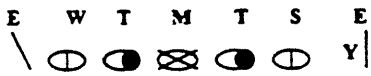
Ex.: Ov (+)

5. -: When a single LB is in the Tkl box and is lined up outside the weak side DT.



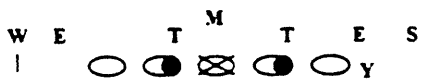
Ex.: Ov (-)

6. Tuff: A LB walked up on the LOS or titer then the heels of the DL. A Tuff LB is never EMLOS.



Ex.: Tuff LB

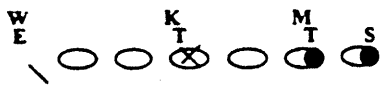
7. On: An unusual alignment, out of the structure of the defense as EMLOS.



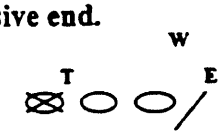
Ex.: Will and Stud On

8. Tandem: All Linebackers aligned directly behind defensive Linemen. (Stacked)

Ex.: Tandem

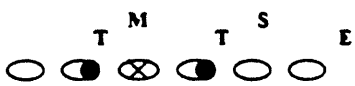


9. In: OLB assigned on top of or inside defensive end.



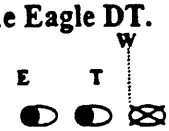
10. Crowd: LB lined up crowding the LOS close to the DL but not tuff.

Ex.: Crowd



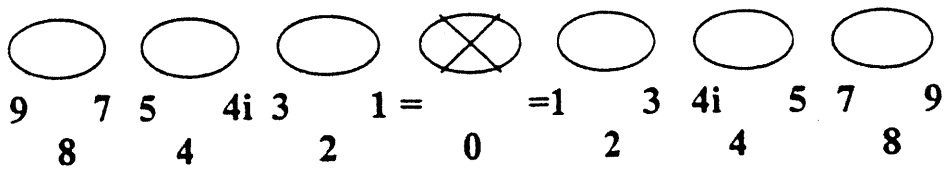
11. Cheat: An Eagle LB lined up inside the Eagle DT.

Ex: Cheat



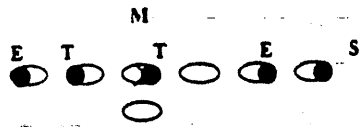
ALIGNMENTS OF DEFENSIVE LINEMEN AND ENDS

C

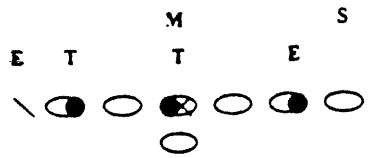


UNDER FRONTS

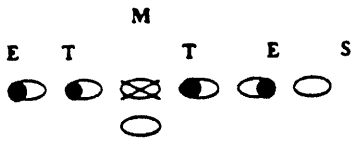
UNDER



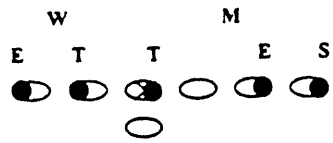
UNDER STACK-STUD OFF



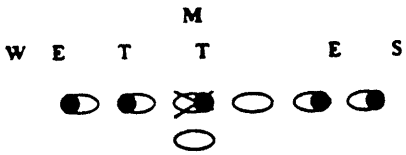
UNDER-G



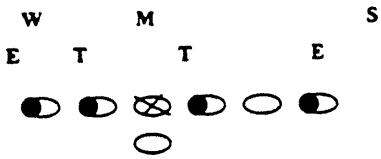
UNDER-STRONG



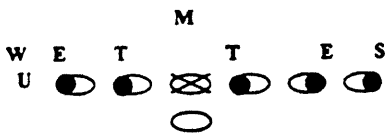
UNDER-WILL-ON



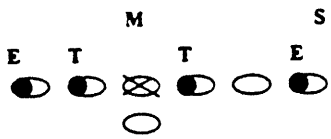
UNDER "G" WIDE-STRONG



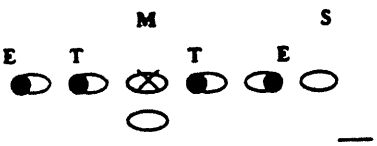
UNDER-G-SOLID



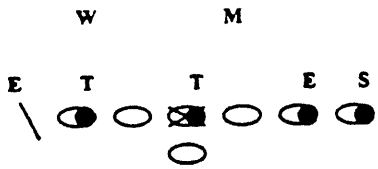
UNDER G WIDE



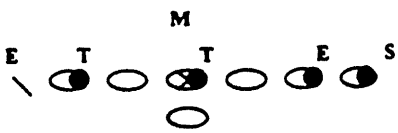
UNDER G-STUD-OFF



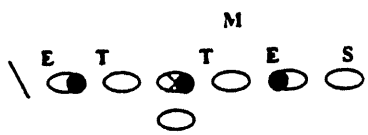
UNDER-STACK STRONG



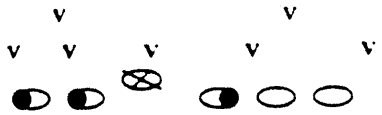
UNDER STACK



UNDER-STACK-SNUG (+)

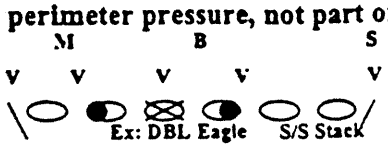


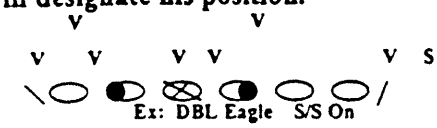
DBL EAGLE

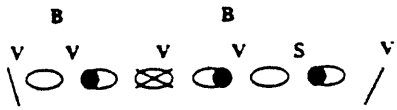


1. DBL EAGLE is a 7 man FRONT that has both GUARDS and the CENTER covered w/DEF linemen and generally some type of Eagle look over the Tackles.

2. #4 in a threatening position off the LOS or in an up position is counted and treated as perimeter pressure, not part of the original FRONT. We will designate his position.





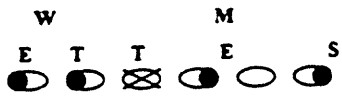


1. 46 is an 8 man DBL EAGLE FRONT with the 8th man employed as a defender lined up tuff on Y inside of the defensive end personnel.

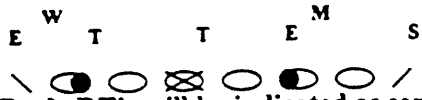
DLB EAGLE AND 46

1. The first number in the FRONT will indicate how many DL are being used.
   Ex: 30 DBL EAGLE = 3 DL, 40 DBL EAGLE = 4 DL, 50 DBL EAGLE = 5 DL.

2. OVER-UNDER will be used to indicate whether the DL are shifted Strong or Weak.
   Ex: 40 UNDER DBL EAGLE

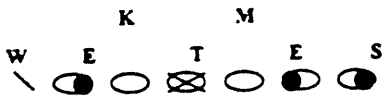


3. 41 Technique w/Eagle Lbers outside the Eagle DT's will be indicated w/an I



Ex: 40 Under Dbl Eagle I

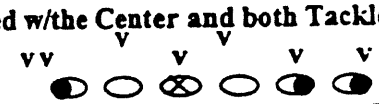
4. 41 Technique w/Eagle Lbers inside of the Eagle DT's will be indicated as some type of Okie Front.



Ex: 30 Okie I

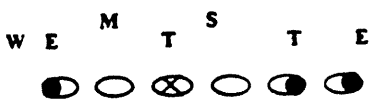
OKIE

1. An OKIE FRONT is employed w/the Center and both Tackles being covered and the Guards uncovered.



Ex: OKIE

2. OKIE FRONTS employed with 4 DL will be called Over or Under Okie depending on which way the DL are shifted.

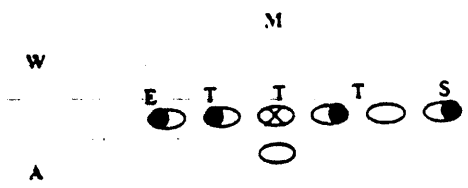


Ex: Over OKIE

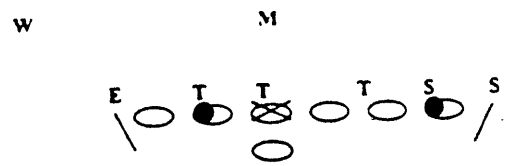
3. OKIE FRONTS with 2-41 techniques will be referred to as OKIE I.

4. An OKIE FRONT employed with 41, and a 5 Tech will be indicated by a < or > depending on the direction of th shift (Great,Less)

46 AND DBL EAGLE

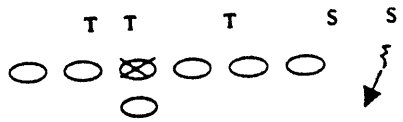


DBL EAGLE ORIGINATES AS A 7 MAN FRONT



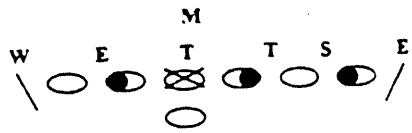
46 ORIGINATES AS AN 8 MAN FRONT WITH THE EXTRA DEFENDER INSIDE THE BOX

#4 Up Close Outside the Box

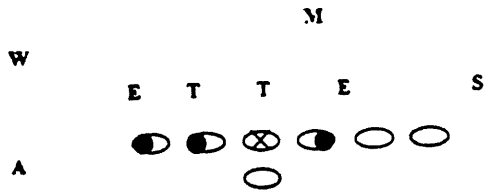


DBL EAGLE S/S UP

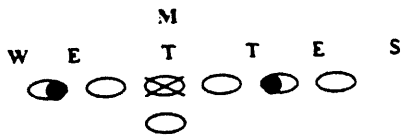
THE 8TH DEFENDER IN THE BOX AND THE LB PERSONNEL ARE INTERCHANGEABLE



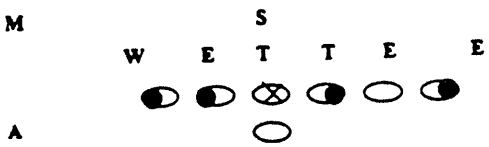
OVER 46
(5 TECHNIQUE W/EAGLE LB)



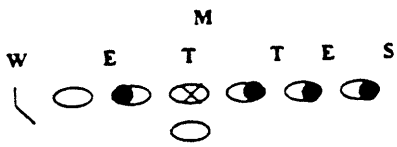
UNDER DBL EAGLE



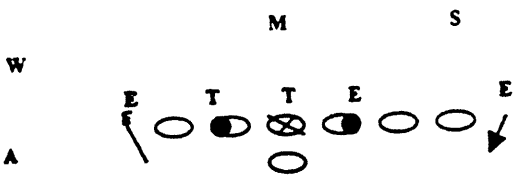
DBL EAGLE OR 46 (I)



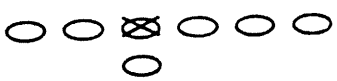
OVER IN DBL EAGLE

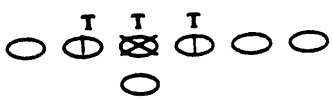


OVER DBL EAGLE SOLID

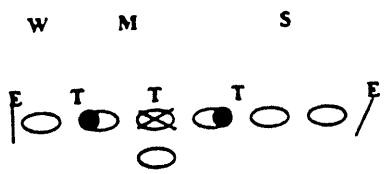


50 DBL EAGLE





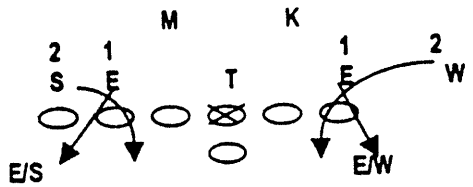
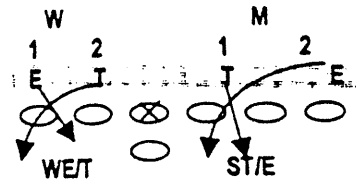
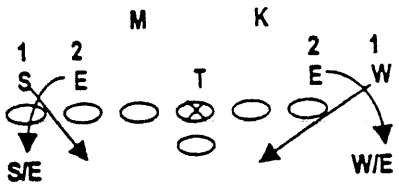
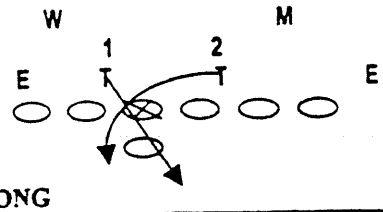
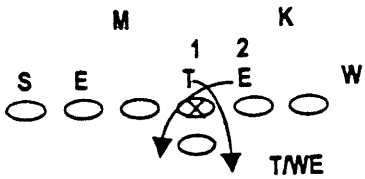
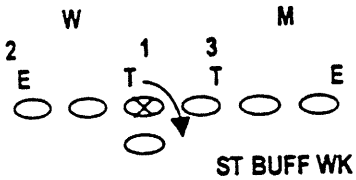
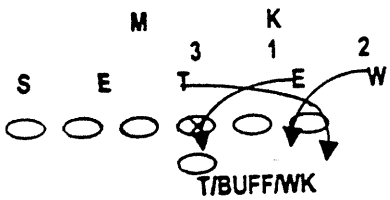
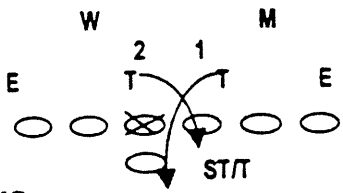
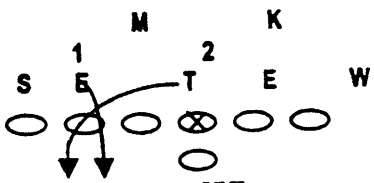
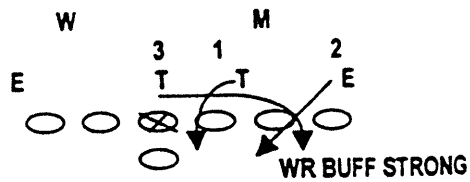
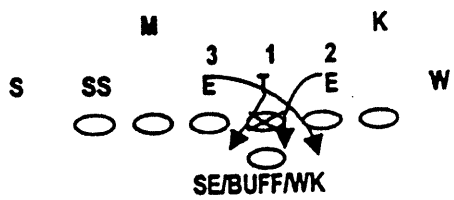
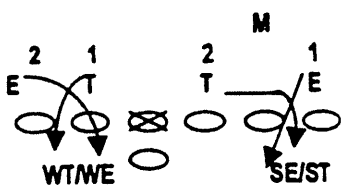
UNDER/OVER 46 OR DBL EAGLE EVEN

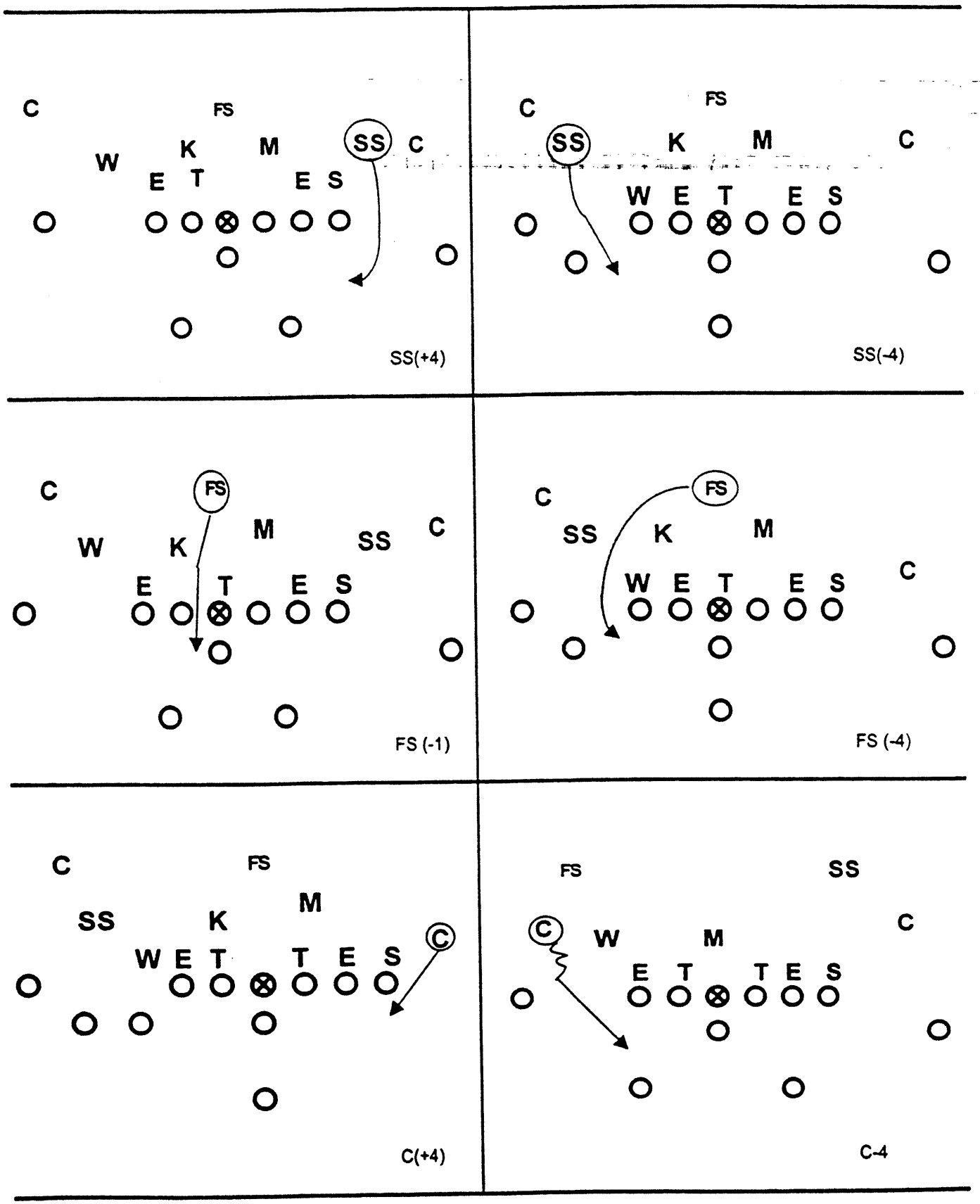


GOALLINE DBL EAGLE : GL 8 MAN DBL EAGLE FRONT WITH 3 LB DEFENDERS

MIXES

1. There are 2 parts to every Mix. 1) Penetrator(s); 2) Looper
2. Whenever DL mix we will designate with Strong or Weak. Ex: SE/T Mix
3. Whenever an outside LB and a DL Mix, Sam or Will indicate whether the Mix is Strong Side or Weak.
4. We will always indicate the penetrator first, except 3 Man Games Buffalo, the Looper will be designated first. Ex: Wt Buff Strong

3-4 FRONTS	4-3 FRONTS
 (30) OKIE	 OV G STRONG
 (30) OKIE	 OV G STRONG
 (30) UNDER	 OV STRONG
 (30) UNDER	 OV STRONG
 (30) UNDER	 8 OVER STRONG
 (30) 46	 8 OV G (+)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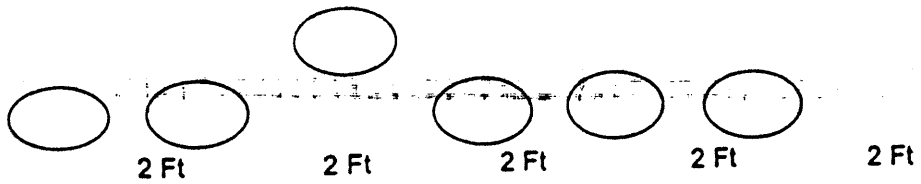
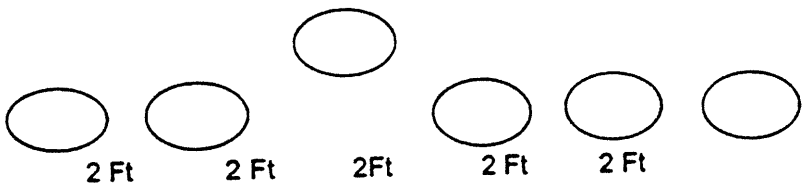
OFFENSIVE LINE ALIGNMENTS

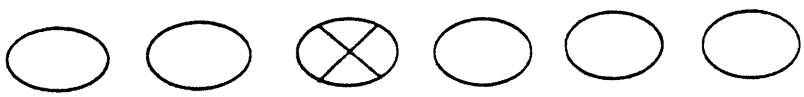
Our <u>base</u> vertical allignment is the top of our helmets at the bottom of the Center's jersey #.
Horizontal alignment (splits) 2 feet at all positions.



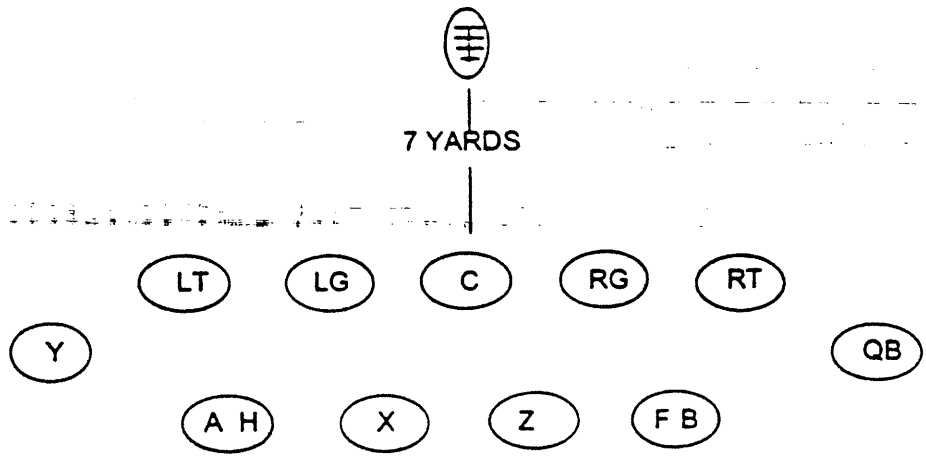
Our crowded vertical alignment is the top of your helmet even with the top of Centers' pads.
Horizonal alignments are the same as <u>Base</u>!



Our goalline vertical alignment is as tite to the football as you can get to stay on-side. No splits!!



HUDDLE PROCEDURE



1) Center forms huddle 7 yards deep in front of the football.

2) Everyone place hands on knees. Center says "Eyes Up".

3) QB will be last man in huddle, once he enters, there will be absolutely no talking.

4) Look for QB's lips - you may see what you don't hear.

5) QB calls formation, play and snap count. Center repeats snap count, X, Z leave huddle.
   Example: Doubles Rt 34 Sprint on 2, "Center" on 2.

6) QB begins the break of the huddle by saying "Ready".

7) The team will clap and say "Break" as they break the huddle.

8) QB and Y will flip positions, so QB is towards our bench to better receive signals from sideline.

STARTING COUNT

STARTING COUNTS:

1. "On Sound" Team Moves on "Go".
   "Green 92", "Green 92" (Fake Audible). Green Tells Team Run Play Called in Huddle.
   "Set" - Linemen, Backs, and Receivers Are Already in Stance.
2. "On One" (First "Go" called) Rythmatic
3. "One Two" (Second "Go" called) Rythmatic
4. "On Three" (Third "Go" called) - Non-Rythmatic Count
   Example: Green 92, Green 92 - Set (Go-Go) ———Go.

IN HUDDLE QB CALLS

A. *QB will enter huddle when he is sure of the call.

B.	Formation	Example: Trips Right
C.	Play	Red 73
D.	Motion	Y-Up
E.	Starting Count	On "2" Center repeats count "On 2"
F.	Break the Huddle	"Ready" (QB) "Break" (Team)

AUDIBLE AT THE LINE OF SCRIMMAGE

A. Play — Example: White 93, White 93
White-Hot Color + Protection Alerts Everyone
For Audible; 93 New Play
Pause ————"Go"

B. Count — *Audibles always go sound "Go"

CHECK WITH ME

A. QB call formation and Play ✓ with me. (Ex. Dble. Rt 34, 5 Sprint ✓ W/M)
B. QB will audible at LOS; according to the defense
C Gold is the live color for run plays.
D. Ball will be snapped on sound
Example: Gold - 34 — Gold 34 "Go"

GETTING OUT OF FIRST SOUND

A. QB has called a play on first sound
B. QB approaches line and sees a defense which forces him to audible
C. Without getting underneath the Center, the QB speaks in a lower voice and says,
"Easy Line Easy - Easy Line Easy" to both sides of the offensive line
"Easy Line Easy - Easy Line Easy" to both sides of the offensive line

ALERT TO UNCOVER RECEIVER

A. Any play has been called with any snap count
B. The QB approaches the line and sees an uncovered receiver
C. The QB calls "Freeze, Freeze" - this alerts the Linemen and Tight End to get set immediately.
D. The ball will then be snapped on "go" and will immediately be thrown to the uncovered receiver.
E. Single back will block weak and 2-back sets will divide. Linemen will block 90's.

SNAP COUNT TO AVOID POSSIBLE DELAY OF GAME PENALTY

A. A play has been called with any snap count except sound.

B. QB notices the 25 second clock will expire if he used our entire starting count.

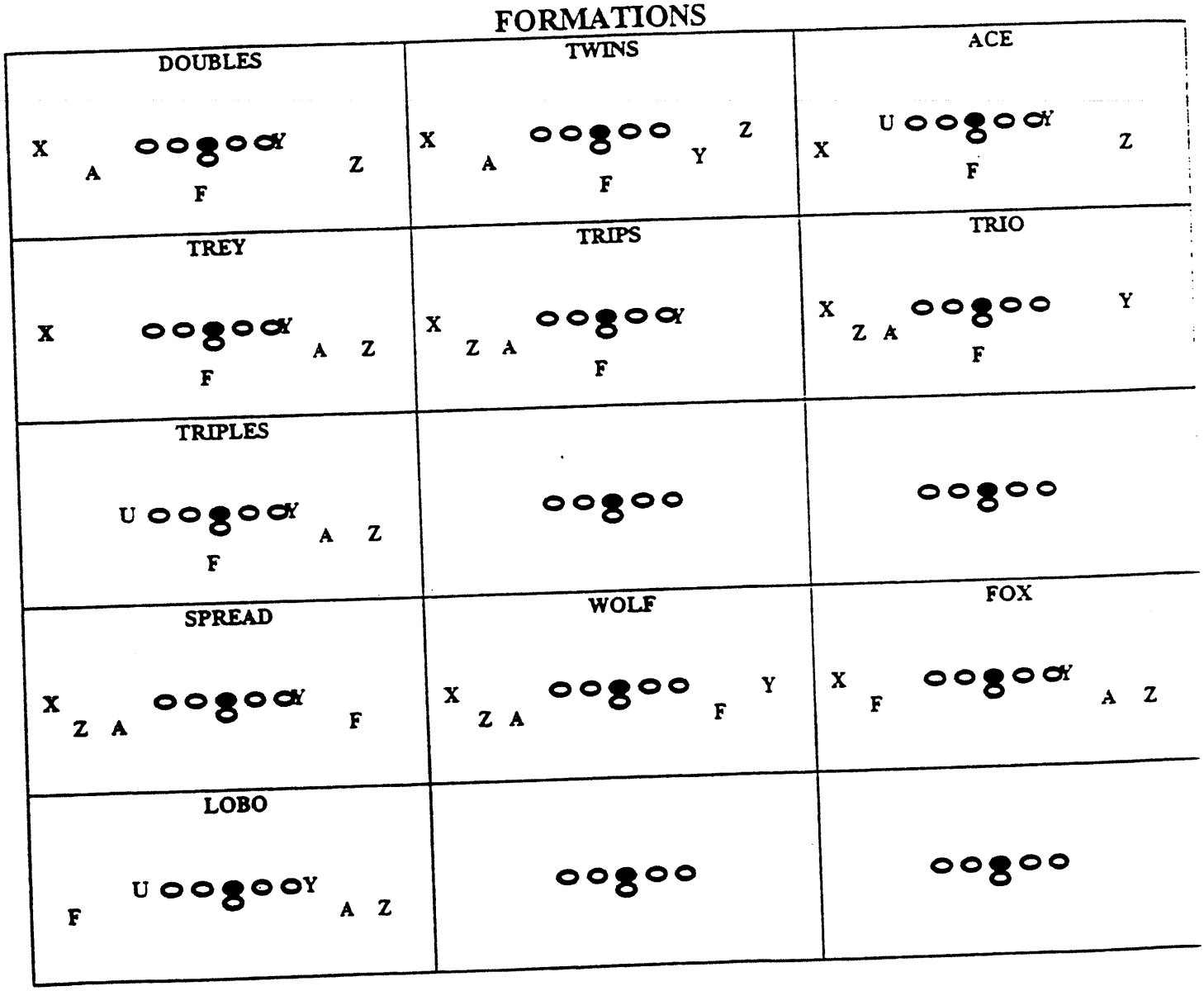
C. The QB calls "Alert" "Alert" - this alerts the team to hurry and get set to avoid the delay of game penalty.

D. The ball will then be snapped on sound "Go" after the team has been set a count. The original play called in the huddle will be executed. Eliminate any motions with WR's

PURDUE OFFENSIVE PERSONNEL GROUPINGS

GROUPING	FORMATION	RB	TE	WR
Normal	Doubles, Trips, Trey, Spread, Fox	1	1	3
Big	Triples, Lobo	1	2	2
Lite	Twins, Trio, Wolf	1	-	4
Fleet	Spread, Fox	-	1	4
Heavy	Ace, Lobo, Trips, TREY	1	2	2
Speed	Wolf	-	-	5
*Gat	Tag Word - WR replaces TB in all of the above formations			
Possible Future Groupings				
* Jumbo		1	3	1
* Pro		2	1	2
* Tight		2	2	1
* Goalline		2	3	0

FORMATIONS

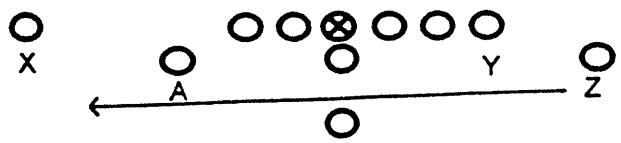


SYSTEM OF MOVEMENT

With our system of movement we have the capability of moving our backs and receivers to any place we need them in order to execute a particular play.

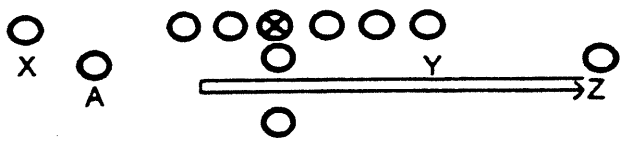
Z MOTION

1. Over: Meaning to cross over the formation from one side to another.
   Ex. TRIPS RT Z-OVER



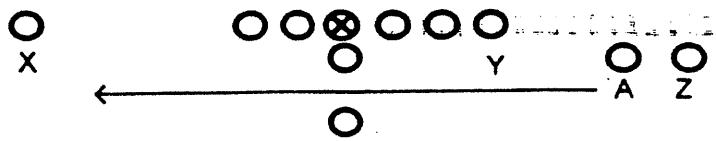
2. In: Meaning to align wide and motion inside to a position necessary to execute the play.
   Ex. TRIPS LT Z-IN

3. Echo Meaning to align to your side of the formation, motion inside just past the center, turn away from the LOS and go back to position necessary to execute play.
   Ex. DBLS RT Z-ECHO

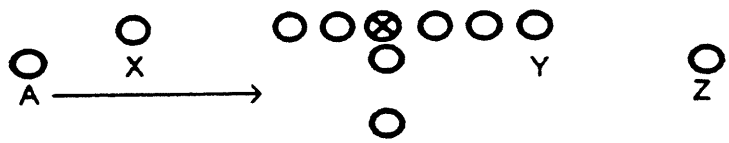


A-MOTION

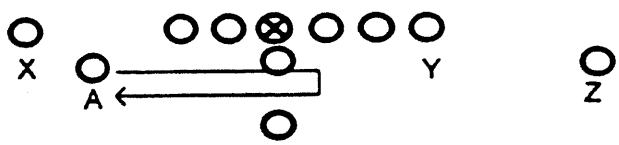
1. Over: Meaning to cross over the formation from one side to other.
Ex. DBLS RT A-OVER



2. In: Meaning to align wide and motion inside to a position necessary to execute the play.
Ex. DBLS FT A-IN

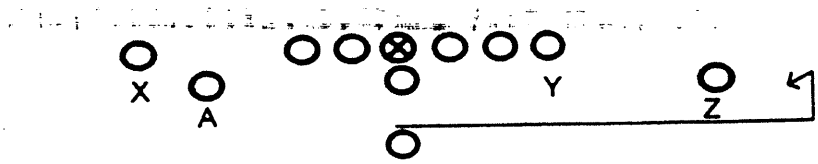


3. Echo Meaning to align to your side of the formation, motion inside just past the center, turn away from the LOS and go back to position necessary to execute play.
Ex. DBLS RT A-ECHO

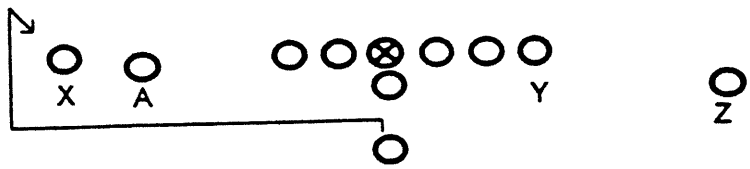


F/H-MOTION

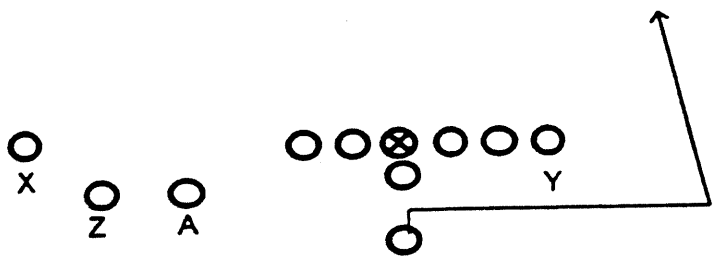
1. Hitch: Meaning to motion to called receiver side and replace receiver's original alignment.
Ex. DBLS RT RED 93 Z-HITCH



2. Ex. DBLS RT RED 93 X-HITCH



3. Echo Meaning to motion to called receiver side, replacing receiver's original alignment and continuing up the field or settling just beyond the LOS depending on the defender's reaction.
Ex. TRIPS RT RED 93 Y-UP

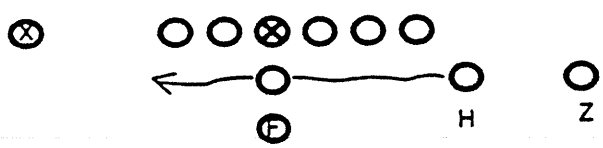


HEAVY/JUMBO MOTION

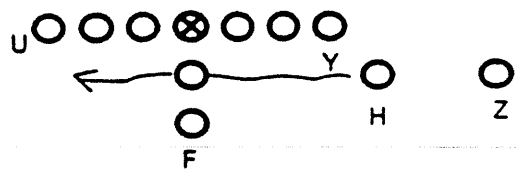
Motion will be used in the Heavy/Jumbo package to seal for cutbacks and pulling linemen, create mismatches in force, and create movement (both offensive & defensive) in our passing game. For simplicity sake, only the H will go in motion, as opposed to the Y or U. When employing fly motion or echo motions, receivers will originally align in the formation called.

1. Fly: Fly motion will direct the H across the formation from strong to weak

[HEAVY] TREY RT FLY

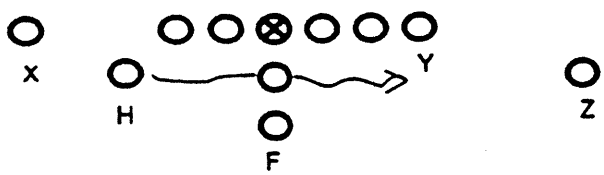


[JUMBO] TRIPLES RT FLY

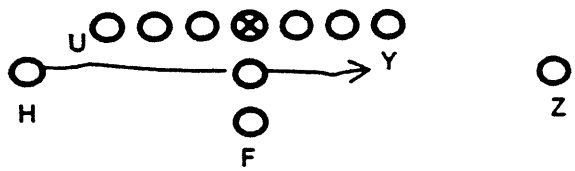


2. Motion: The term motion directs H across the formation from weak to strong.

[H] DOUBLES RT MOTION

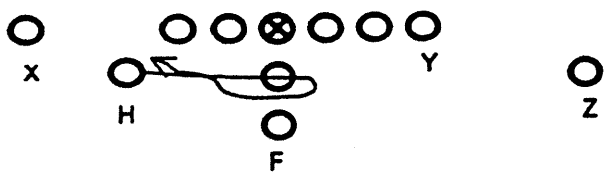


[J] ACE RT MOTION

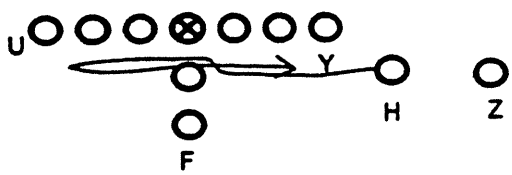


3. Echo: Echo motion brings the H across the formation to the far guard, and then he returns to the side of his original alignment.

[H] DOUBLES RT ECHO

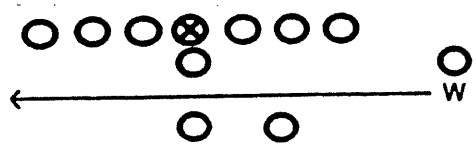


[J] TRIPLES RT ECHO



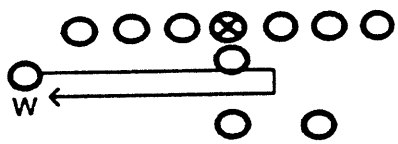
WING MOTION (W)

1. Over: Meaning to cross over the formation from one side to another.
   Ex. GOALLINE FAR LEFT W-OVER

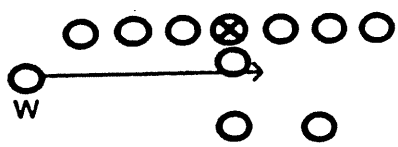


2. Out: Meaning to align to your side of the formation and to motion out.
   Ex. GOALLINE FAR LEFT W-OUT

3. Echo Meaning to align to your side of the formation, motion inside just past the center, turn away from the LOS and OG back to position necessary to execute play.
   Ex. GOALLINE FAR LEFT W-ECHO



4. In: Meaning to align to your side of the formation and motion inside of the formation to a position necessary to execute the play.
   Ex. GOALLINE FAR LEFT W-IN



RUN GAME

RUNNING GAME INDEX

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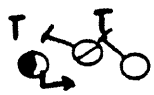
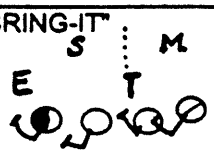
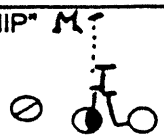
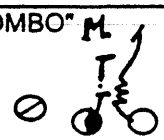
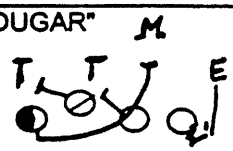
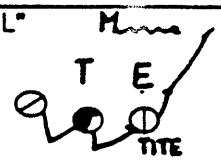
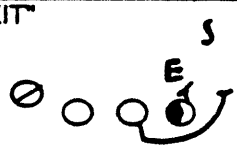
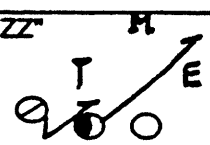
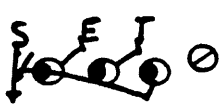
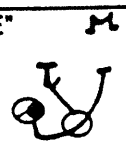
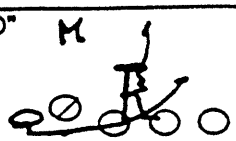
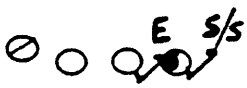
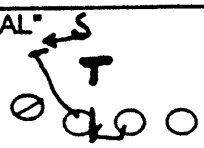
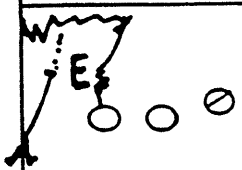
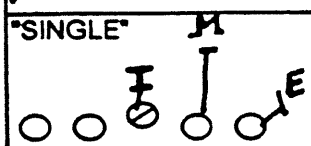
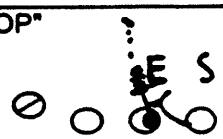
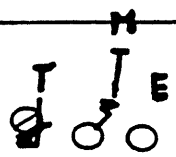
PURDUE
RUN GAME DESCRIPTIONS OF PLAYS

QB DRAW -	A run play designed to take advantage of the defensive front who are unsound or too passive to our emptied backfield sets.
QB WEDGE -	Short yardage play designed to get short yardage by utilizing a wedge blocking scheme at the POA without the use of an exchange.
10/11 TRAP -	A quick hitting trap blocked play over Center. Designed to slow down penetration of DT's and pursuit of Lbers.
10 BEND -	QK dive play to take advantage of fast flowing Lbers designed.
18/19 OPTION -	Outside run play designed to allow the QB to keep or pitch the football based on his read of the pitch key.
30/31 DRAW -	A slow developing run play over center designed to slow down the defensive line pass rush and to punish quick dropping Lbers.
34/35 READ -	Inside zone play employed from the gun where the QB reads the BS end & has the choice to give or keep the ball.
38/39 SPRINT -	A zone blocked interior run played designed to take advantage of the defensive structure. Thus allowing the RB to find vertical running seams.
38/39 TOSS -	Can be a man blocked or a zone blocked designed to outrun the defense to the perimeter using a Toss Pivot between QB & RB.
36 JAB -	A misdirection off tackle play designed to slow down pursuing Lbers.
36/37 G -	An off tkl run play employed with a G scheme.
44/45 TRAP -	A tackle trap play designed to trap EMLOS to the openside, our version of counter-trap.
GOALLINE 10/11 BEND -	Bend play executed on the goalline w/goalline rules & schemes.
GOALLINE 24/34 LEAD -	Lead play executed on the goalline w/goalline rules & schemes.
16/17 WEDGE -	Short yardage "up tempo": play designed to take advantage of wedge blocking over a predetermined offensive tackle.

RUN GAME CALLS

"BK-BK" 	1. BACK-BACK Call made by Center when he needs frontside OG to block down and he must block back for pulling OG.
"BRING-IT" 	2. BRING-IT Call made to or by an OL that indicates that they are working together with a zone block scheme.
"CHIP" 	3. CHIP Combination block used in Gap scheme when covered inside OL is anticipating coming off for a LB inside of the double team and the outside OL stays DL.
"COMBO" 	4. COMBO Combination block used in Gap scheme when covered inside OL is anticipating staying on DL and the outside OL is going over the top for LB.
"COUGAR" 	5. COUGAR Call made by OC that results in an "OH" blocking scheme for the backside Guard. OC and PSG block back-back.
	6. COVERED Indicates that there is a man head up or aligned on either inside or outside shoulder of OL in LOS.
"DBL" 	7. DOUBLE Call made by a covered OL on 8/9 hole zone blocked plays when he is forced to zone block onside with adjacent OL and is also covered. 2 short pullers.
"EXIT" 	8. EXIT Call made by TE on 8/9 hole man blocked plays telling uncovered OT to pull around his block to a specified LB.
"FUZZ" 	9. FUZZ Call made by covered OL on 8/9 zone blocked plays when he will not be abit to help adjacent OL on the man covering him. He must "Fast Zone" to LB.
	10. G" Frontside guard pull and block at point of attack designated by hole #. (#6,#8,#7,#9)

"GRACE" 	11. GRACE Blocking exchange between PSG and OC with the OC stepping around the PSG's blk.
"HORN"	12. HORN Call made by PSTE on 36/37 Jab alerting BSG to Long Pull.
"O" 	13. "0" Call used in Power game to alert BSG to pull up around double team block on power play, searching for LB.
"I'M OUT"	14. I'M OUT Call used by TE alerting OT he will not be available to help in blocking scheme.
"REACH" 	15. REACH Call made by last offensive lineman on LOS when we are running zone blocked play into an overhang.
"SEAL" 	16. SEAL Call made by covered OL alerting adjacent outside OL that he is evacuating area and that he must cut man off over covered OL by himself.
	17. SIFT Technique used by BST by exploding thru DE to cut off flowing LB to the football.
"SINGLE" 	18. SINGLE Call made by covered OL alerting adjacent OL to the PS to climb to near LB immediately.
"SLOP" 	19. SLOP Call used by BST alerting tE to use zone tech on DE, and OLB.
"SOLO" 	20. SOLO Call made by BSG on Draw play when LB is removed enough that a "Surge" is not needed. OC blocks DT man, OG blocks LB man.

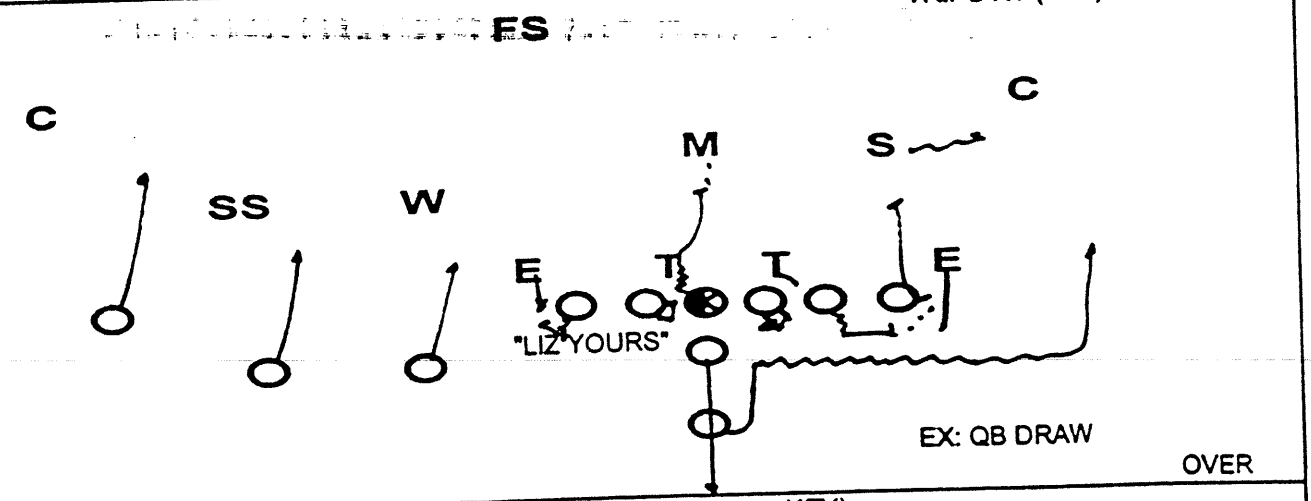
PURDUE

PLAY: QB DRAW

BASIC BLOCKING: DRAW

FORMATIONS: BASIC ANY NO BACK FORMATION	BLOCKING:: BASIC CHECK OUT VS BLITZ
OTHERS:	OTHERS ALERT MIX

TRIPS RT (YUP) QB DRAW

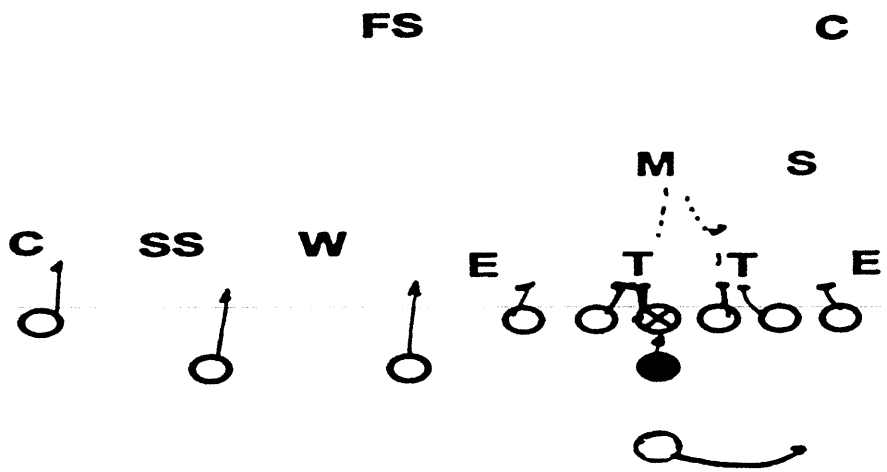


BALL CARRIER	ST) KEY) AP)	
BACK	GO IN MOTION ACCORDING TO CALL - BLOCK WHOEVER COVERS YOU	
SPLIT END (X)	BLOCK MAN ON OR OVER	
FLANKER (Z)	BLOCK MAN ON OR OVER	
A-BACK (A)	BLOCK MAN ON OR OVER	
TE	RELEASE TO STUD LB	C.P.: OT set hard on LOS to take away digging DE
P.S. TACKLE	BLOCK RED PROTECTION WITH DRAW TECH	C.P.: We will pass all E mixes
PS GUARD	BLOCK RED PROTECTION WITH DRAW TECH	C.P.: We will pass all T/ mixes
CENTER	BLOCK RED PROTECTION WITH DRAW TECH	C.P.: We will pass all T/ mixes
BS GUARD	BLOCK RED PROTECTION WITH DRAW TECH	C.P.: We will pass all T/ mixes
BS TACKLE	BLOCK RED PROTECTION WITH DRAW TECH	C.P.: Set hard on LOS to take away digging DE

PURDUE

PLAY: QB WEDGE @ 1 **BASIC BLKG: WEDGE**

FORMATIONS: (ANY) BASIC OTHERS:	BLOCKING:: WEDGE, GOALLINE ALIGNMENT BASIC OTHERS



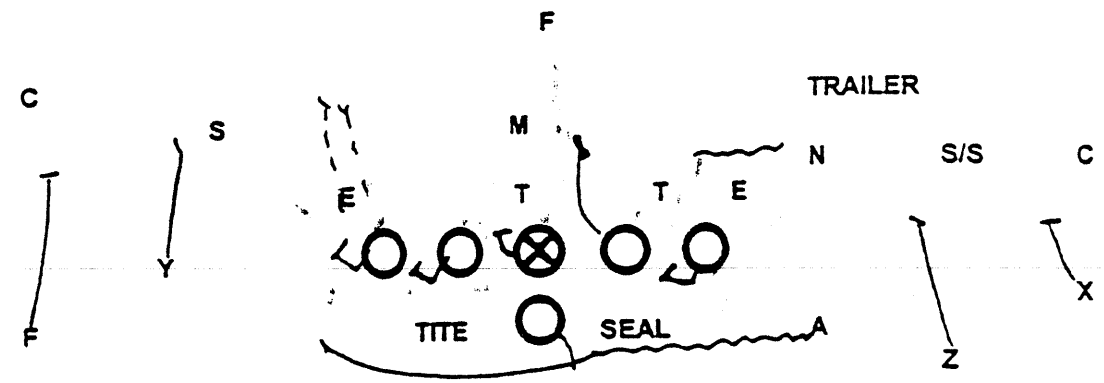
OVER

BALL CARRIER	ST) AP) KEY)	
BACK	FAKE TOSS AWAY FROM HOLE	
SPLIT END (X)	BLOCK MAN ON	
FLANKER (Z)	BLOCK MAN ON	
A-BACK (A)	WEDGE BLOCK TO P.O.A.	
TE	WEDGE BLOCK TO P.O.A.	Goalline Alignment
P.S. TACKLE	WEDGE BLOCK TO P.O.A.	Goalline Alignment
PS GUARD	WEDGE BLOCK TO P.O.A.	Goalline Alignment
CENTER	WEDGE BLOCK TO P.O.A.	Goalline Alignment
BS GUARD	WEDGE BLOCK TO P.O.A.	Goalline Alignment
BS TACKLE	WEDGE BLOCK TO P.O.A.	Goalline Alignment

PLAY: 8/9 SWEEP

BASIC BLOCKING

FORMATIONS:	BLOCKING: OUTSIDE ZONE
BASIC (L) TRIO (L) TWINS (F) SPREAD (F) FOX	BASIC
OTHERS:	OTHERS



BALL CARRIER	ST) FULL SPEED MOTION TO HANDOFF. GAIN DEPTH & TURN CORNER AP)	
BACK	EXECUTE PITCH PATH AWAY FROM PLAY CALLED	
SPLIT END (X) (AS A BLOCKER)	BASIC OFF-SIDE CUTOFF RULE	
FLANKER (Z) (AS A BLOCKER)	BASIC OFF-SIDE CUTOFF RULE	
A-BACK (A) (AS A BLOCKER)	(SAME AS ABOVE)	
TE	BLK DEFENDER ON YOU. YOU ARE RESPONSIBLE TO BLK THE DEFENDER WHO IS COVERING YOU DOWN.	
P.S. TACKLE	PLAYSIDE GAP: REACH. GIVE TITE CALL WHEN THE DEFENDER IS REACH. VS/ EXTRA WIDE DEFENDER USE DRIVE CUT (BUTTER TECH)	
PS GUARD	PLAYSIDE GAP: REACH. ZONE W/OT W/ANY TITE CALL, OTHERISE CLIMB TO PLAYSIDE LB.	
CENTER	PLAYSIDE GAP: REACH. ZONE W/OG IF HE;S COVERED. BE PREPARED TO CLIMB TO P.S. LB OR THE "TRAILER"	
BS GUARD	PLAYSIDE GAP: REACH COVERED: USE OVER-REACH & RIP TECH AS YOU SEAL, AND CLIMB TO LB OR "TRAILER"	
BS TACKLE	PLAYSIDE GAP: REACH VS/BS SHADE CLEAR & CLIMB TO A BS Lber OR TRAILER	

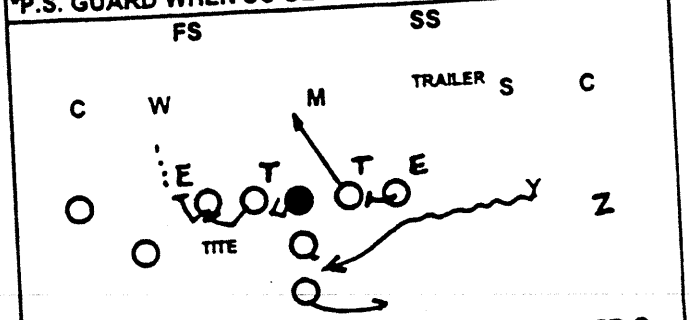
PLAY 8/9 SWEEP

OL

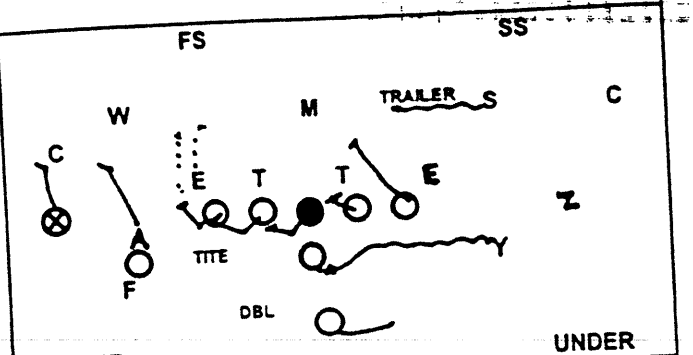
MUST TO IMPROVE IN 2000

- *OT: TITE OR CUT
- *FIND A WAY TO GET TO THE TRAILER
- *GET TO P.S. LB
- *TOO MAY TITES IN '99?
- *P.S. GUARD WHEN UC GET UPFIELD:

- *BALL CARRIER GET A LITTLE BUBBLE
- *2X FORMATIONS UTILIZE PUSH CRACK RULES
- *USE RB W/FLARE AWAY



9 SWEEP



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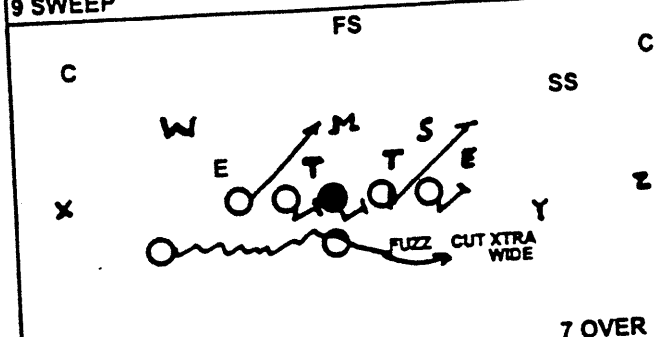
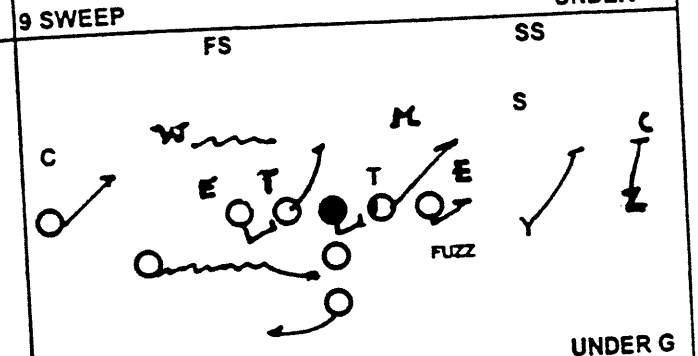


8 SWEEP



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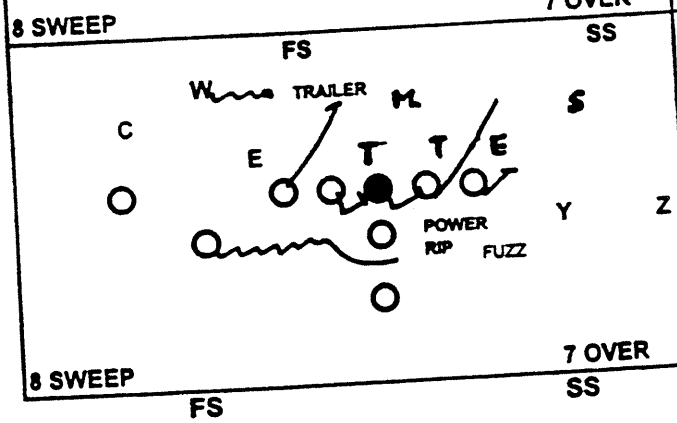

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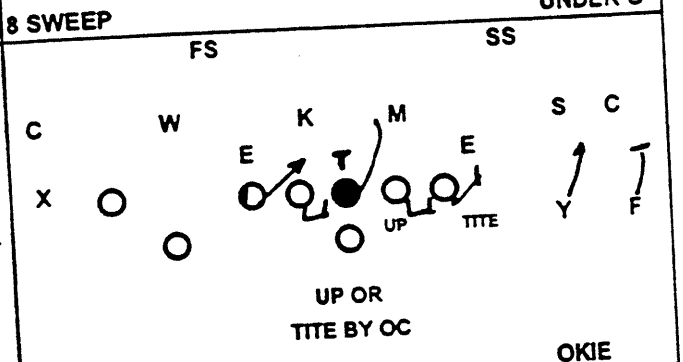

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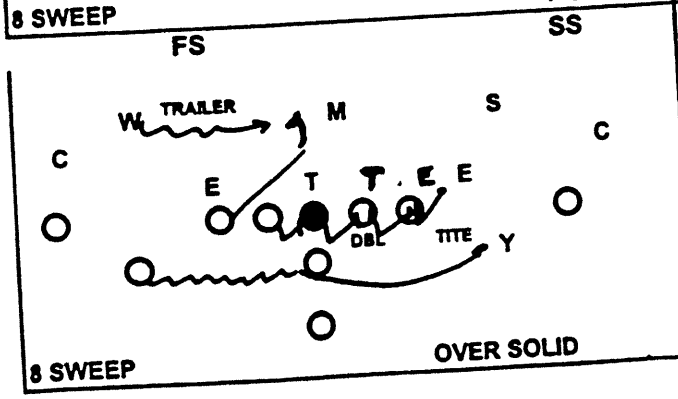
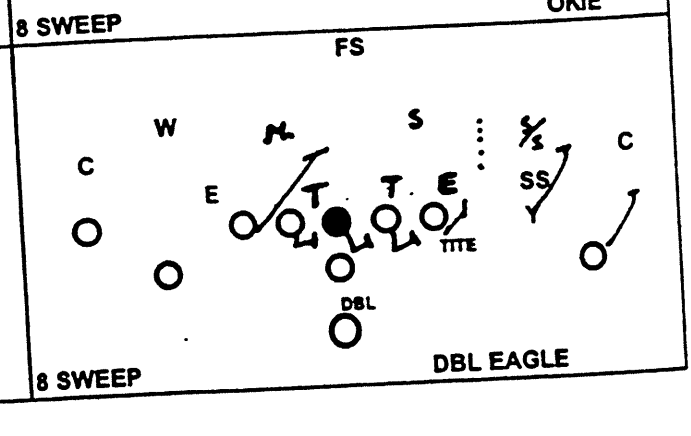


8 SWEEP



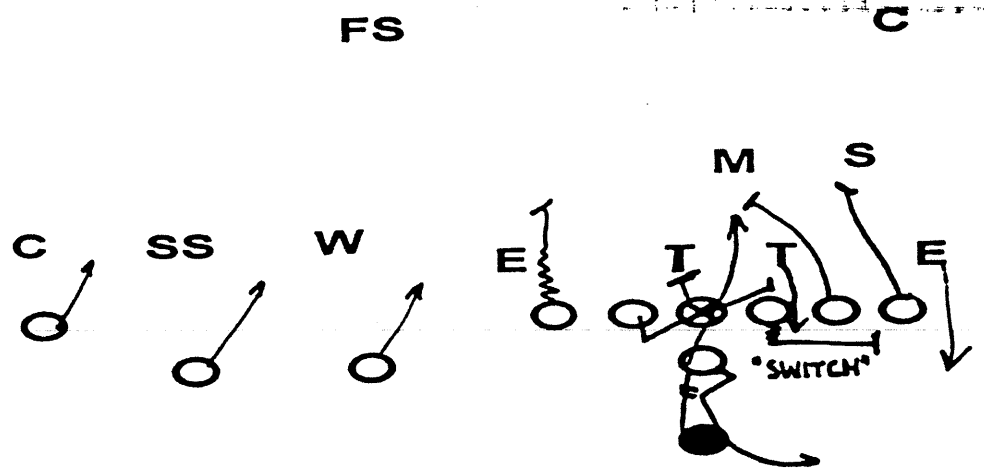
8 SWEEP

PURDUE

PLAY: 10/11 TRAP | **BASIC BLKG: TRAP**

FORMATIONS: ANY 1 BACK FORMATION BASIC OTHERS:	BLOCKING:: TRAP BASIC OTHERS

10 TRAP



OVER

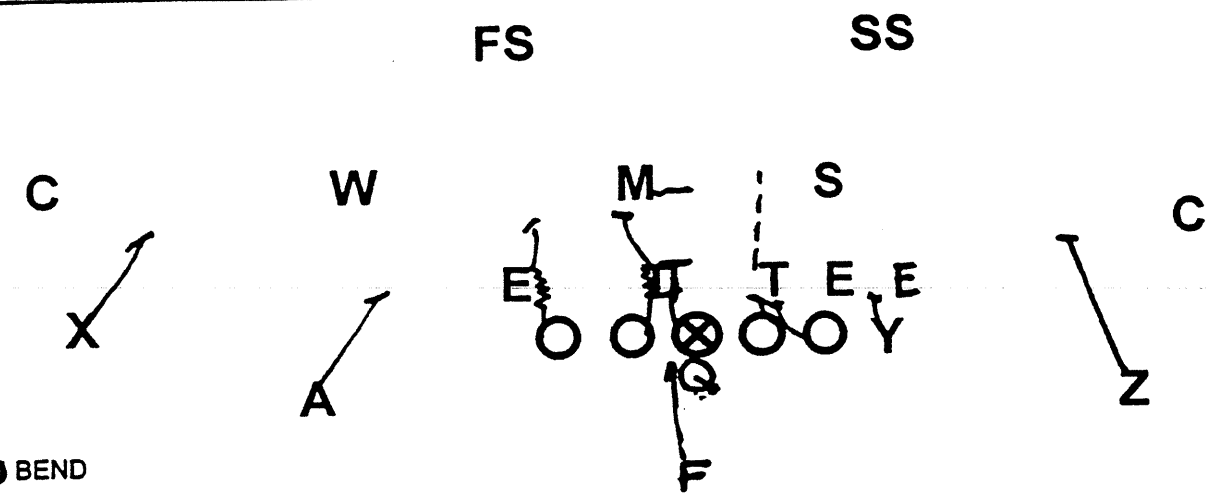
BALL CARRIER	ST) DROP/DRIVE AWAY FROM HOLE KEY) GUARDS BLOCK AP) CHEEK OF CENTER	
BACK		
SPLIT END (X)	VS 2 DEEP - ATTACK SAFETIES VS SINGLE SAFETIES - CUTOFF MAN ON	
FLANKER (Z)	VS 2 DEEP - ATTACK SAFETIES VS SINGLE SAFETIES - CUTOFF MAN ON	
A-BACK (A)	BLK MAN ON	
TE	P.S. = BLOCK MAN ON - LISTEN FOR SWITCH CALL - BLOCK STUD B.S. 1ST MAN INSIDE - OT UNCOVERED - BLOCK MAN ON	Increase Splits
P.S. TACKLE	B GAP LB OR WIDER C.P.: NO B GAP LB I SIFT LISTEN FOR SWITCH CALL	Increase Splits
PS GUARD	COVERED: 1ST LB INSIDE VS 2 OR 1 TECH SWITCH CALL UNCOVERED: LISTEN FOR OC CALLS - NO CALL - BLOCK RULE	Increase Splits
CENTER	COVERED: BLOCK MAN ON - USE CALLS NEEDED UNCOVERED: BLOCK BACK	Increase Splits
BS GUARD	USE SHORT TRAP TECH TRAP 1ST MAN ON OR PAST HOLE C.P.: LISTEN FOR COUGAR CALL	Increase Splits
BS TACKLE	COVERED: B GAP LB OR WIDER UNCOVERED: NO B GAP LB = SIFT TO LB THRU DE	

PURDUE

PLAY: 10/11 BEND

BASIC BLOCKING:

FORMATIONS: ANY BUT EMPTY BASIC OTHERS:	BLOCKING: BEND OTHERS



10 BEND

BALL CARRIER	ALIGN W/HEELS AT 5 YARDS ST) LEAD WITH FOOT OPPOSITE HOLE KEY) TIGHTEST DT AP) BUTT OF CENTER	
SPLIT END (X)	USE INSIDE RUN BLOCKING RULES - ATTACK FORCE	
FLANKER (Z)	USE INSIDE RUN BLOCKING RULES - ATTACK FORCE	
A-BACK (A)	BLOCK MAN OVER	
TE	LINEMAN ON INSIDE	
PS TACKLE	LINEMAN ON, OVER, INSIDE * ALERT POSS. SIFT	
PS GUARD	LINEMAN ON, OVER, INSIDE * ALWAYS HARD SHOULDER SHADES & 3 TECH	
CENTER	LINE ON OVER *VS SHADE GIVE CALL & EXECUTE RIP/LIZ MINE SCHEME. UTILIZE RIP/LIZ YOURS SCHEME VS/A 1 TECH.	
BS GUARD	LINEMAN ON, OVER, INSIDE *ALWAYS HARD SHOULD A SHADE, 3 TECHNIQUE	
BS TACKLE	LINEMAN ON, OVER, INSIDE	SIFT DE W/OUT A B GAP THREAT TO AN OPEN END

PLAY: 10/11 TRAP

QB ACTIONS & ALERTS

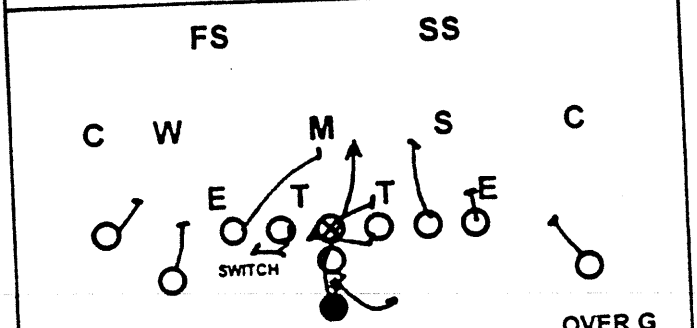
DROP STEP WITH PLAYSIDE FOOT OPEN BEYOND 6 O'CLOCK AND GIVE RB ENTIRE CENTER AREA – CARRY OUT NAKED FAKE

*RUN OUT OF UP STANCES

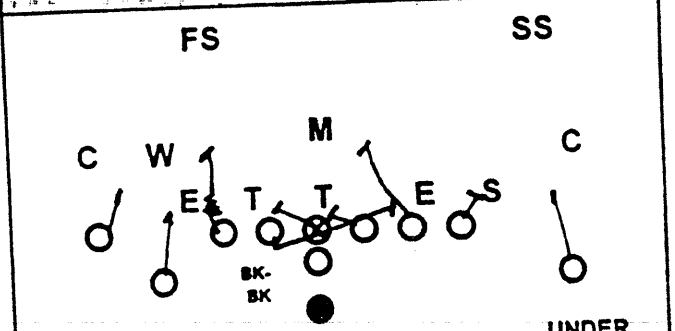
QB CHECK-OFF

INTO: BY GAME PLAN

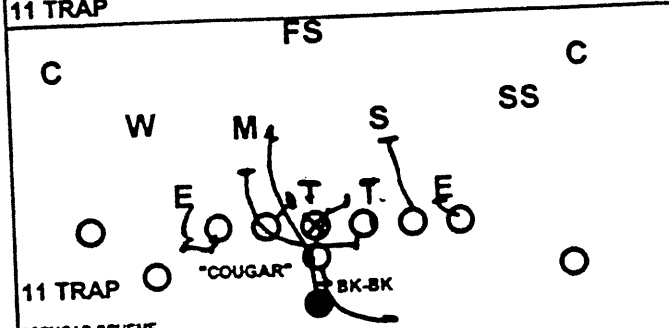
OUT OF - BY GAME PLAN



11 TRAP — OVER G

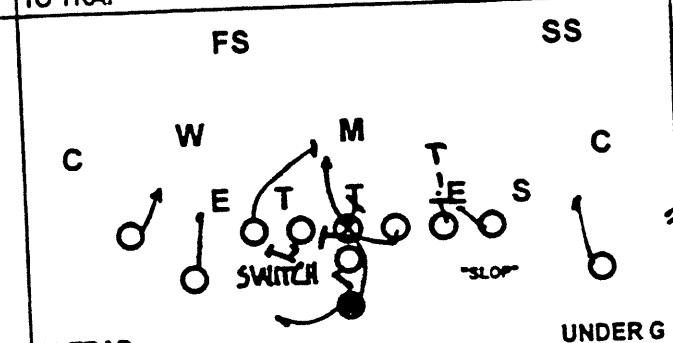


10 TRAP — UNDER

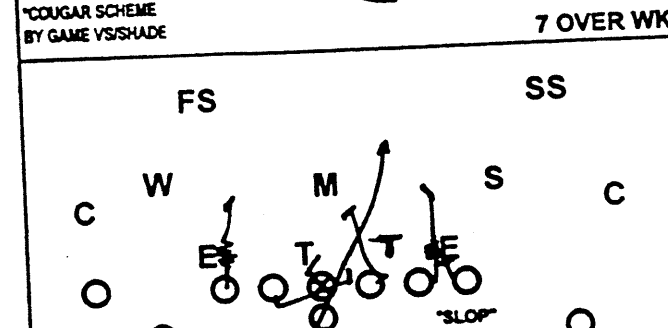


11 TRAP — 7 OVER WK

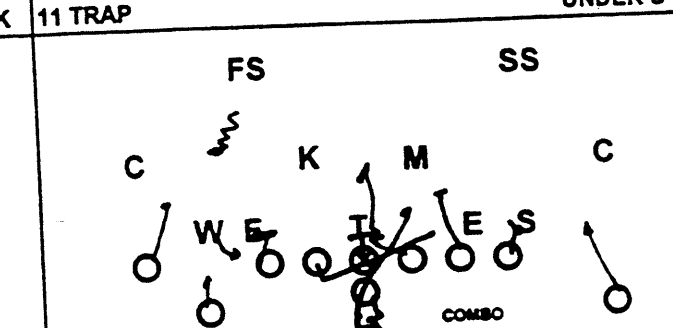
*COUGAR SCHEME BY GAME VS/SHADE



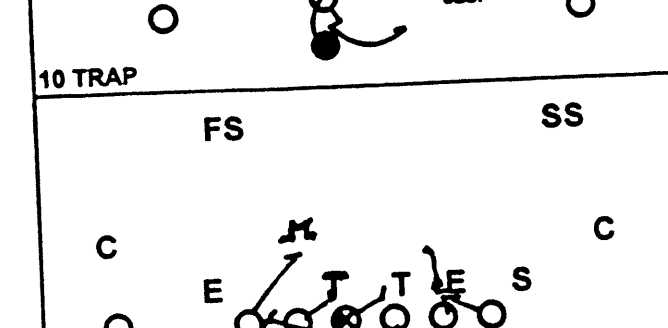
11 TRAP — UNDER G



10 TRAP

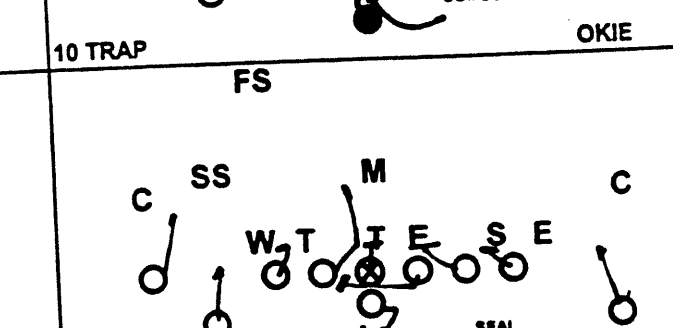


10 TRAP — OKIE



11 TRAP

*BK-BK SCHEME BY GAME PLAN VS SHADE — "BACK-BACK" — OVER SOLID



11 TRAP — DBL EAGLE

PURDUE BOILERMAKERS

PLAY: 10/11 BEND

BASIC BLOCKING: BLEND

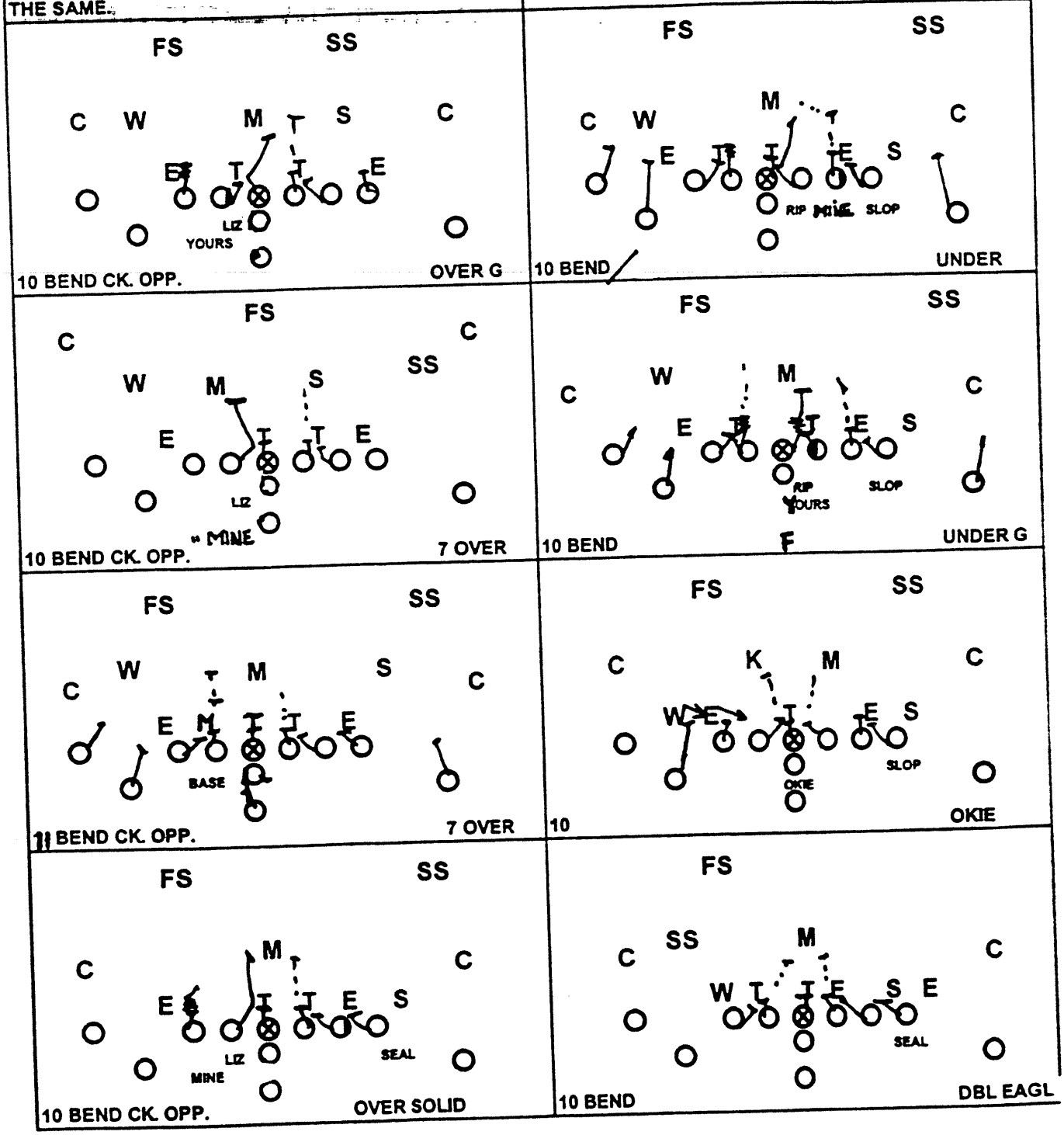
QB ACTIONS & ALERTS

*OL: QB MAY CHECK 10 BEND TO 11 W/OPPOSITE CHECK. DON'T CHANGE THE SCHEME. BLK 10/11 BEND THE SAME.

QB CHECK-OFF: CHECK AT THE SHADE IF APPLICABLE

INTO

OUT OF ANY FORMATION BUT EMPTY

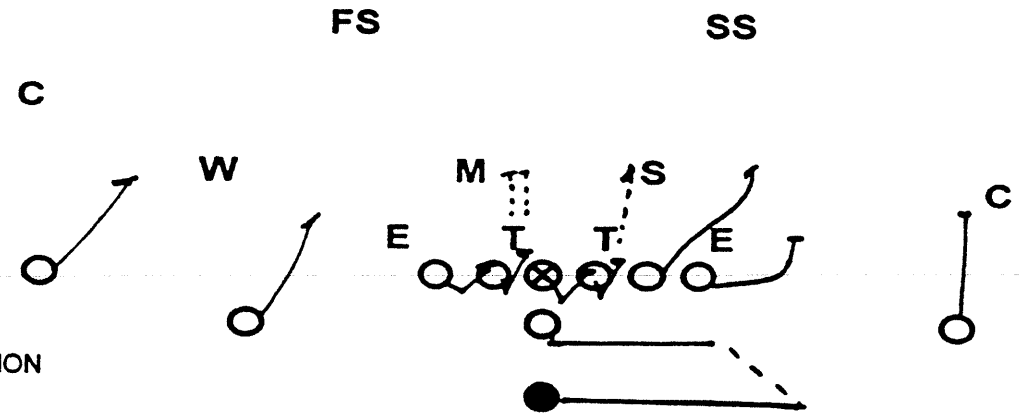


PURDUE

18-19 OPTION

BASIC BLOCKING: ZONE

TIONS:	BLOCKING:: BASIC OTHERS



PTION

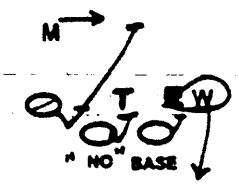
RRIER	ST) AP) KEY)	
	DROP STEP WITH BACKSIDE FOOT OPEN WITH PLAYSIDE FOOT AT 6 O'CLOCK, ATTACK DOWN THE L.O.S.	
D (X)	P.S. = M.D.M. - 7 YARD RULE B.S. = BASIC OFFSIDE CUTOFF RULE	
R (Z)	P.S. = M.D.M. - 7 YARD RULE B.S. = BASIC OFFSIDE CUTOFF RULE	
A)	P.S. = BLOCK MAN OVER B.S. = CUT-OFF MAN OVER	
	ARC AND BLK SUPPORT COMBO W/OT VS 5 & 9 TECHNIQUE LOOKS GIVE CALL & EXECUTE HEAVY SCHEME VS SINGLE SAFETY EAGLE LOOKS	
LE	*PLAYSIDE GAP. DON'T BLK EMLOS CLIMB TO FIRST LB IN THE BOX. *POSSIBLE VEER CALL VS/OLB. *COMBO W/Y VS 5&9, 7&9 TECH. ALERT HEAVY CALL AND SCHEME BY Y VS/SINGLE SAFETY EAGLE LOOKS	
RD	PLAYSIDE GAP	
	PLAYSIDE GAP	
RD	PLAYSIDE GAP	
LE	PLAYSIDE GAP	

PURDUE BOILERMAKERS

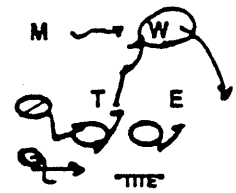
PLAY: 18/19 OPTION

BASIC BLOCKING:

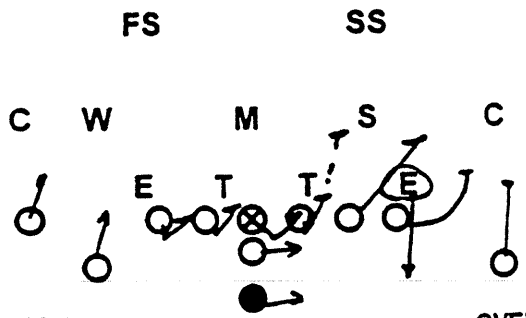
QB ACTIONS & ALERTS



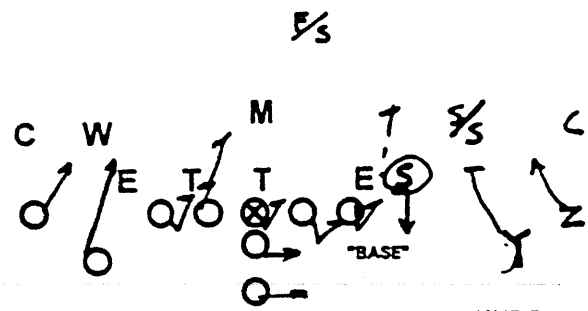
18 OPTION



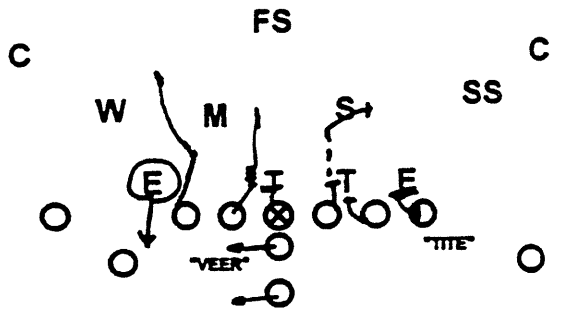
18 OPTION



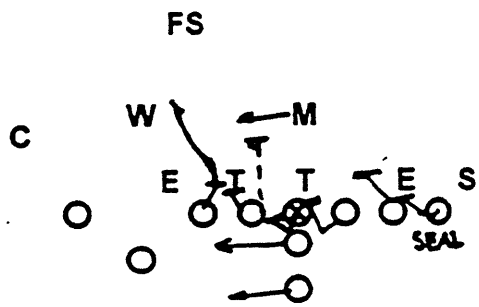
18 OPTION OVER G



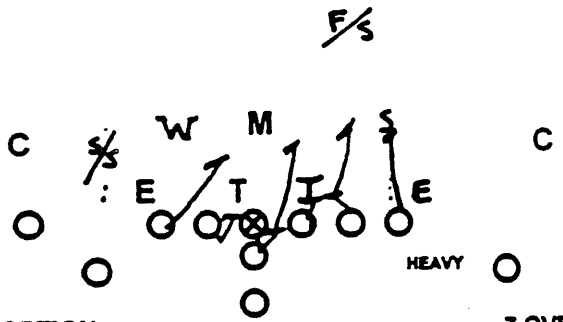
18 OPTION UNDER



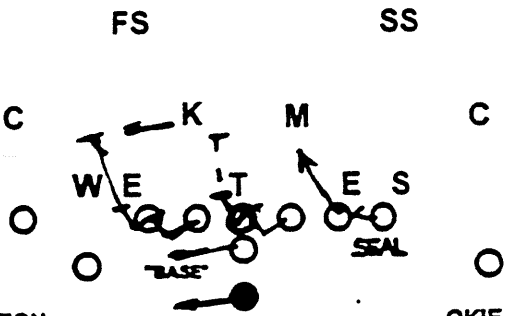
19 OPTION 7 OVER



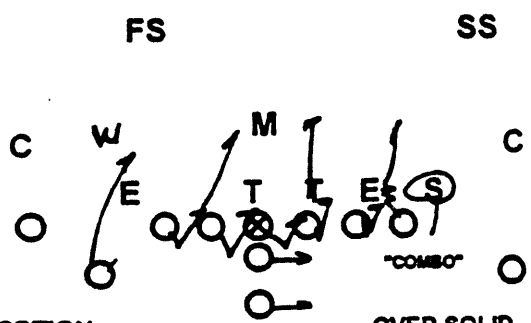
19 OPTION UNDER G



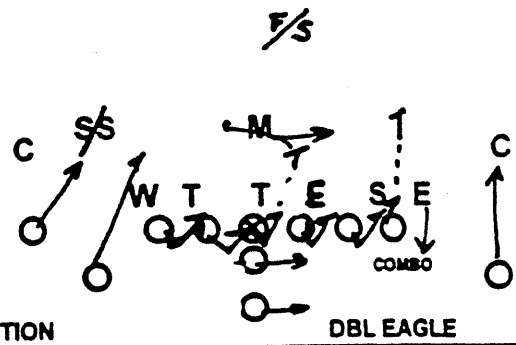
18 OPTION 7 OVER



19 OPTION OKIE



18 OPTION OVER SOLID



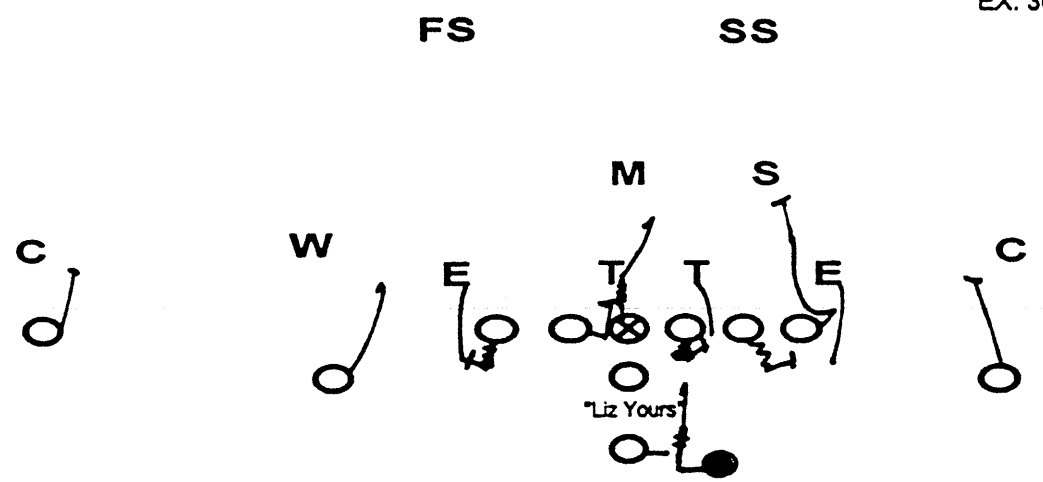
18 OPTION DBL EAGLE

PURDUE

PLAY 30/31 DRAW — BASIC BLOCKING MAN

FORMATIONS: ANY 1 BACK FORMATION BASIC OTHERS: RUN OUT OF UP STANCES	BLOCKING:: BASIC

EX: 30 DRAW



BALL CARRIER	ST) SLIDE - GATHER AP) INSIDE LEG OF STEP SIDE GUARD	KEY) G COVER - MAN OVER G UNCOV - MAN OVER C
SPLIT END (X)	VS 2 DEEP - ATTACK SAFETIES VS SINGLE SAFETY - CUTOFF MAN OVER	
FLANKER (Z)	VS 2 DEEP - ATTACK SAFETIES VS SINGLE SAFETY - CUTOFF MAN OVER	
A-BACK (A)	CUT-OFF MAN OVER	
TE	B.S. = BLOCK MAN ON POSSIBLE FAN CALL P.S. = RELEASE. BLOCK STUD	INCREASE SPLITS
P.S. TACKLE	BLOCK RED PROTECTION ASSIGNMENTS USING DRAW BLOCKING TECH	INCREASE SPLITS
PS GUARD	BLOCK RED PROTECTION ASSIGNMENTS USING DRAW BLOCKING TECH	INCREASE SPLITS
CENTER	BLOCK MAN ON - POSSIBLE SURGE, SOLO CALLS. WORK W/OG TO APPORPRIATE LB.	INCREASE SPLITS
BS GUARD	BLOCK RED PROTECTION ASSIGNMENTS USING DRAW BLOCKING TECH	INCREASE SPLITS
BS TACKLE	BLOCK DL ON OR LB OVER CP: ALERT FAN CALL BY Y, DO NOT HONOR IF YOU HAVE TO SURGE W/OG. LISTEN FOR SURGE CALLS	INCREASE SPLITS

PURDUE BOILERMAKERS

PLAY: 31/31 DRAW

BASIC BLOCKING: RED PROTECTION

QB ACTIONS & ALERTS

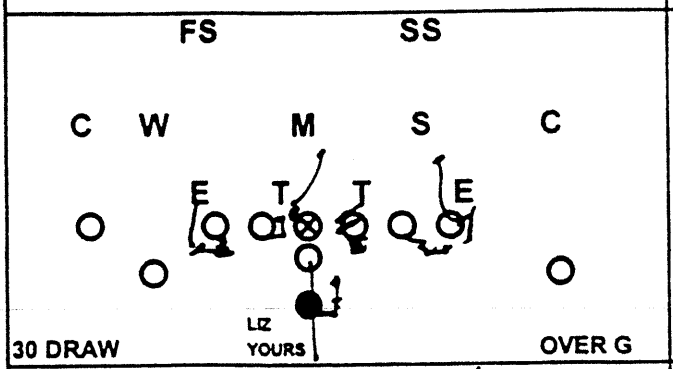
NORMAL 5 STEP DROP. KEEP EYES DOWNFIELD 1ST THREE STEPS. YOU MUST PIVOT 180° ON 3RD STEP IF HANDING TO B.C. ON 31 DRAW

QB CHECK-OFF

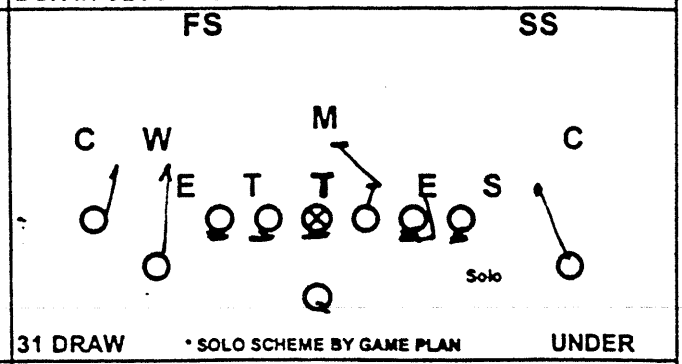
INTO

OUT OF

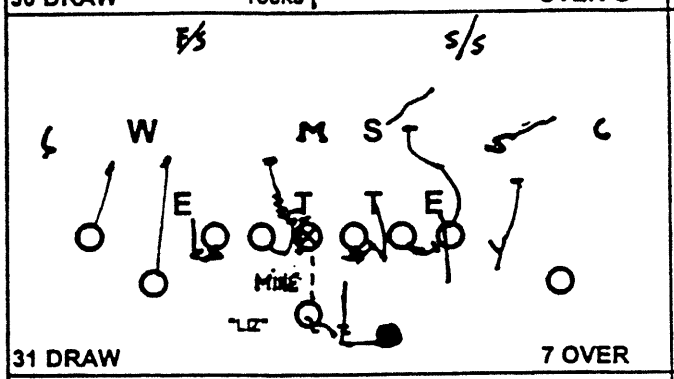
ALL BLITZES: 6 IN THE BOX IN OPEN SETS; 7 IN THE BOX IN CLOSED SETS.



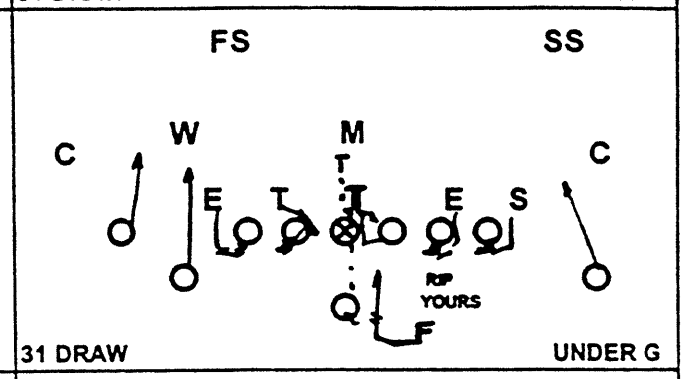
30 DRAW — OVER G



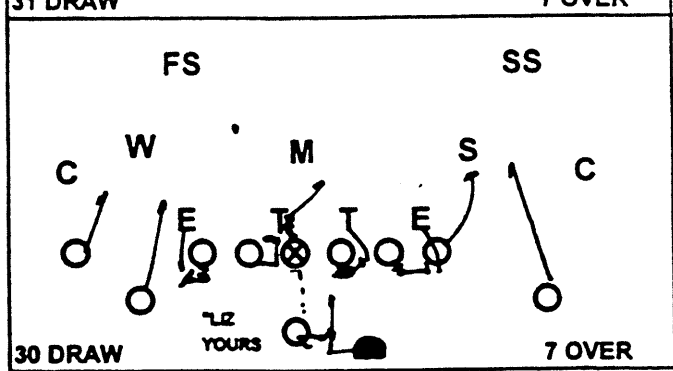
31 DRAW — * SOLO SCHEME BY GAME PLAN — UNDER



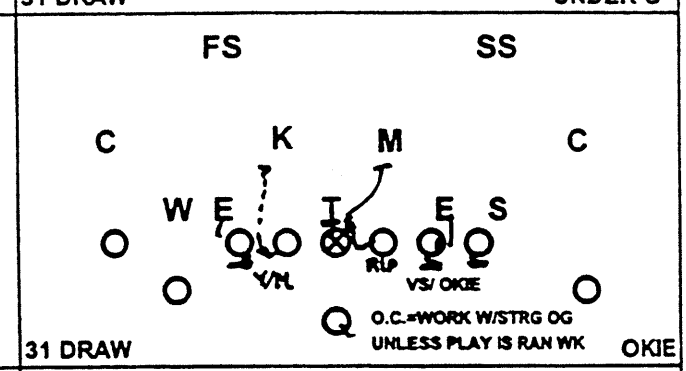
31 DRAW — 7 OVER



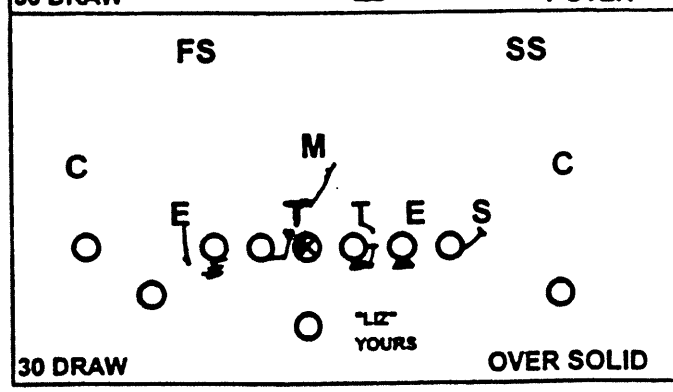
31 DRAW — UNDER G



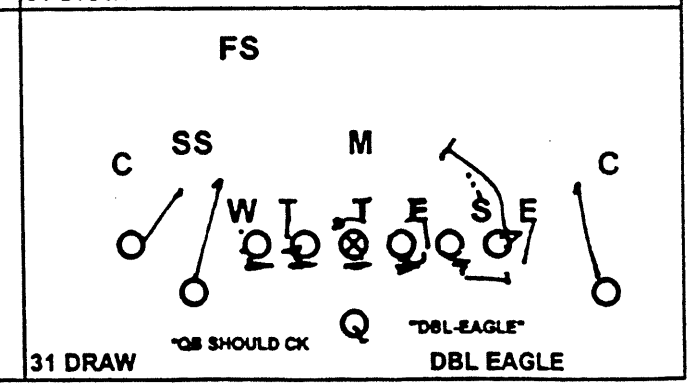
30 DRAW — 7 OVER



31 DRAW — OKIE



30 DRAW — OVER SOLID



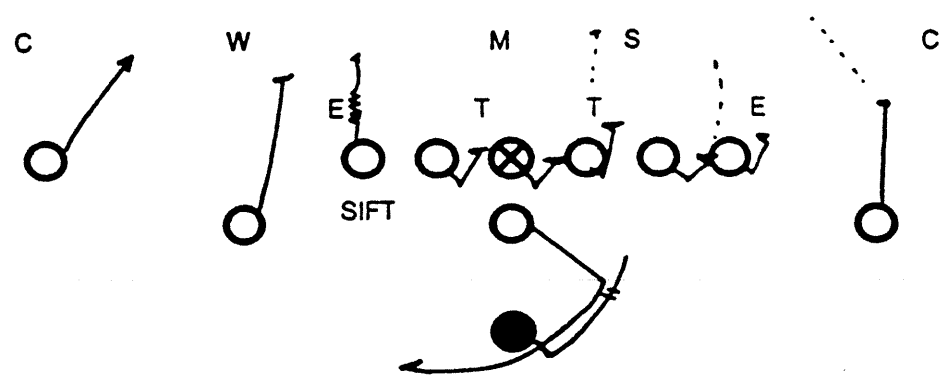
31 DRAW — DBL EAGLE

PURDUE

PLAY: 34/35 SPRINT **BASIC BLOCKING: ZONE**

FORMATIONS: ANY 1 BACK SET BASIC OTHERS:	BLOCKING:: BASIC OTHERS

34 SPRINT



OVER

BALL CARRIER	ST) SIDE CROSSOVER AP) IS LEG OF OT C.P.) WHEN IN GUN USE SAME FOOTWORK	KEY) T-COV - MAN OVER T-UNCOV - MAN OVER G
SPLIT END (X)	VS 2 DEEP - ATTACK SAFETIES VS SINGLE SAFETY - CUTOFF MAN OVER	
FLANKER (Z)	SAME	
A-BACK (A)	BLOCK MAN ON	
TE	PLAYSIDE GAP MAKE TITE CALL WHEN NEEDED	C.P.: (1ST STEP) TO GET FRONTAL POWER STEP (2ND STEP) TO INSIDE FOOT OF DEFENDER 3RD STEP - GAIN DEPTH AND WIDTH
P.S. TACKLE	PLAYSIDE GAP MAKE TITE CALL WHEN NEEDED	
PS GUARD	PLAYSIDE GAP MAKE TITE CALL WHEN NEEDED	
CENTER	PLAYSIDE GAP C.P. B.S. SHADE IS CONSIDERED	
BS GUARD	PLAYSIDE GAP C.P. B.S. SHADE OF OC IS CONSIDERED 1 TECH ON YOU	
BS TACKLE	PLAYSIDE GAP G.P. COVER SIFT THRU DE WHEN THERE IS NO B-GAP THREAT	

PURDUE BOILERMAKERS

PLAY: 34/35 SPRINT

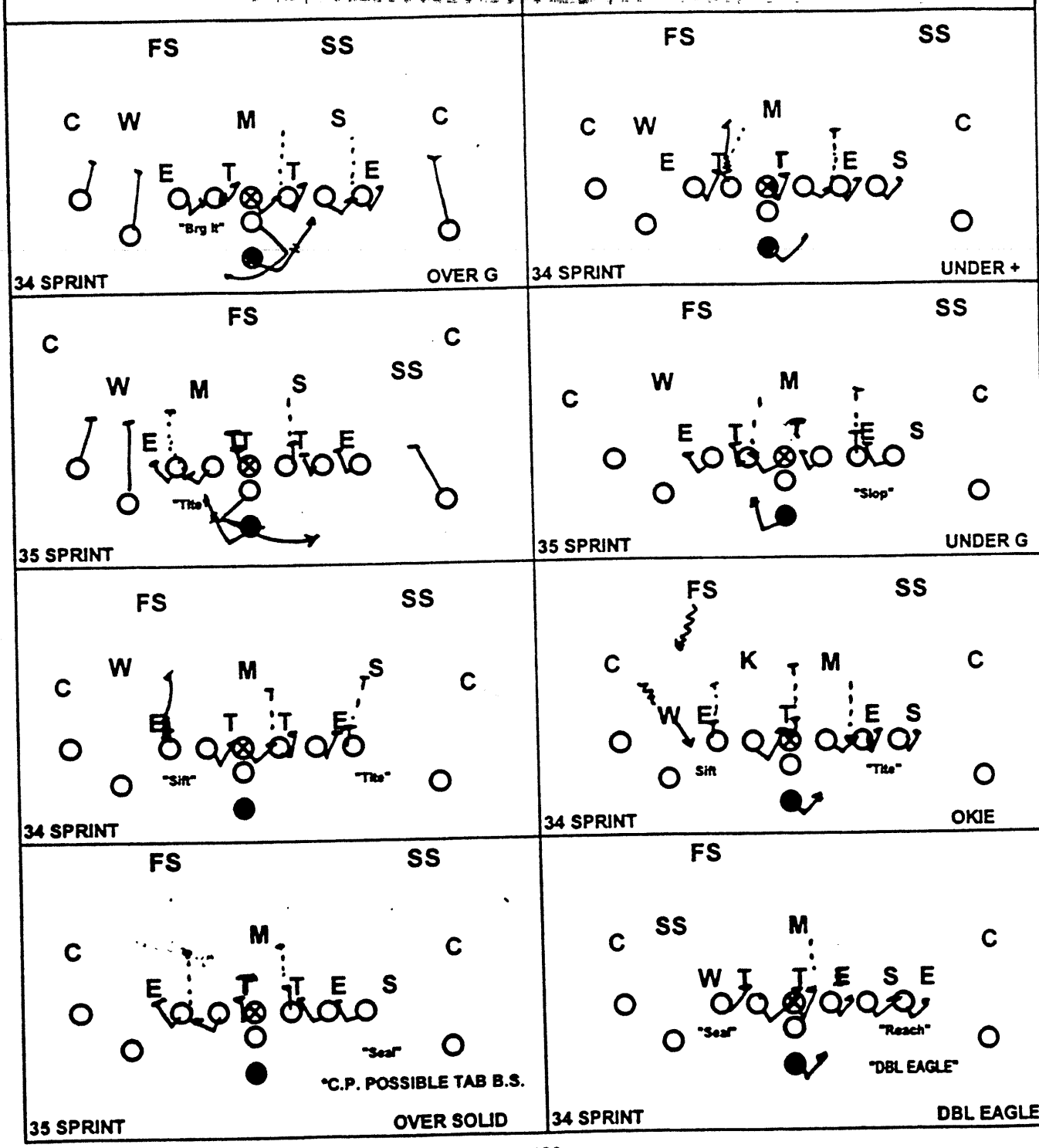
BASIC BLOCKING: ZONE

QB ACTIONS & ALERTS

OPEN AT 5/7 O'CLOCK GETTING BALL DEEP TO BC.
SET UP P.A.P. BEHIND OT.
CONTINUE OUT ON NAKED FAKE

QB CHECK-OFF

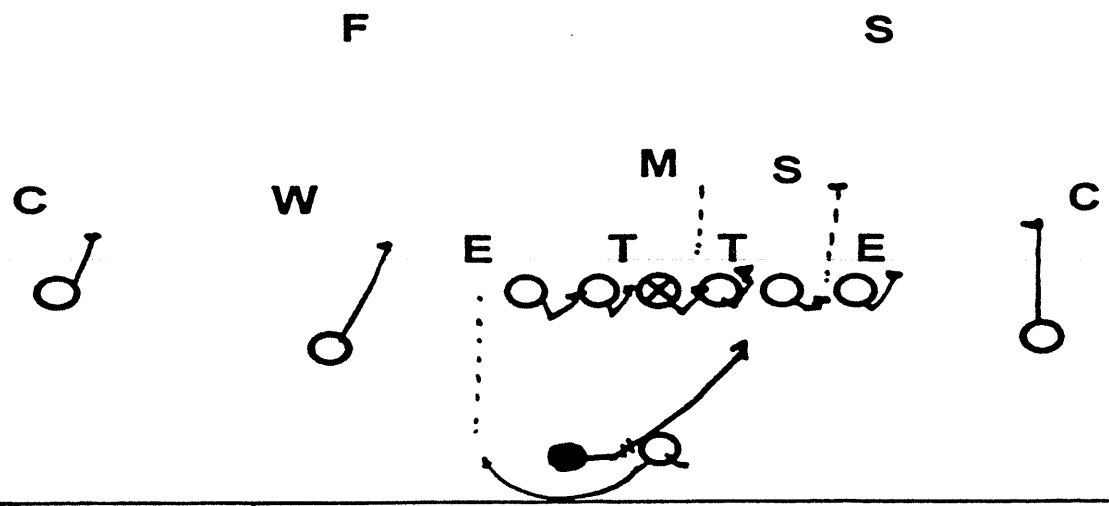
AWAY FROM OVERHANGS, DOUBLE OVERHANGS
CHECK STRONG



PURDUE

PLAY: 34/35 READ **BASIC BLOCKING: INSIDE ZONE**

FORMATIONS: SHOT GUN W/ UPSTANCE BY O.L. BASIC OTHERS: RUN STRG WHEN UTILIZING A TE IN THE FORMATION	BLOCKING: INSIDE ZONE. BLK 34/35 SPRINT OTHERS



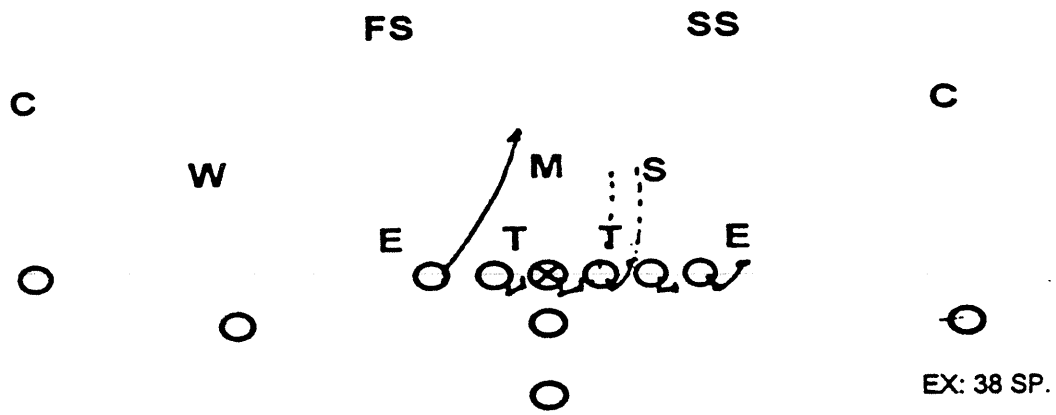
BALL CARRIER	ST) DROP-CROSSOVER (TRY TO STAY SQUARE) AP) INSIDE LEG OF O.T.	KEY) B.S. TKLE TO FRONTSIDE PRESS THE FRONTSIDE
QUARTERBACK	OPEN WITH BACKSIDE FOOT TO 5/7 O'CLOCK. KEY END WITH EYES. IF END SQUEEZES, KEEP BALL AND RUN NAKED. IF END FREEZES OR GETS UP UPFIELD, HAND BALL TO BACK.	
SPLIT END (X)	P.S.=VS 2 DEEP ATTACH SAFETIES B.S.=VS SINGLE SAFETY - CUTOFF MAN OVER	
FLANKER (Z)	P.S.=VS 2 DEEP ATTACH SAFETIES B.S.=VS SINGLE SAFETY - CUTOFF MAN OVER	
A-BACK (A) (H)	P.S.=GET INSIDE MAN OVER B.S.=CUT-OFF MAN OVER	
TE	COVERED: PLAYSIDE GAP UNCOVERED: MAKE TITE CALL WHEN APPLICABLE	
PS TACKLE	PLAYSIDE GAP MAKE "TITE" CALL WHEN APPLICABLE	
P.S. GUARD	PLAYSIDE GAP MAKE "TITE" CALL WHEN APPLICABLE	C.P. HARD SHLDR AN ONSIDE SH. HONOR TITE" BY OT, IF POSS.
CENTER	PLAYSIDE GAP C.P.: BS SHADE IS CONSIDERED UNCOVERED	
BS GUARD	PLAYSIDE GAP C.P.: BS SHADE OF OC IS CONSIDERED A BS 1 TECH	ALWAYS EXECUTE HD SHLD VS BS EAGLES
BS TACKLE	PLAYSIDE GAP C.P. :POWER SIFT THRU DE WHEN THERE IS NO B GAP THREAT	

PURDUE

PLAY: 38/39 SPRINT

BASIC BLKG: OUTSIDE ZONE: Can be run Wk or Strg

FORMATIONS: ANY 1 BACK SET BASIC OTHERS:	BLOCKING:: ZONE BASIC OTHERS



BALL CARRIER	ST) SIDE, CROSSOVER AP) BUTT OF T.E. KEY) END MAN ON LOS	
BACK		
SPLIT END (X)	BLOCK MAN ON - 7 YARD MDM RULE WHEN APPLICABLE	
FLANKER (Z)	BLOCK MAN ON - 7 YARD MDM RULE WHEN APPLICABLE	
A-BACK (A)	BLOCK MAN ON	
TE	COVERED: PLAYSIDE GAP; REACH UNCOVERED: REACH GAP OVER C.P.:GIVE EXIT OR EXIT OUT CALL TO OT WHEN APPLICABLE	C.P.: W/motion fly, or "I'm in", there is a lead blocker for the force defender outside the EMI
P.S. TACKLE	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP, SHORT PULL TECH	
PS GUARD	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP, SHORT PULL TECH	
CENTER	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP, SHORT PULL TECH	C.P.: Possible "up" call
BS GUARD	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP, SHORT PULL TECH	
BS TACKLE	PLAYSIDE GAP: REACH C.P.: SHORT PULL TECH VS EAGLE DT	C.P.: If there is no B G threat wide sift thru Will to F/S

PURDUE BOILERMAKERS

PLAY: 38/39 SPRINT

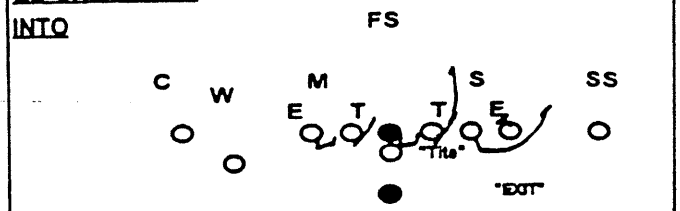
BASIC BLOCKING: OUTSIDE ZONE:
Can be run Wk or Strg

QB ACTIONS & ALERTS

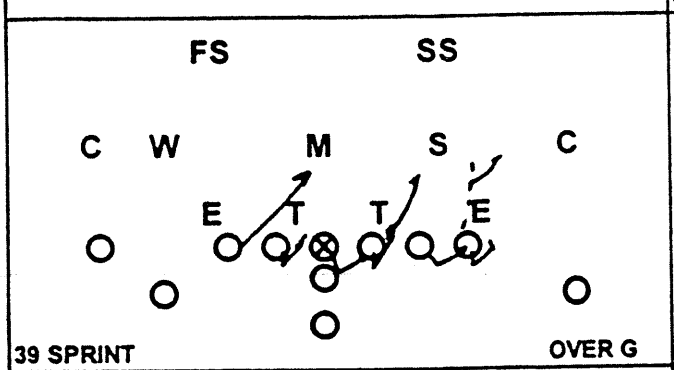
OPEN AT 4/8 O'CLOCK, GETTING BALL DEEP TO B.C.
SET UP P.A.P. BEHIND OT.

QB CHECK-OFF

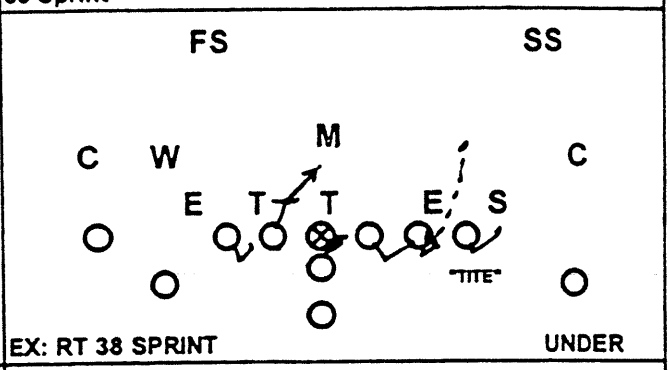
INTO



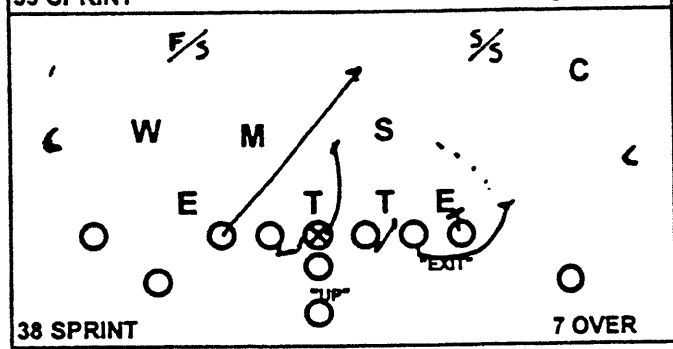
Motion, Fly, I'm In"
38 Sprint



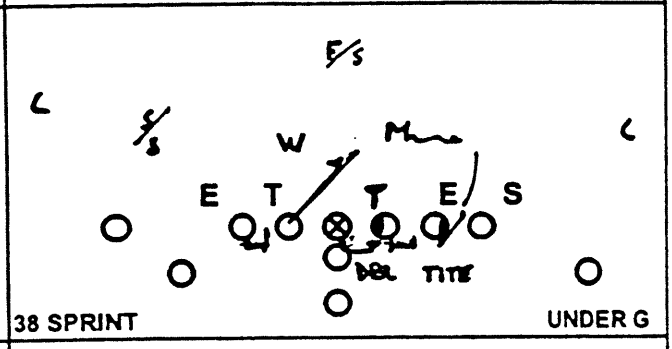
39 SPRINT — OVER G



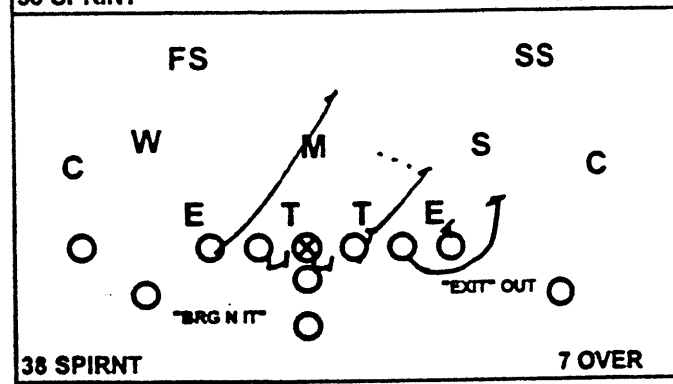
EX: RT 38 SPRINT — UNDER



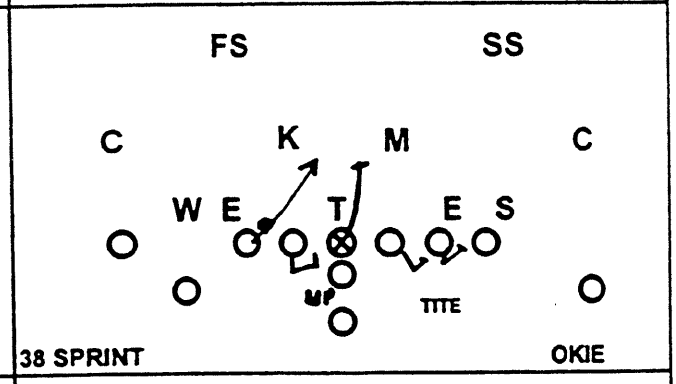
38 SPRINT — 7 OVER



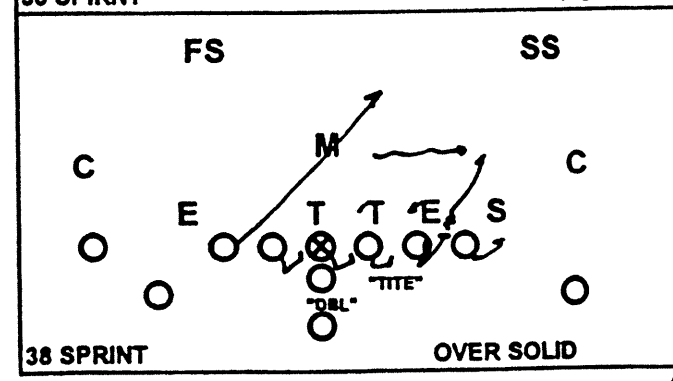
38 SPRINT — UNDER G



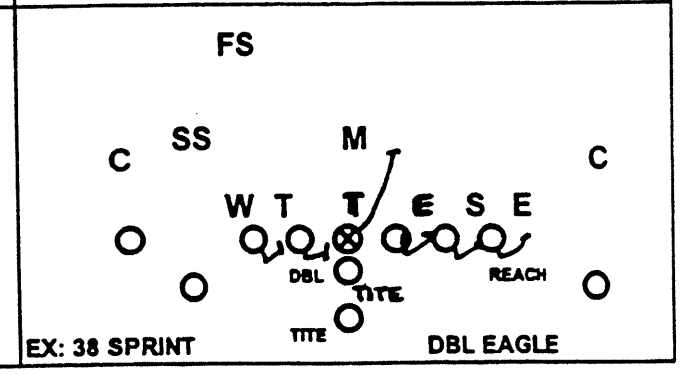
38 SPIRNT — 7 OVER



38 SPRINT — OKIE



38 SPRINT — OVER SOLID



EX: 38 SPRINT — DBL EAGLE

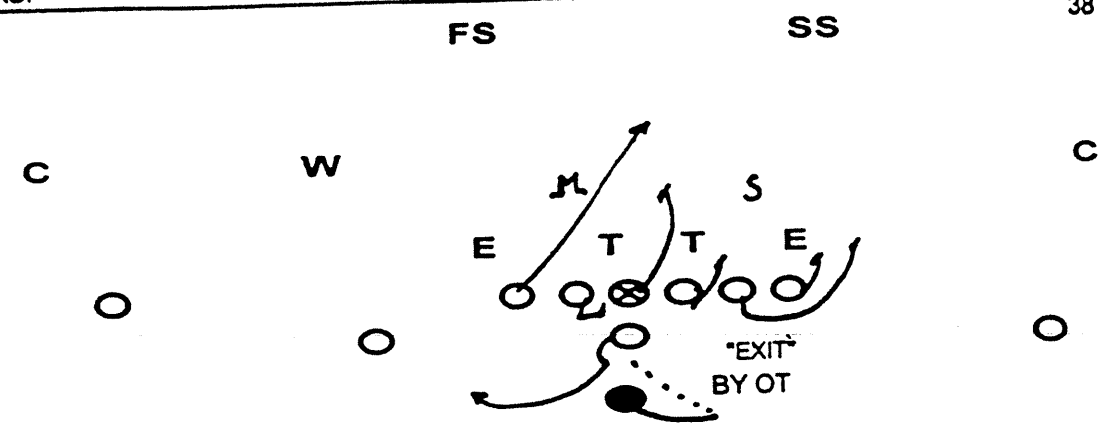
PURDUE

PLAY: 38/39 TOSS

BASIC BLKG: PS=MAN BS=ZONE

FORMATIONS: (ANY) BASIC OTHERS:	BLOCKING:: MAN BASIC OTHERS

38 TOSS



*38/39 TOSS AND 38/SPRINT ARE BLOCKED THE SAME
EXCEPT THE UNCOVERED MAN PLAYSIDE WILL PULL (SINGLE UP) TO BLK HIS LB.

BALL CARRIE	ST) CROSS OVER AP) 3 YARDS O.S. TE	KEY) END MAN ON LOS C.P.) GET DOWNHILL TO CATCH TOSS	
BACK			
SPLIT END (X)	BLOCK MAN ON - 7 YARD MDM RULE WHEN APPLICABLE		
FLANKER (Z)	BLOCK MAN ON - 7 YARD MDM RULE WHEN APPLICABLE		
A-BACK (A)	BLOCK MAN ON		
TE	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP; OVER;REACH C.P.: POSS EXIT OR EXIT OUT	Alert possible man playside blocking scheme when we toss ball	C.P.: W/motion fly, or "I'm in", there is a lead blocker for the force defender outside the EMLOS
P.S. TACKLE	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP; PULL		
PS GUARD	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP; PULL		
CENTER	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP, SHORT PULL TECH		Alert possible playside man block scheme when we "TOSS" the ball
BS GUARD	COVERED: PLAYSIDE GAP; REACH UNCOVERED: PLAYSIDE GAP, SHORT PULL TECH		
BS TACKLE	COVERED: PLAYSIDE GAP: REACH C.P.: PLAYSIDE GAP: SHORT PULL TECH		C.P.: If there is no B Gap threat wide sift thru W/L to F/S

PURDUE BOILERMAKERS

PLAY: 38/39 TOSS

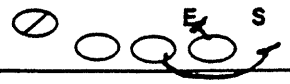
BASIC BLOCKING: PS=MAN BS=OUTSIDE ZONE

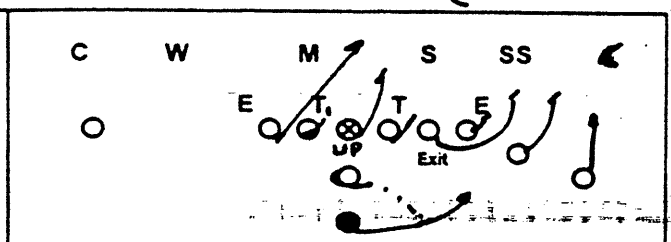
C.P. We will man blk the playside when we toss the ball (UNCOVER. Will Pull.)

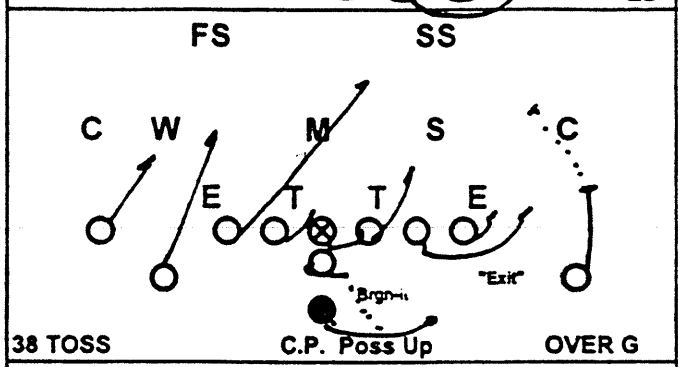
QB ACTIONS & ALERTS

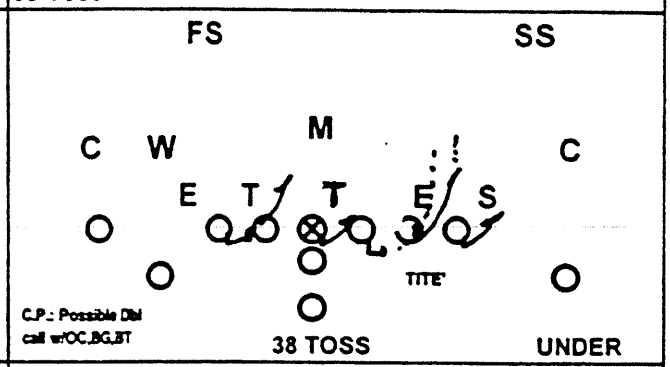
REVERSE OUT AND TOSS BALL TO RB, FAKE NAKED OUT THE BACKSIDE

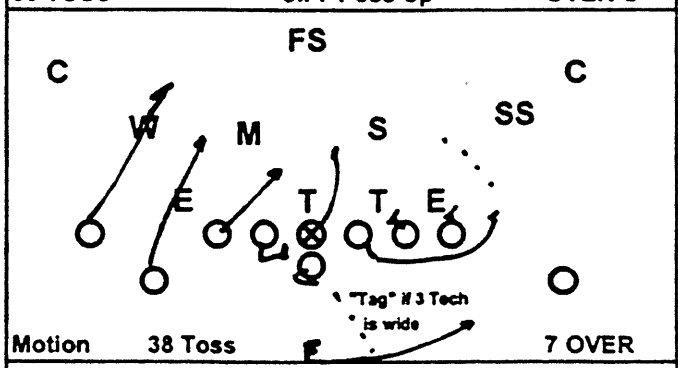
*C.P.: POSSIBLE ED-BLK SCHEME W/P.S.T. & Y VS DEFENDERS ALIGNED TO WIDE TO REACH

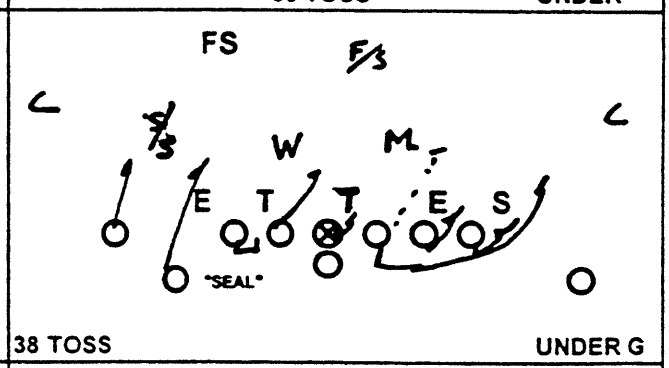


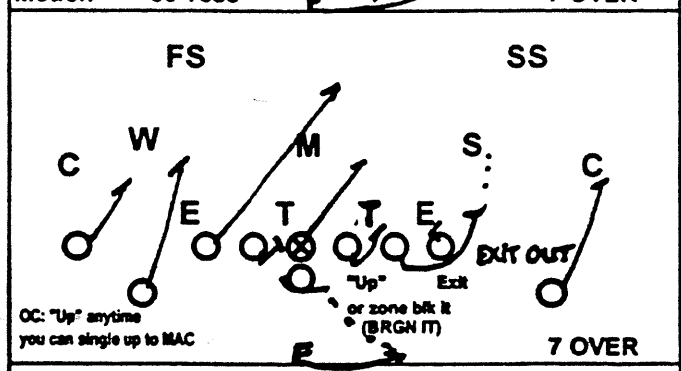


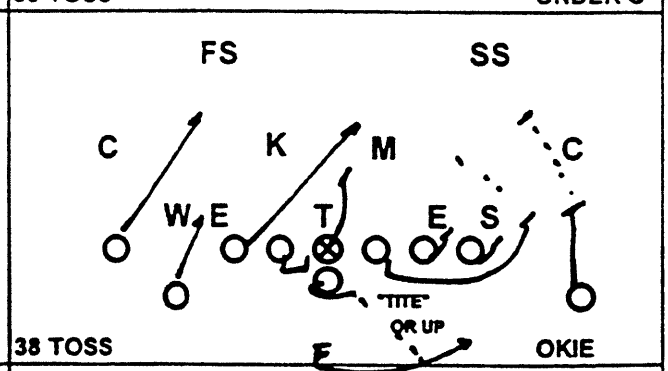


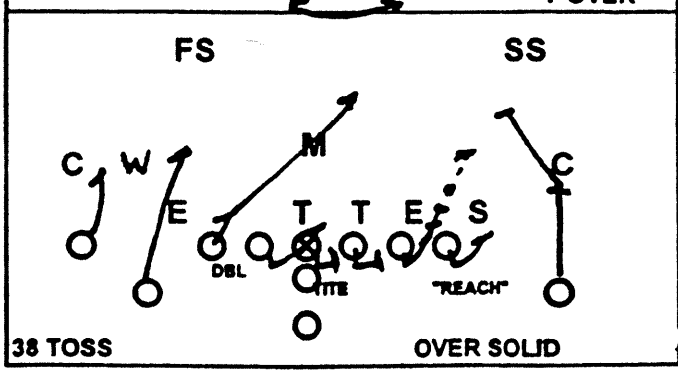


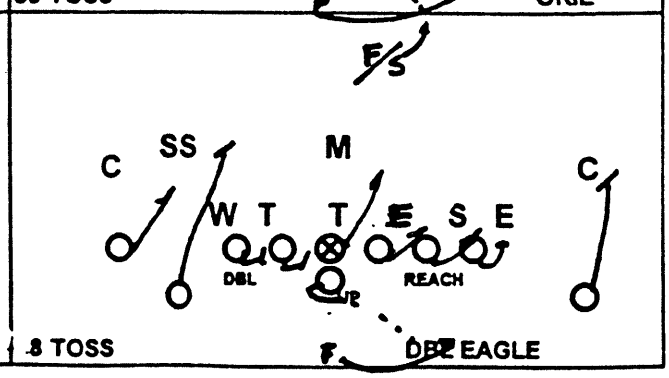










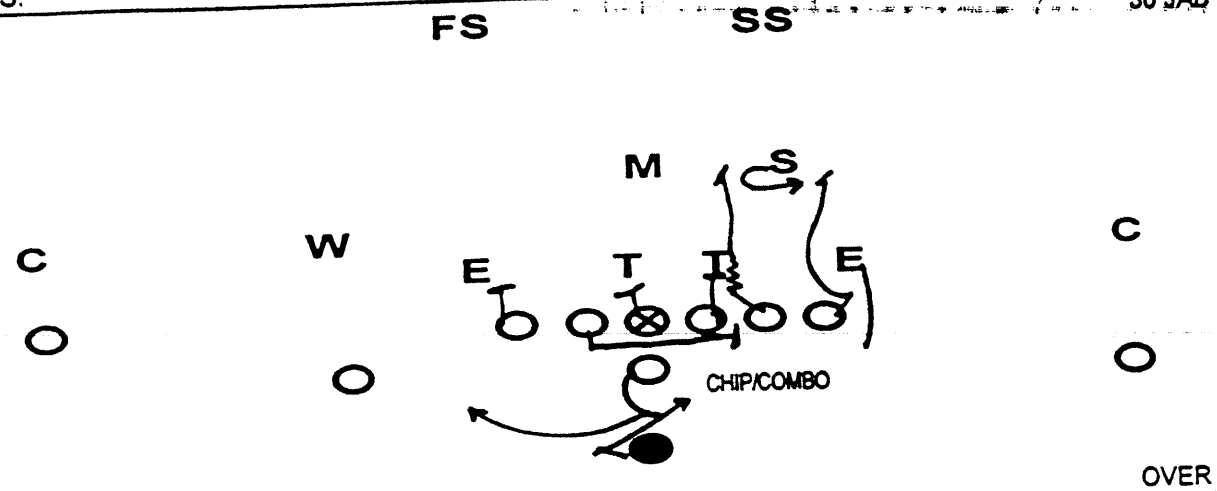


PURDUE

PLAY: 36/37 JAB | **BASIC BLKG: GAP BLOCKING**

FORMATIONS: BASIC	BLOCKING:: BASIC MAN
OTHERS:	OTHERS

36 JAB



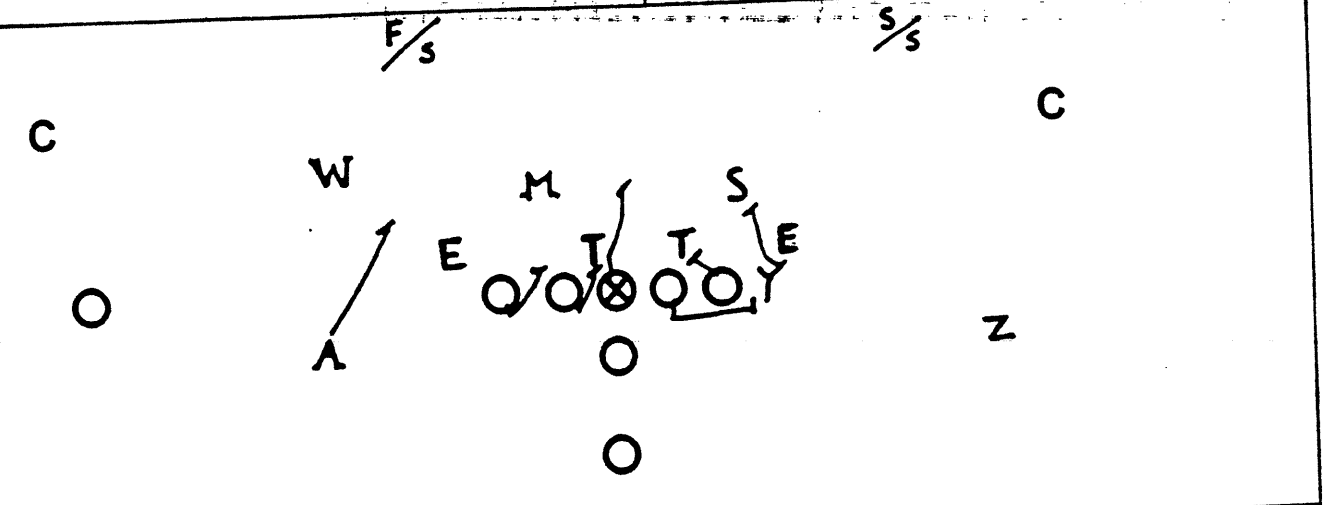
BALL CARRIER	ST) DROP-LEAD AP) INSIDED LEG OF OT TO CALL SIDE KEY) BLOCK OF GUARD	
BACK		
SPLIT END (X)	BLOCK MAN ON - 7 YARD MDM RULE WHEN APPLICABLE	
FLANKER (Z)	BLOCK MAN ON - 7 YARD MDM RULE WHEN APPLICABLE	
A-BACK (A)	BLOCK MAN ON	
TE	INSIDE GAP C.P. CHIP COMBO W/OT WHEN HE's COVERED (OKIE LOOK)	C.P.: Make "HORN" call when applicable
P.S. TACKLE	INSIDE GAP: CHIP/COMBO TO FIRST LB INSIDE OF THE DBL TEAM	
PS GUARD	INSIDE GAP: CHIP COMBO TO FIRST LB INSIDE OF THE DBL TEAM C.P.: ALERT "BACK-BACK" CALL BY OC	
CENTER	BACKSIDE GAP: FILL FOR PULLING GUARD C.P.: POSSIBLE CHIP/COMBO SCHEME W/OG VS/OKIE LOOK	
BS GUARD	PULL & BLOCK DEFENDER P.O.A. C.P.: BE ALERT FOR HORN CALLS	
BS TACKLE	LINEMAN ON SECURE B GAP C.P.: VS/EAGLE SEAL & GATE TECH	

PURDUE

PLAY 36-37 G

BASIC BLOCKING G SCHEME

FORMATIONS: DBLS, TREY, ACE BASIC OTHERS:	BLOCKING: BLK G SCHEME PLAYSIDE, BASIC: EXECUTE 34/35 SPRINT B.S. OTHERS: RUN VS/EAGLE LOOKS STRG (shade WK only)

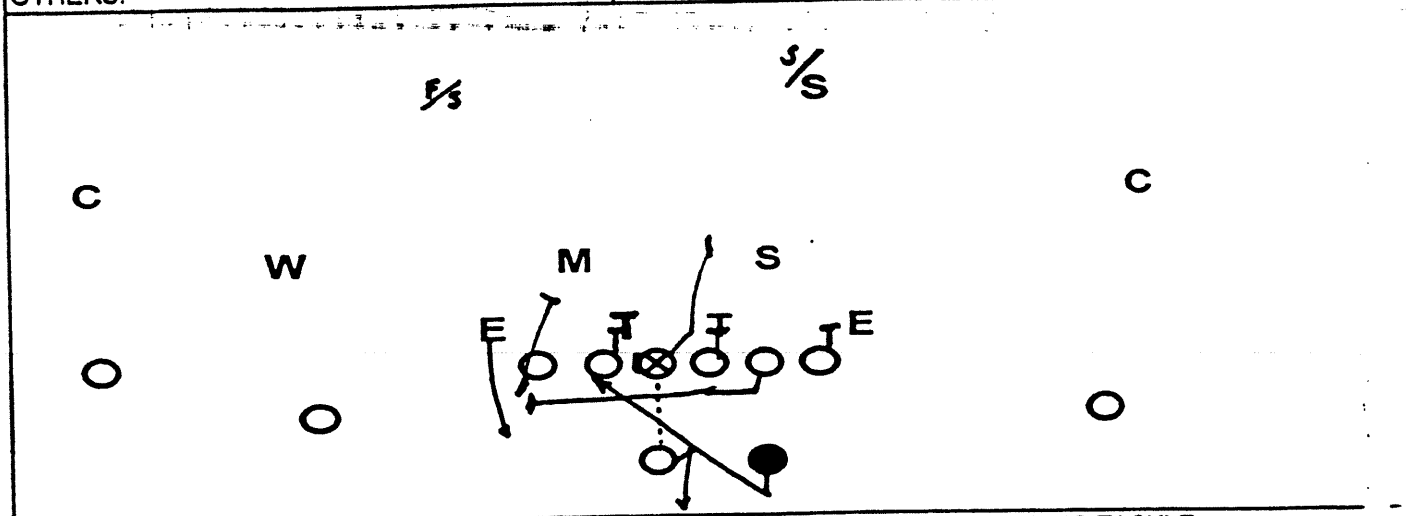


BALL CARRIER	ST) LATERAL - CROSSOVER AP) BUTT OF O.T.	KEY) BLOCK OF GUARD/SEE BLOCK ON LB.
BACK		
SPLIT END (X)	BLK MAN ON OR OVER	
FLANKER (Z)	BLK MAN ON OR OVER	
A-BACK (A)	BLK MAN ON OR OVER	
TE	BLK INSIDE GAP TO FIRST LINEBACKER INSIDE C.P. COMBO W/OT VS/5 TECH, ALERT DOWN CALL VS SOLID LOOK.	
P.S. TACKLE	BLK DEFENDER OVER O.G. C.P. COMBO W/Y VS T, GIVE Y "DOWNS" CALL VS SOLID LOOK.	
PS GUARD	PULL AND BLK DEFENDER AT P.O.A.	
CENTER	BLK MAC LB. C.P. PULL VS/O LB.	
BS GUARD	PLAYSIDE GAP C.P. EXECUTE 34/35 SPRINT ASSIGNMENT & TECH	
BS TACKLE	PLAYSIDE GAP	

PURDUE

PLAY: 44/45 TRAP | **BASIC BLKG: TRAP**

FORMATIONS:	BLOCKING::
BASIC TRIPS, DOUBLES, TRIO, TREY	BASIC
OTHERS:	OTHERS: RUN WK AT SHADE OR 1 TECH



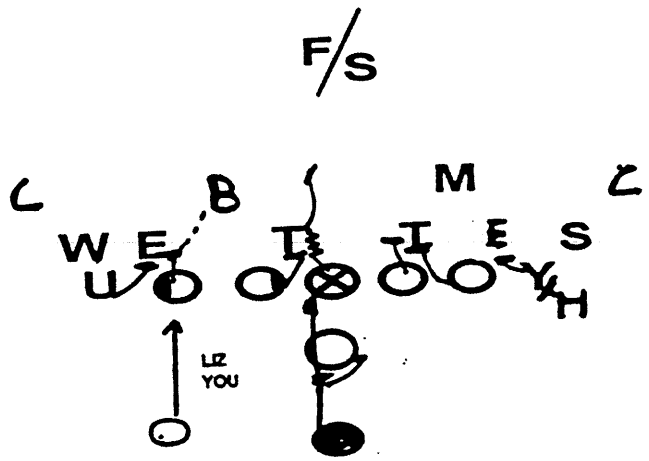
BALL CARRIER	ST) KEY) BLOCK OF PULLING TACKLE AP) IS LEG OF OT	
BACK	REACH - CROSSOVER	
SPLIT END (X)	P.S.= B.S. = 7 YARD M.D.M. RULE WHEN APPLICABLE	
FLANKER (Z)	P.S. = 7 YARD M.D.M. RULE WHEN APPLICABLE B.S. =	
A-BACK (A)	P.S. = DRIVE BLOCK DEFENDER OVER YOU: 2ND LEVEL SAFETY B.S. = DRIVE BLOCK DEFENDER OVER YOU: 2ND LEVEL SAFETY	
TE	COVERED: BLOCK MAN ON	USE CROWD ALIGNMENT
P.S. TACKLE	QUICK SET, SECURE B GAP TO NEAR LB INSIDE C.P.: LISTEN FOR COMBO CALL IF QG IS COVERED. NO QUICK SET.	USE CROWD ALIGNMENT
PS GUARD	COVERED: BLOCK MAN ON - MAKE COMBO CALL IF NEEDED UNCOVERED: BLOCK DOWN	USE CROWD ALIGNMENT
CENTER	COVERED: BLOCK MAN ON TO BSLB MAKE COMBO CALL UNCOVERED: BLOCK BACK - SECURE A GAP TO BSLB	USE CROWD ALIGNMENT
BS GUARD	COVERED: BLOCK MAN ON - MAKE BACK-BACK CALL VS SOLID LOCK UNCOVERED: FILL FOR PULLING OT	USE CROWD ALIGNMENT
BS TACKLE	COVERED: UNCOVERED: PULL TRAP 1ST MAN ON TO OUTSIDE OF HOLE C.P.: GIVE FILL CALL TO O.G. IF COVERED	USE CROWD ALIGNMENT

PURDUE

BASIC BLOCKING:

PLAY: GL 10 BEND

FORMATIONS: BASIC	BLOCKING:
OTHERS:	OTHERS

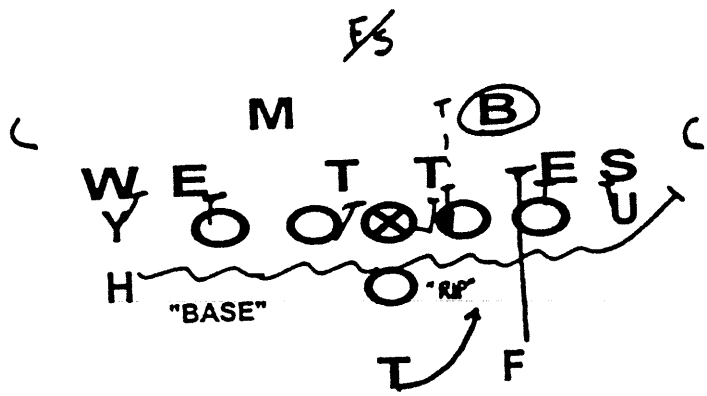


BALL CARRIER	ST) LEAD STEP AWAY FROM CALL KEY) TIGHEST TACKLE AP) BUTT OF CENTER
FULLBACK	DIVE ANGLE-SECURE B GAP TO OUTSDIE - IF LB WALKS UP IN GAP LOOK TO BLOCK THE END
H	BLK FIRST DEFENDER INSIDE
U	LINEMN ON - INSIDE C.P.: BE ALERT FOR SLOP & SEAL CALLS BY OT
TE	LINEMAN ON INSIDE C.P.: BE ALERT FOR SLOP & SEAL CALLS BY OT
RT TACKLE	LINEMAN ON INSIDE C.P.: BRING IT W/OG WHEN THE CENTER IS WORKING WK
RT GUARD	LINEMAN ON INSIDE C.P.: BE ALERT FOR A RIP OR LIZ SCHEME
CENTER	LINEMAN ON INSIDE C.P.:WORK TO THE TIGHTEST DT.
LT GUARD	LINEMAN ON, INSIDE C.P. BE ALERT FOR RIP & LIZ SCHEMES
LT TACKLE	LINEMAN ON, INSIDE C.P.: SLOP & KEY W/U VS 5 TECHNIQUE

PLAY 24-25 LEAD

BASIC BLOCKING

FORMATIONS: GOALLINE BASIC OTHERS:	BLOCKING:: 4 HOLE LEAD BASIC OTHERS



EX: 24 LEAD

BALL CARRIER TB	ST: DROP-CROSSOVER-3RD STEP SQ. TO L.O.S. KEY) BLK OF FB AP: INSIDE LEG OF OT. CP: BE READY TO DIVE OVER TOP
SPLIT END (U)	BACKSIDE - BASE CUT-OFF C.P. POSS. TITE CALL VS 7 TECH DE PLAYSIDE - PLAYSIDE GAP, LINEMAN ON EXECUTE HD SHOULDER C.P. ALERT REACH CALL VS 7&9 TECH FRONT DEFENDERS
FLANKER (FB)	BLK STRONGSIDE ILB - KEY DE FOR PATH TO LB. KEEP YOUR FEET MOVING
A-BACK (H)	BLK 1ST MAN OIUTSIDE OF PLAYSIDE TE RULE. IF YOUR ASSIGNMENT IS SOFT ALIGNMENT HELP PLAYSIDE TE
TE Y	PLAYSIDE GAP, LINEMAN ON C.P.: ALERT REACH CALL VS 7&9 TECH FRONT DEFENDERS C.P.: POSS TITE CALL VS 7 TECH DE EXECUTE HARD SHOULDER
P.S. TACKLE	LINEMAN ON, INSIDE C.P.: DBL DOWN TO B.S.L.B. WHEN UNCOVERED
PS GUARD	LINE ON, INSIDE C.P.: DBL DOWN TO B.S.L.B. WHEN UNCOVERED
CENTER	P.S. GAP, LILNEMAN ON, B.S. SHADE OR 1
BS GUARD	P.S. GAP EXECUTE BASE CUT-OFF IFCOVERED
BS TKL	P.S. GAP EXECUTE BASE CUTOFF IF COVERED

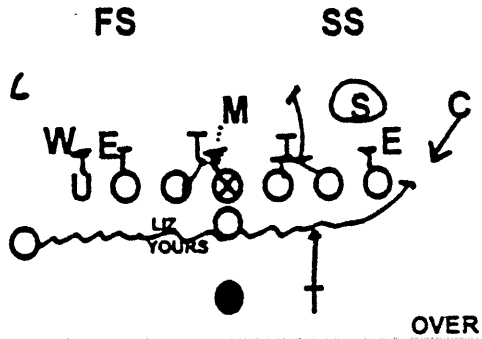
PLAY: 24/25 LEAD

BASIC BLOCKING: LEAD

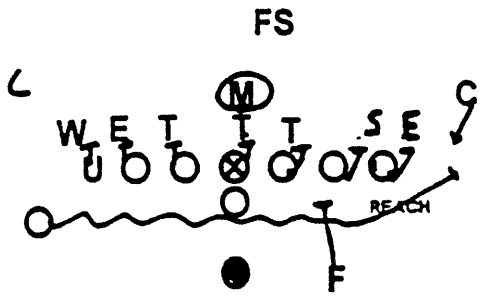
QB ACTIONS & ALERTS

OC: W/BS SHADES, EXECUTE HARD SHOULDER
CK. KEY STRONGSIDE A GAP FOR RUN THRU LBrs.

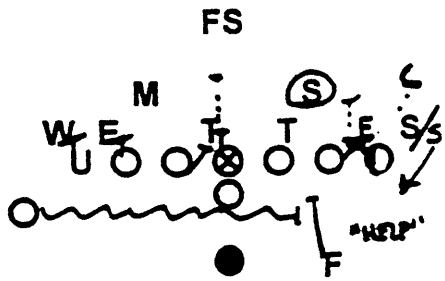
25 LEAD



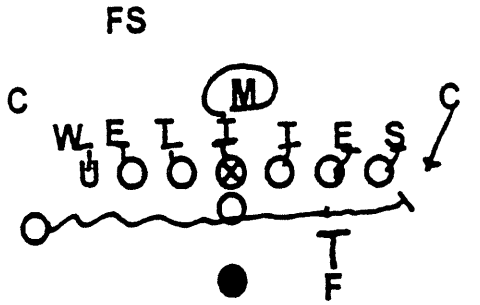
24 LEAD — OVER G



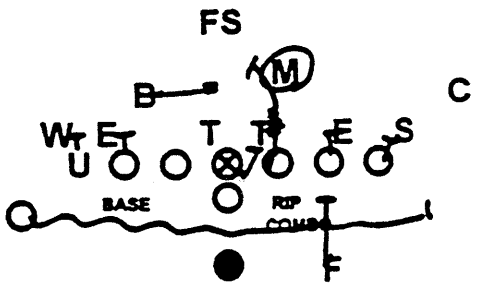
24 LEAD — DBL EAGLE



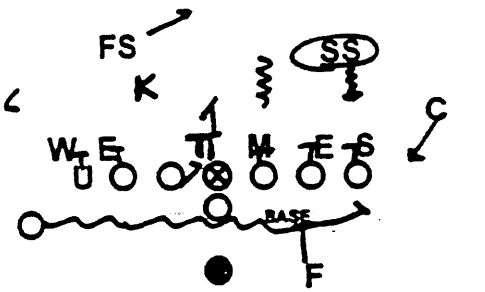
24 LEAD — 7 OVER



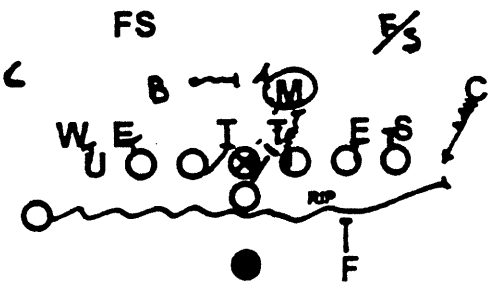
24 LEAD — 7 DIAMOND



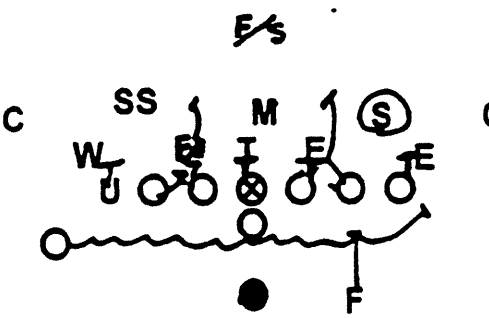
*24 LEAD — 6-2



24 LEAD — OKIE



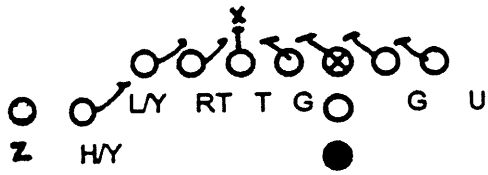
24 LEAD — 6-2 TITE



24 LEAD — GL DBL EAGLE

PURDUE

PLAY 16/17 WEDGE | **BASIC BLOCKING WEDGE**

FORMATIONS: COUGAR RT, COUGAR LT BASIC OTHERS: RUN ON SOUND	BLOCKING:: BASIC OTHERS
	

BALL CARRIER	ST) LEAD AP) I.S. LEG OF O.T.	KEY) BE READY TO GO AIR BORNE C.P.) CHEAT TO HOLE/TIGHT TO LINE
BACK		
U-BACK	P.S. = B.S. = WEDGE BLOCK TO P.O.A.- GOALLINE ALIGNMENT	
FLANKER (Z)	P.S. = BLOCK MAN ON	
H-BACK	P.S. = WEDGE BLOCK TO P.O.A.	
(Y) SUBSTITUTE OL	WEDGE BLOCK TO P.O.A.	Goalline Alignment
P.S. TACKLE	<u>COVERED:</u> BLOCK BASE <u>UNCOVERED:</u> WEDGE TO MOST DANGEROUS SHADE	Goalline Alignment
PS GUARD	WEDGE BLOCK TO P.O.A.	Goalline Alignment
CENTER	WEDGE BLOCK TO P.O.A.	Goalline Alignment
BS GUARD	WEDGE BLOCK TO P.O.A.	Goalline Alignment
BS TACKLE	FLIP TO OPPOSITE SIDE OF LOS LINE UP NEXT TO P.S.T. OUTSIDE WEDGE BLOCK TO P.O.A.	Goalline Alignment

PASS PROTECTIONS

PROTECTIONS INDEX

	PAGE
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YELLOW	505
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COPPER	511
BLUE	513
SILVER	515
WAC	517
STAY	519
SPRINT RT/LT	521
PASS 38/9	523

PASS PROTECTION DESCRIPTIONS

RED - 5 man protection designed to bloc 5 most dangerous rusher – OUR BASE PROTECTION.

YELLOW - 6 man protection designed as a slide protection weak, RB strong.

BROWN - 6 man protection designed as a slide protection strong, RB weak.

WAC - 6 man protection using weakside inside receiver designed for "O" Back formation or when we free release RB. Used as blitz check or solid protection when needed.

STAY - 6 man protection using strongside inside receiver. Designed for "O" Back formations or when free release RB. Used as a blitz check or more solid protection when needed.

WHITE - 7 man protection with both RB & OC working weak TE stays in. Designed for blitz checks against 4 weak and more maximum protection when needed.

SILVER - 7 man protection with RB & TE strongside, OC works weak. Designed to block 4 man strongside blitzes with open formations weakside.

COPPER - 7 man protections used with 2 back and 1 back offense. RB works strong, OC and weakside inside receiver work WK. Designed to block 4 wk out of certain formations.

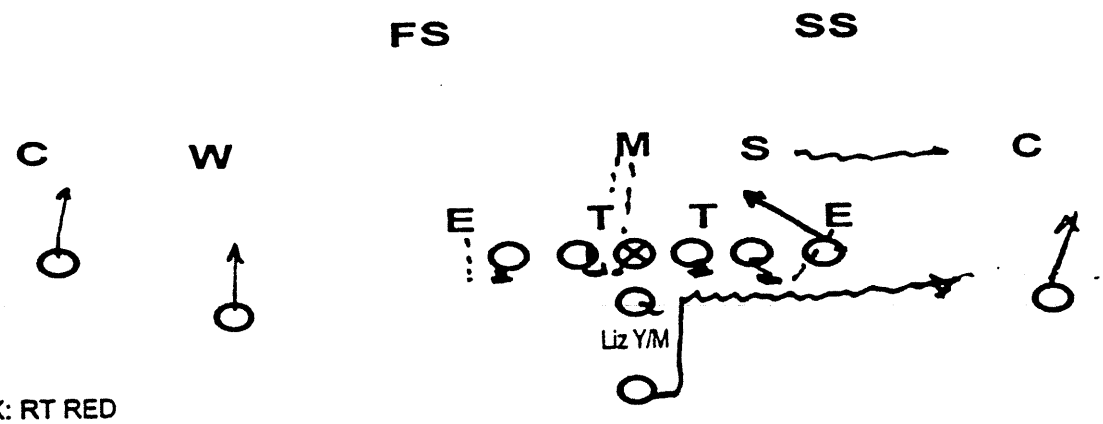
BLUE - 8 man protection designed as blitz protection. Both inside most receivers stay in, OC works wk, RB strong.

PURDUE

PLAY: RED

BASIC BLOCKING: 5 Man Protection
Can be run from Empty Set

FORMATIONS:	BLOCKING:
BASIC	BASIC
OTHERS:	OTHERS

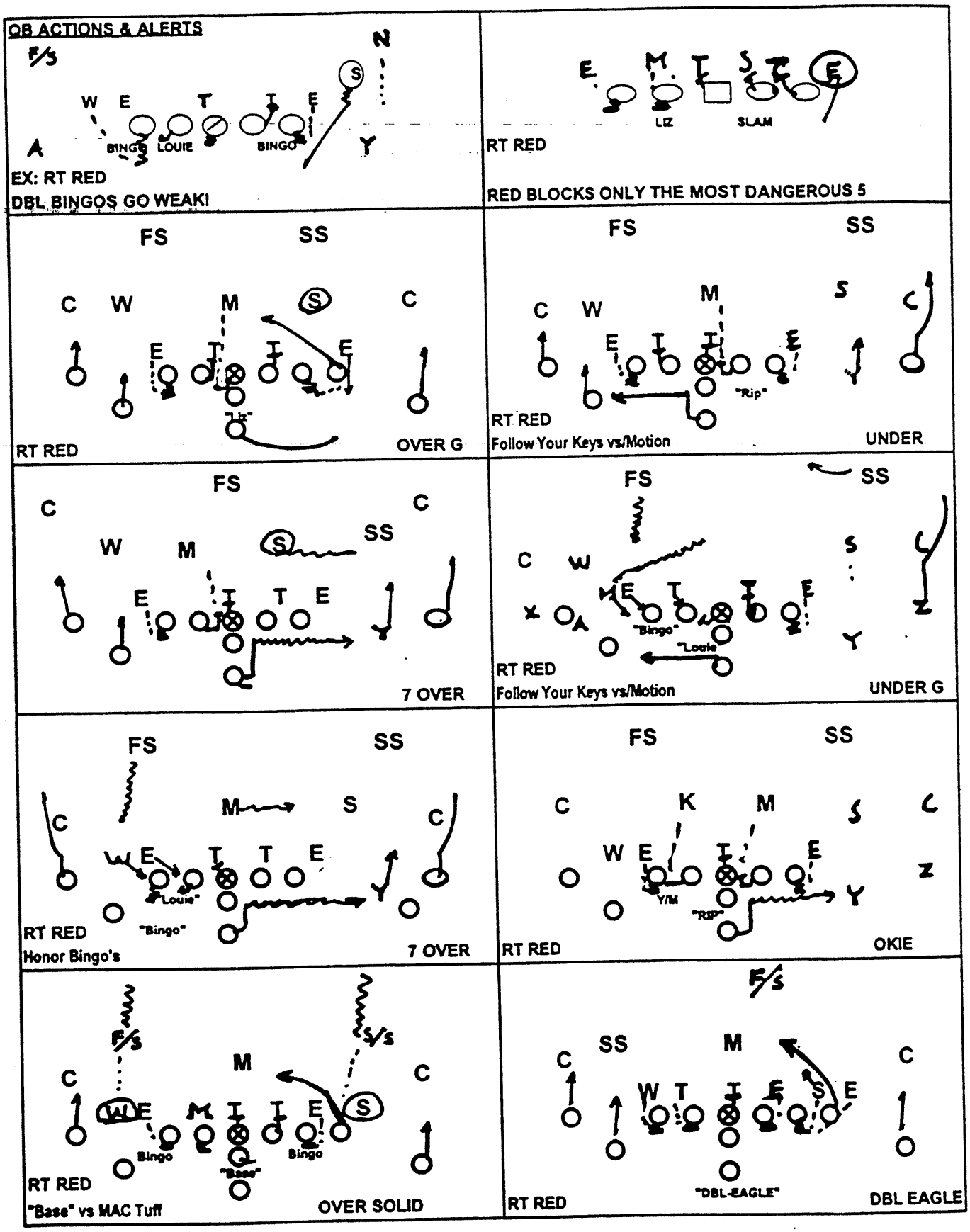


EX: RT RED

BALL CARRIER		
BACK	GO IN MOTION ACCORDING TO CALL, OR RUN ROUTE	
SPLIT END (X)	RUN ROUTE CALLED	
FLANKER (Z)	RUN ROUTE CALLED	
A-BACK (A)	RUN ROUTE CALLED	
TE	RUN ROUTE CALLED	
PS TACKLE	BASE: LINEMAN ON - OUTSIDE C.P. MAKE BINGO CALL VS /POSSIBLE BLITZ THREAT OUTSIDE. BE ALERT FOR DIRECTIONAL CALLS BY OC	
PS GUARD	BASE: LINEMAN ON - OVER C.P. FOLLOW YOU KEY VS/MOTION ALERT FOR BINGOS & DIRECTIONAL CALLS BY OC	
CENTER	BASE: LINEMAN ON - OVER, YOU/ME. VS/4-2 DECLARE WK FOLLOW YOUR KEY VS/MOTION ALERT POSS DIRECTIONAL CALLS VS/BINGO LOOKS. ALWAYS BASE MAC TUFF	
BS GUARD	BASE: LINEMAN ON-OVER C.P. FOLLOW YOUR KEY VS MOTION ALERT FOR BINGOS WITH DIRECTIONAL CALLS BY OC	
BS TACKLE	BASE: LINEMAN ON - OUTSIDE C.P.: MAKE BINGO CALL VS/POSSIBLE BLITZ THREAT OUTSIDE. BE ALERT FOR DIRECTIONAL CALLS BY OC	

PLAY: RED

BASIC BLOCKING: 5 MAN PROTECTION

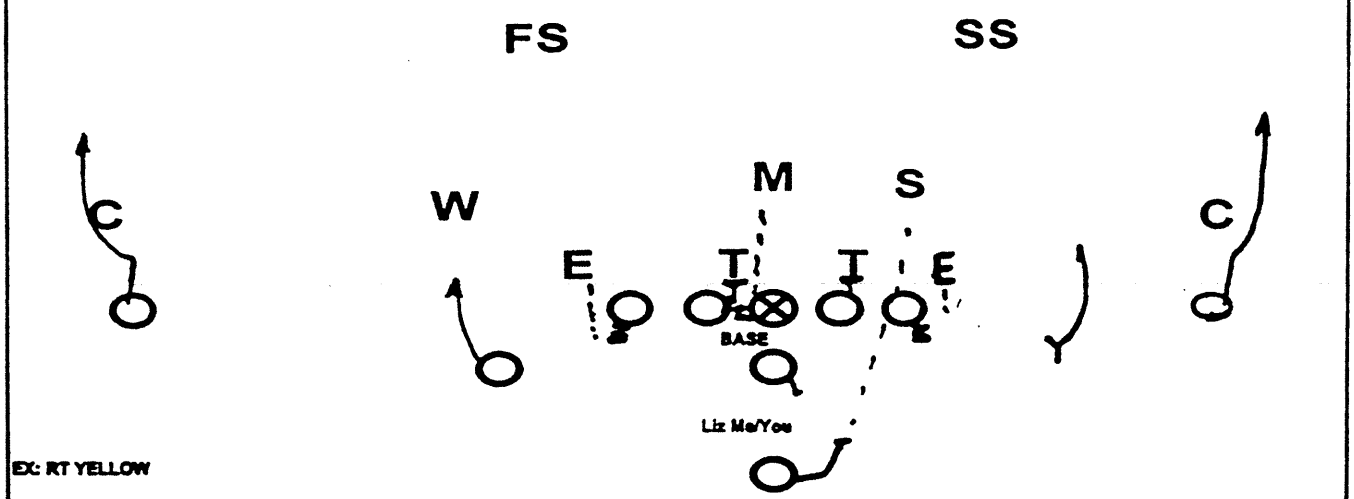


PURDUE

PLAY: YELLOW

BASIC BLOCKING: 6 Man Protection, RB work Strg
Alert for Wk Bingo's

FORMATIONS: (ANY) BASIC OTHERS:	BLOCKING: OTHERS



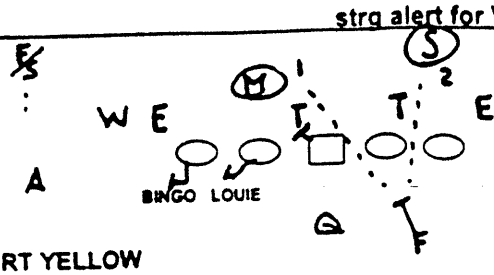
BALL CARRIER	
BACK	DOUBLE READ - INSIDE OUT TO STRONGSIDE. INSIDE READ ON BASE CALL. C.P.: LISTEN TO O.L. CALLS
SPLIT END (X)	RUN ROUTE CALLED
FLANKER (Z)	RUN ROUTE CALLED
A-BACK (A) (H)	RUN ROUTE CALLED
TE	RUN ROUTE CALLED
PS TACKLE	BASE: LINEMAN ON-OUTSIDE ALERT POSSIBLE SLAM-IT SITUATIONS
P.S. GUARD	BASE: LINEMAN ON-OVER C.P.: ALERT FOR POSSIBLE SLAM-IT VS/TUFF LB A GAP.STRG
CENTER	BASE: LINEMAN ON-OVER; YOU/ME. VS/4-2 DECLARE WK C.P.: BE ALERT FOR AND HONOR WK BINGO'S GIVE BASE CALL WHENEVER BLOCKING A MIIDDLE LB
BS GUARD (SLIDE SIDE)	BASE: LINEMAN ON-OVER C.P.: BE ALERT FOR BINGO'S & DIRECTIONAL CALLS BY OC
BS TACKLE (SLIDE SIDE)	BASE: LINEMAN ON-OUTSIDE C.P.: MAKE BINGO CALL VS POSSIBLE BLITZ THREAT OUTSIDE, BE ALERT FOR DIRECTIONAL CALLS BY OC

PURDUE BOILERMAKERS

PLAY: YELLOW

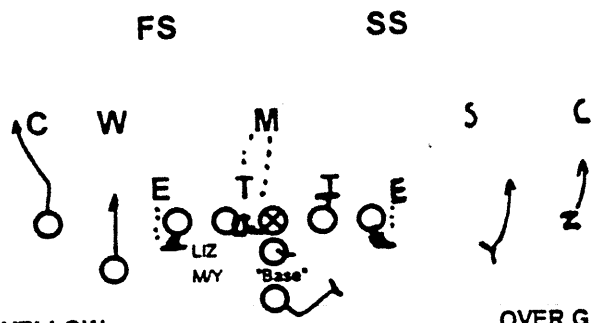
BASIC BLOCKING: 6 Man protection. RB work strg alert for WK Bingo's

QB ACTIONS & ALERTS

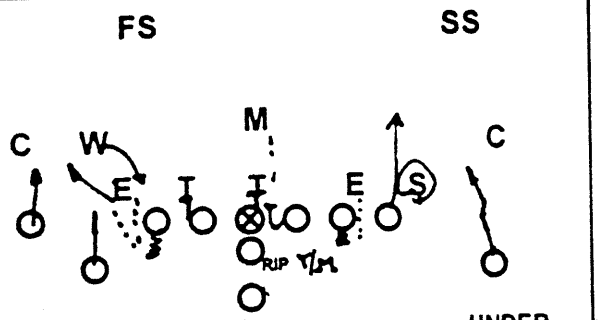


RT YELLOW

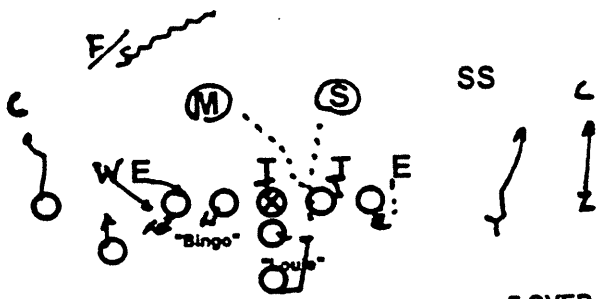
HONOR OBVIOUS BINGO'S IF ACCOMPANIED W/CROWD LB



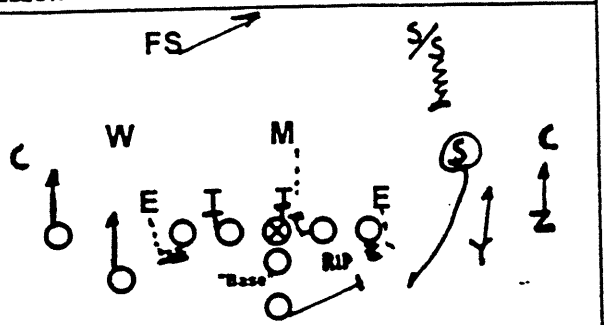
RT YELLOW OVER G



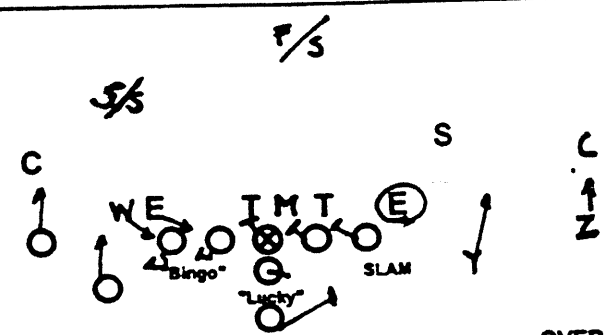
RT YELLOW UNDER



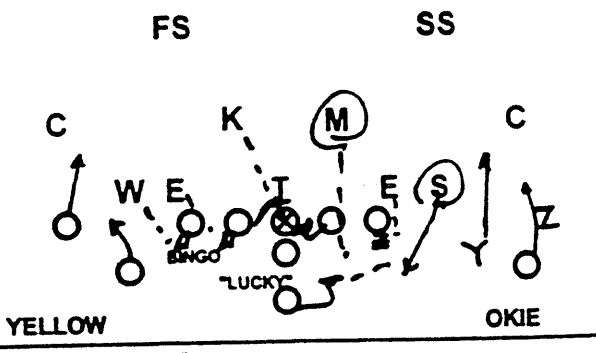
RT YELLOW 7 OVER



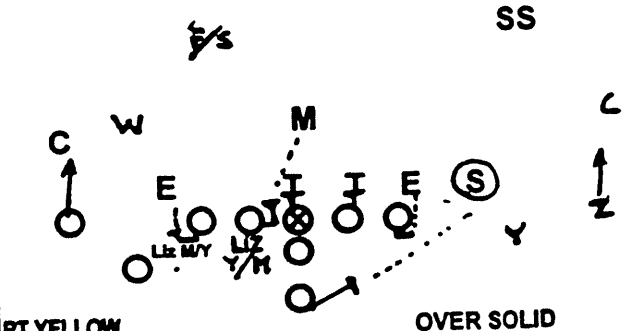
RT YELLOW UNDER G



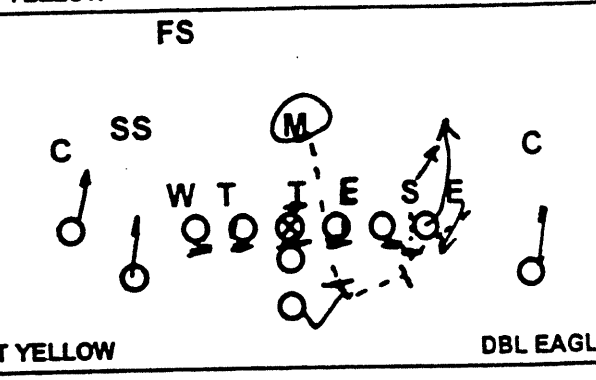
RT YELLOW OVER



RT YELLOW OKIE



RT YELLOW OVER SOLID



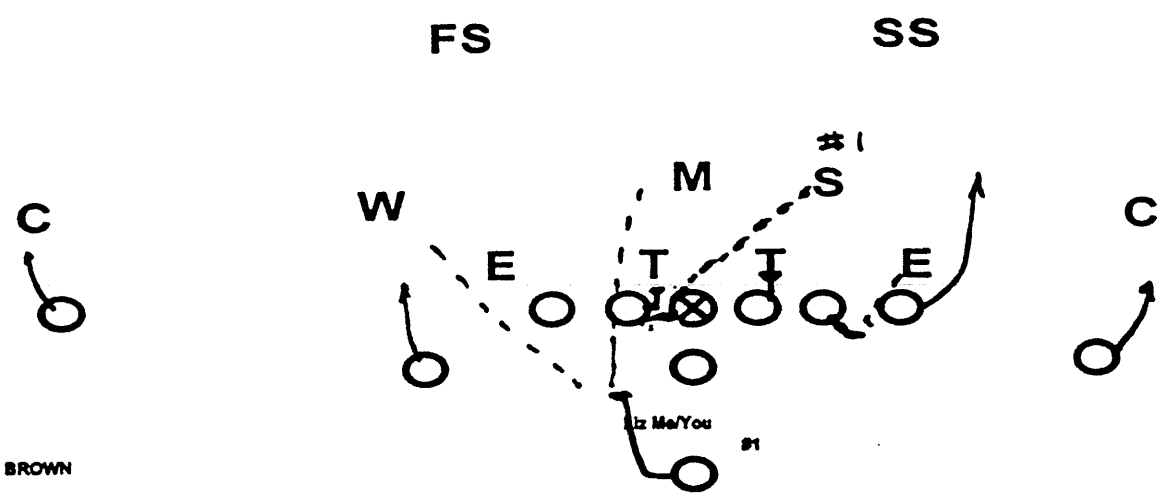
RT YELLOW DBL EAGLE

PURDUE

PLAY: BROWN

BASIC BLOCKING: 6 Man Protection, RB work Wk
Alert for Strg Bingo's

FORMATIONS: (ANY) BASIC OTHERS:	BLOCKING: OTHERS



EX: RT BROWN

BALL CARRIER	
BACK	DOUBLE READ - INSIDE OUT TO WEAKSIDE. INSIDE READ ON BASE CALL C.P.: LISTEN TO O.L. CALLS
SPLIT END (X)	RUN ROUTE CALLED
FLANKER (Z)	RUN ROUTE CALLED
A-BACK (A) (H)	RUN ROUTE CALLED
TE	RUN ROUTE CALLED
PS TACKLE	BASE: LINEMAN ON-OUTSIDE ALERT POSSIBLE SLAM-IT SITUATIONS GAP LB
P.S. GUARD	BASE: LINEMAN ON-OVER C.P.: ALERT FOR POSSIBLE SLAM-IT VS/TUFF. TUFF LB A GAP.
CENTER	BASE: LINEMAN ON OVER; YOU/ME. DECLARE STRONG VS/4-2 C.P.: BE ALERT FOR AND HONOR STRG BINGO'S GIVE BASE CALL TO RB WHENVER BLOCKING A MIDDLE LB
BS GUARD (SLIDE SIDE)	BASE: LINEMAN ON-OVER C.P.: BE ALERT FOR BINGO'S & DIRECTIONAL CALLS BY OC
BS TACKLE (SLIDE SIDE)	BASE: LINEMAN ON-OUTSIDE C.P.: MAKE BINGO CALL VS POSSIBLE BLITZ THREAT OUTSIDE, BE ALERT FOR DIRECTIONAL CALLS BY OC

PURDUE BOILERMAKERS

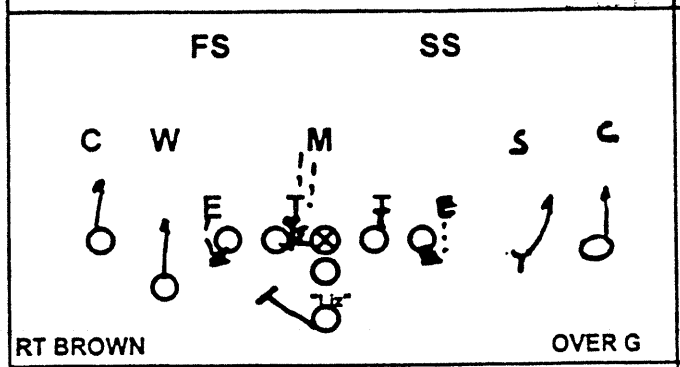
PLAY: BROWN

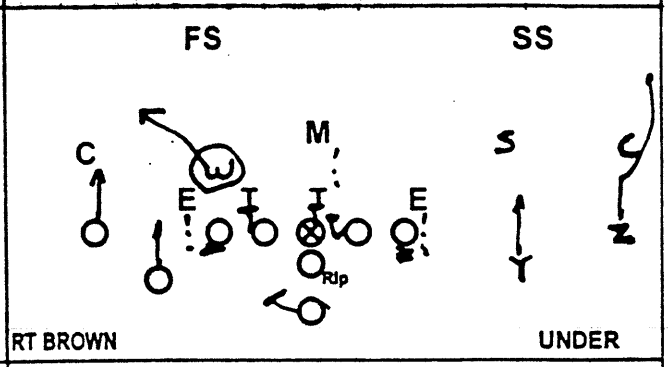
BASIC BLOCKING: 6 Man protection. RB blckg
Wk Alert for STRG Bingo's

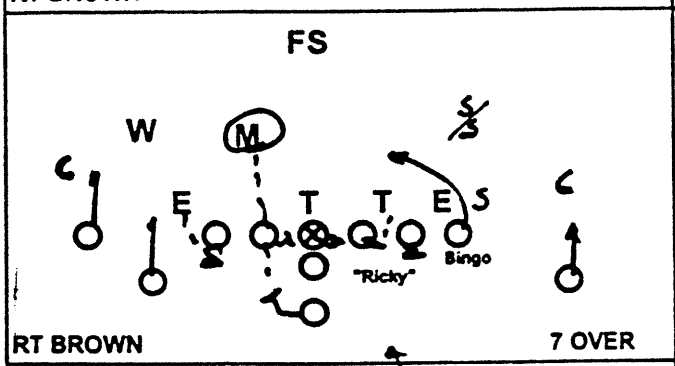
QB ACTIONS & ALERTS

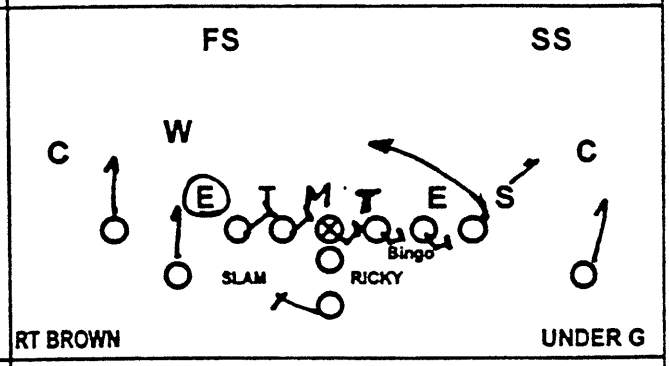
QB CKECK OFF
INTO

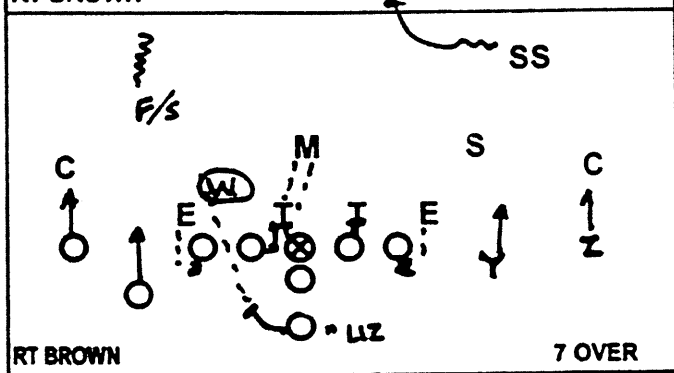
OUT OF

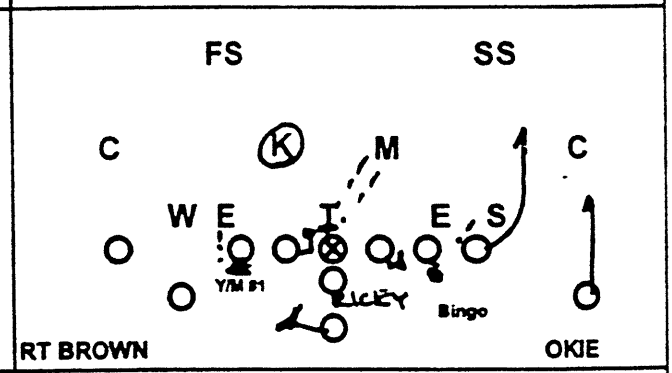


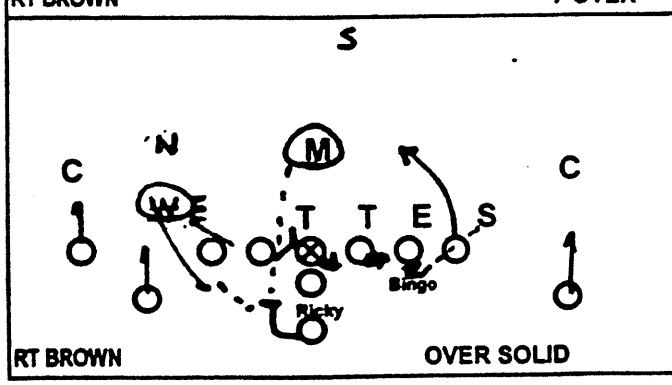


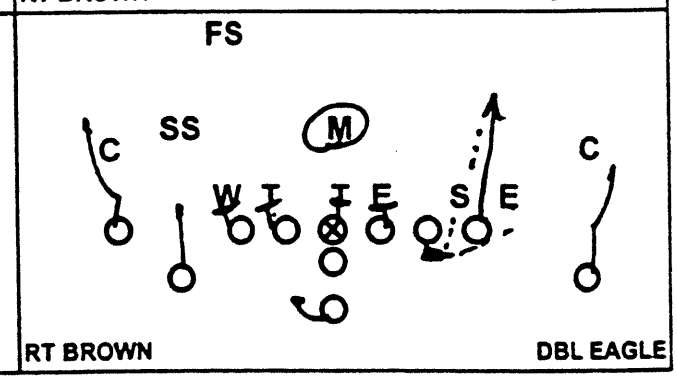










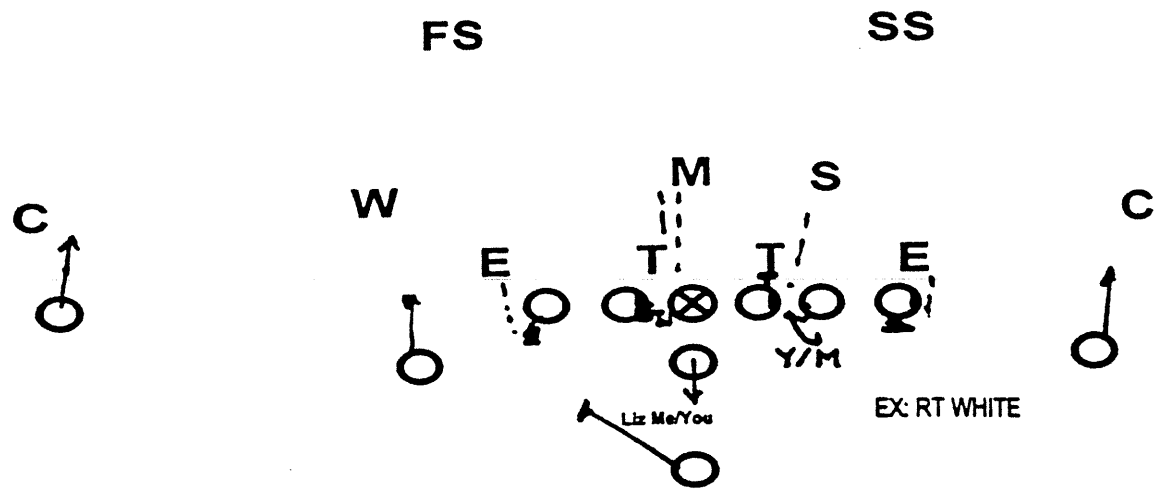


PURDUE

PLAY: WHITE

BASIC BLOCKING: 7 Man Protection. Y stays in protection w/RB blkg wk. We do not honor wk or strg Bingo's

FORMATIONS: (ANY) BASIC OTHERS:	BLOCKING: OTHERS



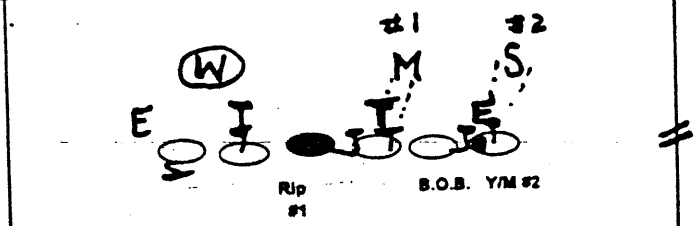
BALL CARRIER	
BACK	WORK WEAK OLB - SHIFT TO OFFSET POSITION - LISTEN FOR "SLAM" CALL C.P.: VS UNDER, WORK ILB TO OLB
SPLIT END (X)	RUN ROUTE CALLED
FLANKER (Z)	RUN ROUTE CALLED
A-BACK (A) (H)	RUN ROUTE CALLED
TE	LINEMAN ON, OVER, OUTSIDE C.P.: VS EAGLE LOOK POSSIBLE YOU/ME WITH OT, OR FAN W/OT VS POSSIBLE BLITZ THREAT OUTSIDE
PS TACKLE TE,SIDE TKL)	LINEMAN ON OVER C.P.: VS EAGLE LOOK YOU/ME W/Y OR OG & EYE YOUR LB ALERT FAN CALL BY Y
P.S. GUARD (Y-SIDE)	BASE: LINEMAN ON-OVER C.P.: POSSIBLE YOU/ME W/OT VS EAGLE LOOK
CENTER	BASE: LINEMAN ON OVER; YOU/ME. VS 4-2 DECLARE WK C.P.: VS UNDER FRONT DECLARE FRONT STRG
BS GUARD	BASE: LINEMAN ON-OVER
BS TACKLE	BASE: LINEMAN ON-OVER

PURDUE BOILERMAKERS

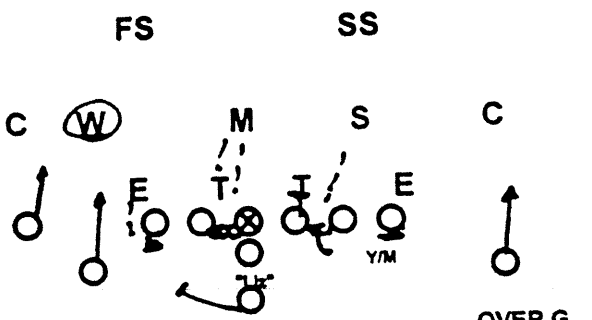
PLAY: WHITE

BASIC BLOCKING: 7 Man protection. Y stays in Protection. RB block WK

QB ACTIONS & ALERTS

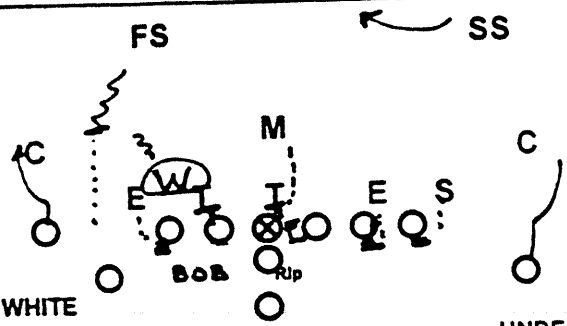


RT WHITE



EX: RT WHITE

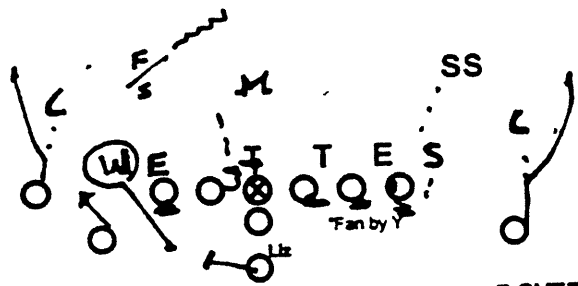
OVER G



RT WHITE

C.P. Work Strg vs/Under Front

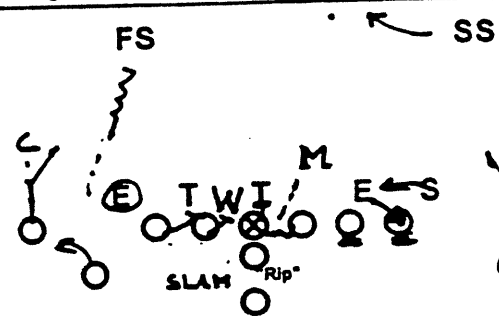
UNDER



RT WHITE

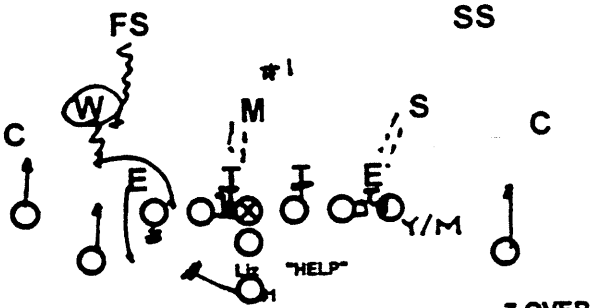
*Don't honor Bingo looks

7 OVER



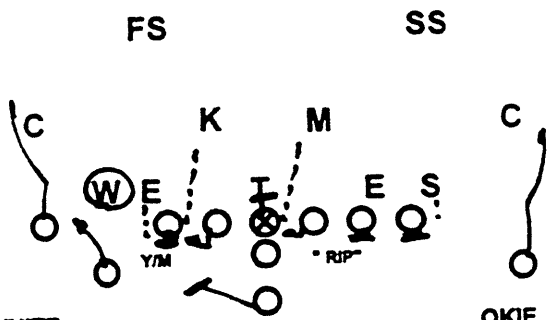
RT WHITE

UNDER G



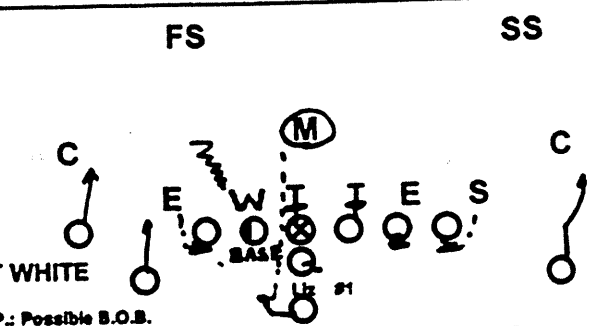
RT WHITE

7 OVER



RT WHITE

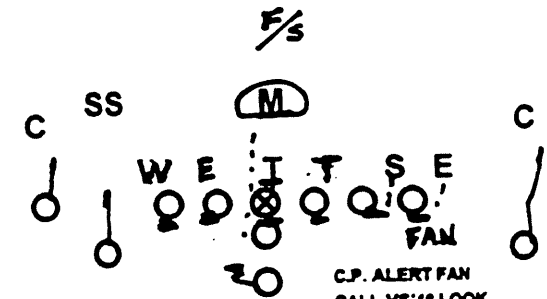
OKIE



RT WHITE

C.P.: Possible B.O.B. scheme by game plan

OVER SOLID



C.P. ALERT FAN CALL VS:48 LOOK

RT WHITE

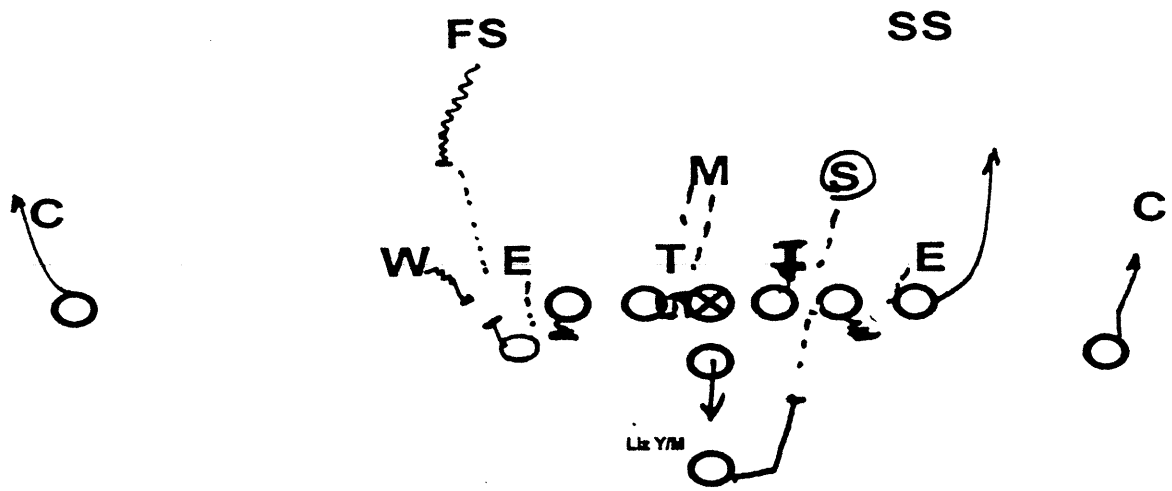
DBL EAGLE

PURDUE

PLAY: COPPER

BASIC BLOCKING: 7 Man protection w/RB blkg strg A,H,U back blkg wk. Vs/4-2 or even up, declare front wk

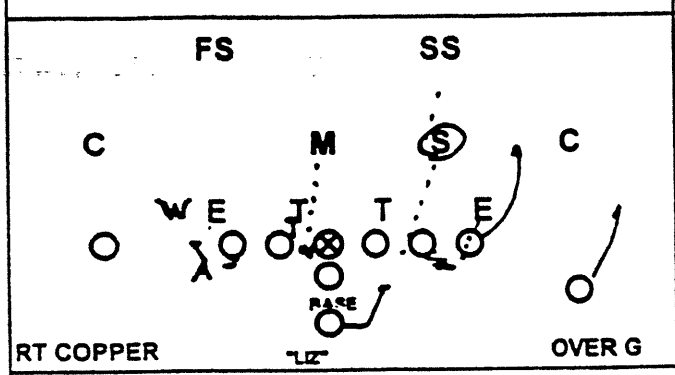
FORMATIONS: TRIO, TWINS, TRIPS, DBLS BASIC OTHERS:	BLOCKING: BLOCKED AS YELLOW STRG, WAC WK OTHERS

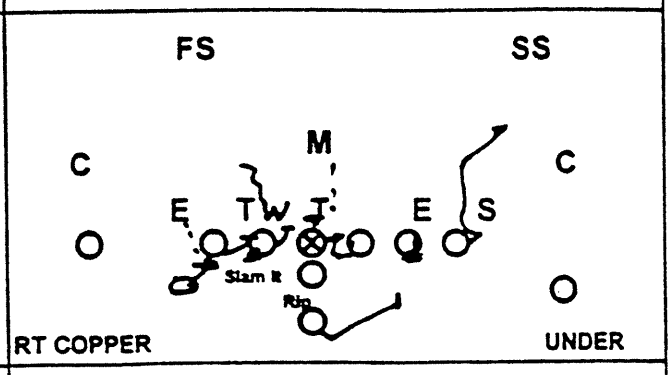


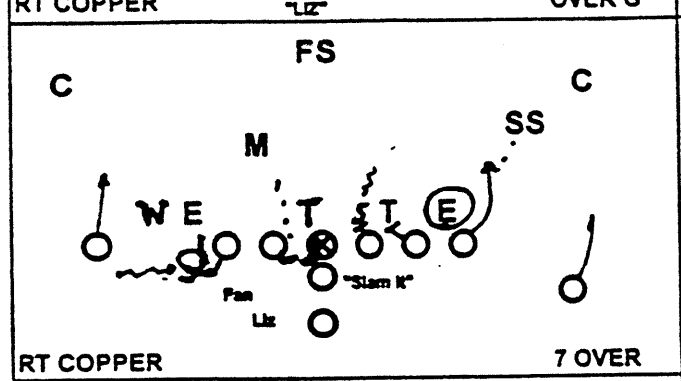
BALL CARRIER	
BACK	BLOCK STRONGSIDE OLB C.P. LISTEN FOR BASE CALL
SPLIT END (X)	RUN ROUTE CALLED
FLANKER (Z)	RUN ROUTE CALLED
A-BACK (A) (H)	BLOCK THE UNBLOCKED OUTSIDE RUSHER WK C.P.:ALERT FOR POSSIBLE FAN CALL AND YOU/ME SCHEME W/OT
TE	ROUTE
PS TACKLE (TE SIDE)	BASE: LINEMAN ON -OUTSIDE C.P.: ALERT FOR SLAM IT'S & BASE SITUATIONS
P.S. GUARD (TE SIDE)	BASE: LINEMAN ON -OUTSIDE C.P.: ALERT FOR POSSIBLE SLAM-IT SITUATIONS
CENTER	BASE: LINEMAN ON - OVER - YOU/ME. VS 4-2 OR EVEN-UP DECLARE WK C.P.: THERE ARE NO BINGO'S; GIVE BASE CALL TO RB WHEN YOU ARE BLOCKING A MIDDLE LBKR
BS GUARD WEAKSIDE)	BASE: LINEMAN ON - OVER
BS TACKLE (WEAKSIDE)	BASE: LINEMAN ON - OUTSIDE C.P.: POSSIBLE YOU/ME OR FAN SCHEME W/A,H,U BACK - KNOW WHICH WAY OC HAS DECLARED FRONT

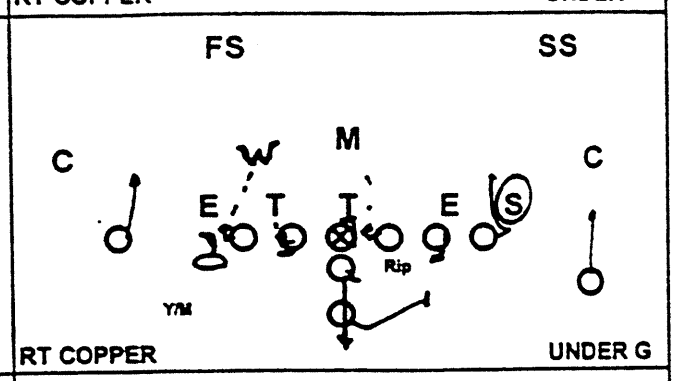
PLAY: COPPER

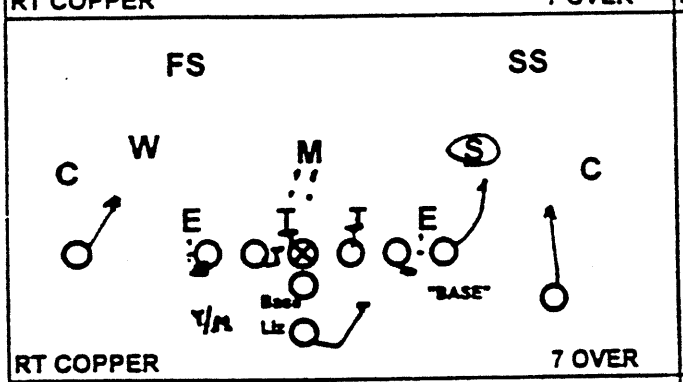
QB ACTIONS & ALERTS	QB CHECK-OFF INTO OUT OF
USE TO BLOCK 4 WEAK BLITZES PRIMARILY OUT OF OPEN FORMATIONS	

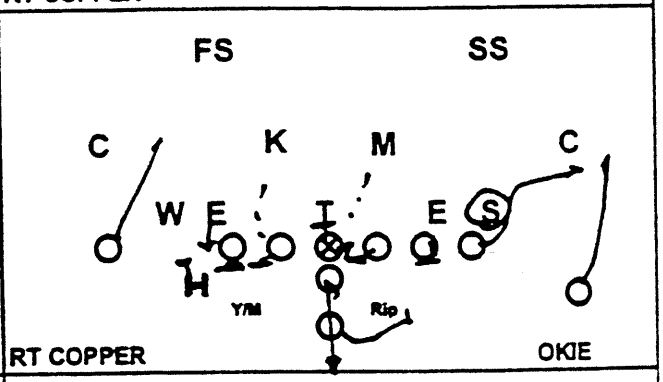


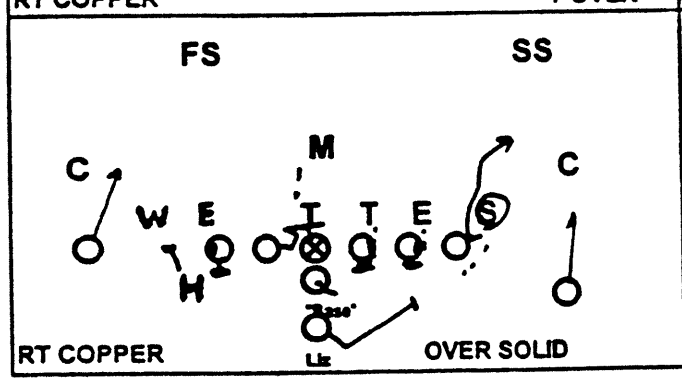


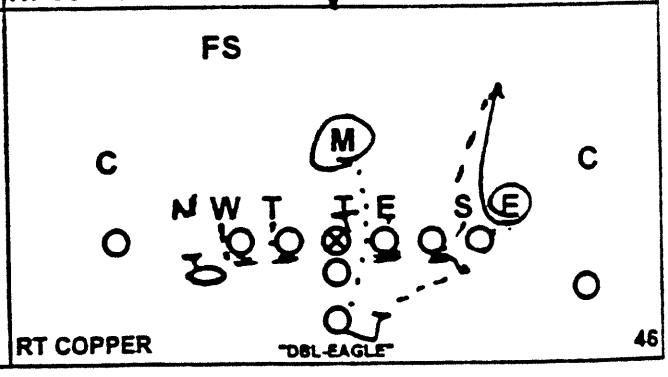










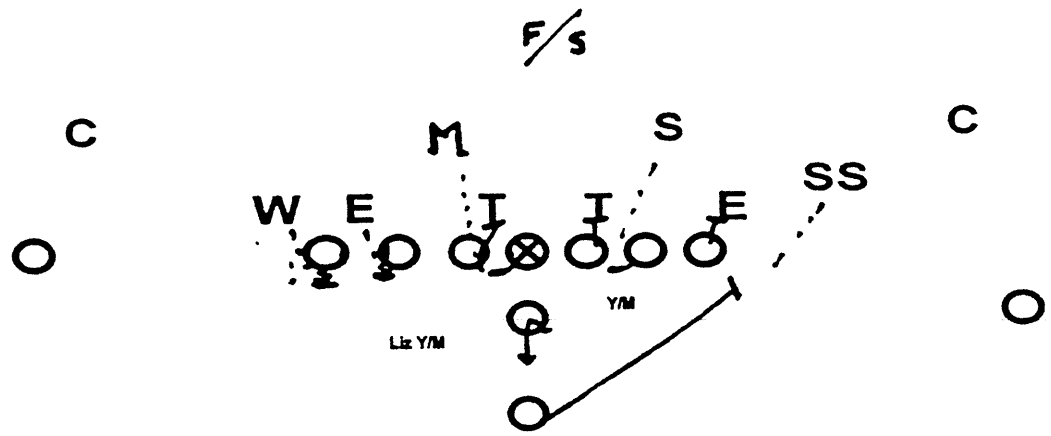


PURDUE

PLAY: BLUE

BASIC BLOCKING: 8 Man protection generally run out 2 TE offense. OC vs/even up work wk

FORMATIONS:	BLOCKING::
BASIC *USE 3 POINT STANCES W/THIS RUN FORMATION	BASIC
OTHERS:	OTHERS



BALL CARRIER	ST) KEY) AP)
BACK	BLOCK 1ST DEFENDER OUTSIDE OF STRONGSIDE TE's BLOCK. *CP: WE WILL ALWAYS SLAM Y DOWN ON 5 TECHNIQUES
SPLIT END (X)	RUN ROUTE CALLED
FLANKER	RUN ROUTE CALLED
2ND TE	P.S.= LINEMAN ON OVER OUTSIDE C.P.: VS/EAGLE LOOK POSS.Y/M OR FAN W/OT
TE	LINEMAN ON. OVER. OUTSIDE C.P.: VS/EAGLE LOOK POSS YOU/ME W/OT *OT WILL SLAM YOU VS/ALL 5 TECHNIQUES
P.S. TACKLE	CP.: VS/EAGLE LOOK Y/M W/Y OR OG & EYE YOUR LB. ALERT AUTOMATIC SLAM W/Y VS 5 TECHNIQUE
PS GUARD	BASE: LINEMAN-ON-OVER C.P. VS EAGLE LOOK POSS Y/M W/OT
CENTER	BASE: LINEMAN ON - OVER - YOU/ME C.P.: VS/2 LB FRONT DECLARE WK THIS IS MAX 8 MAN PROTECTION. NO BINGO's
BS GUARD	BASE: LINEMAN ON - OVER C.P.: VS EAGLE LOOK POSS Y/M W/OT
BS TACKLE	LINEMAN ON OVER C.P.: VS/EAGLE LOOK, POSSIBLE Y/M W/U OR OG & EYE YOUR LB ALERT POSSIBLE FAN CALL BY U

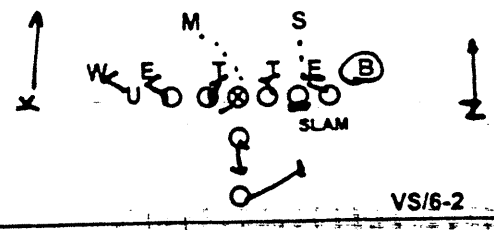
PURDUE BOILERMAKERS

PLAY: BLUE

BASIC BLOCKING: 8 Man Protection w/RB BLKG STRG

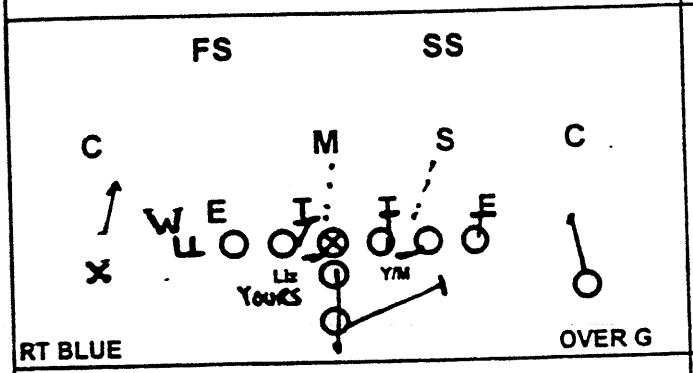
QB ACTIONS & ALERTS

QB CHECK-OFF INTO



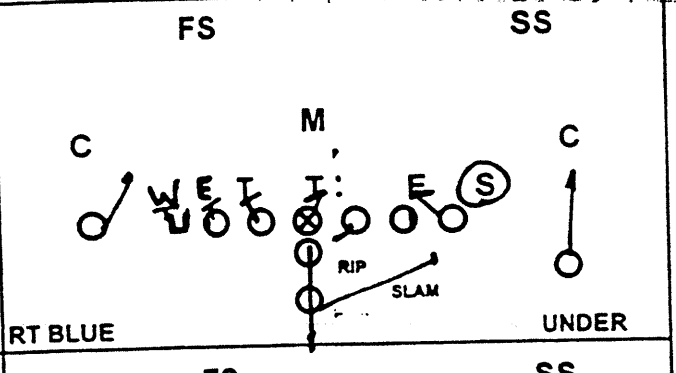
RT BLUE

VS/6-2



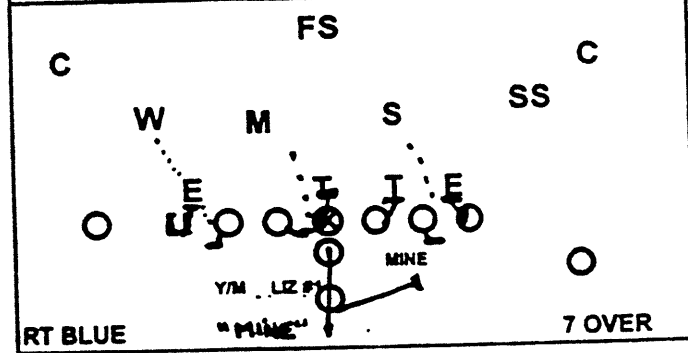
RT BLUE

OVER G



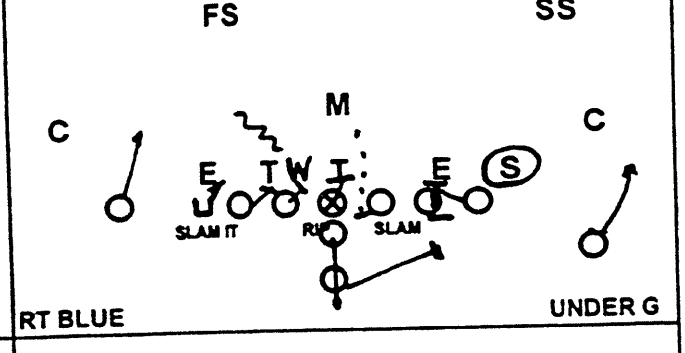
RT BLUE

UNDER



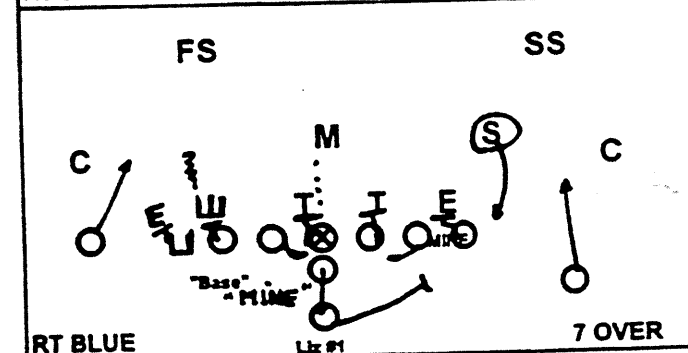
RT BLUE

7 OVER



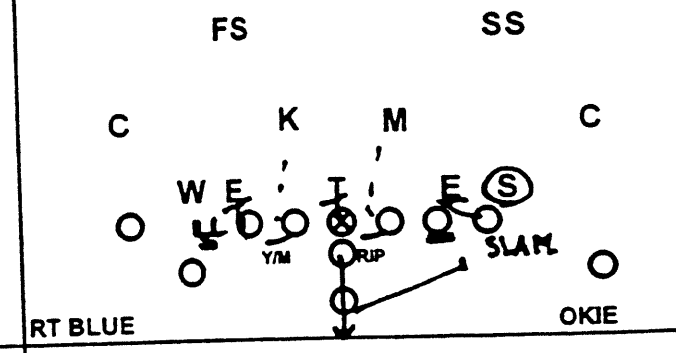
RT BLUE

UNDER G



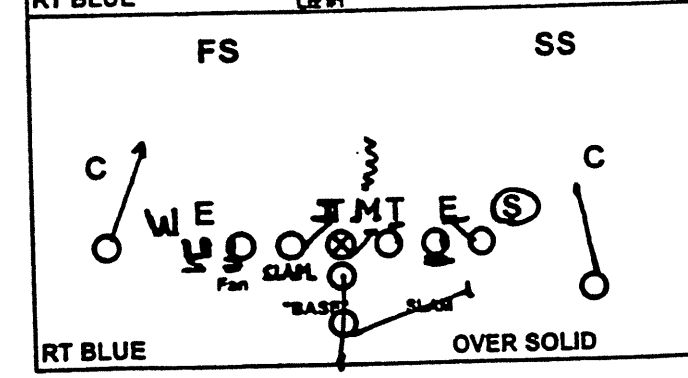
RT BLUE

7 OVER



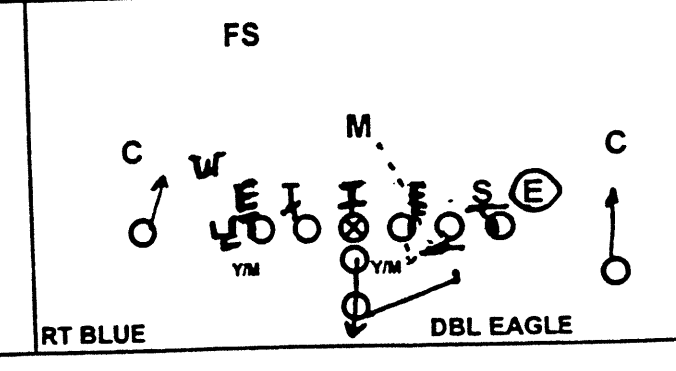
RT BLUE

OKIE



RT BLUE

OVER SOLID



RT BLUE

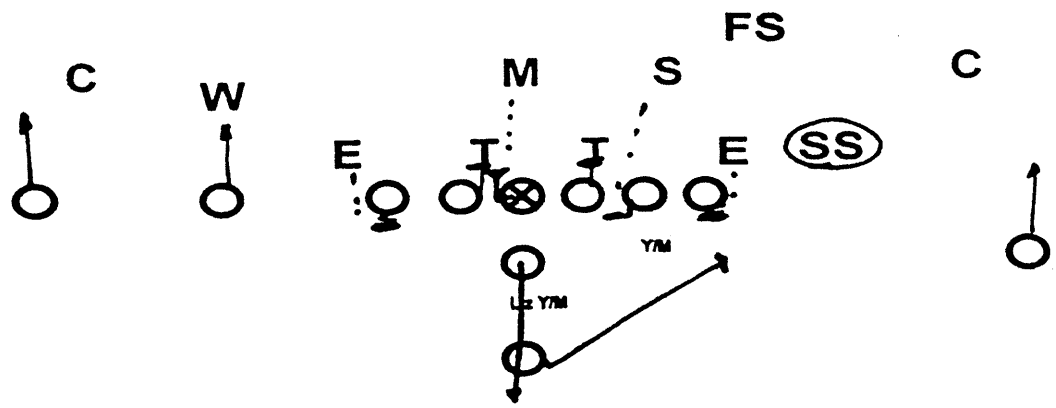
DBL EAGLE

PURDUE

PLAY: SILVER

BASIC BLOCKING: BLITZ AUDIBLE VS 4 STRONG

FORMATIONS:	BLOCKING::
BASIC	BASIC
OTHERS:	OTHERS



BALL CARRIER	ST) KEY) AP)
BACK	WORK OUTSIDE STRONG - LOOK FOR ANYTHING OFF THE EDGE
SPLIT END (X)	RUN ROUTE CALLED
FLANKER (Z)	RUN ROUTE CALLED
A-BACK (A)	RUN ROUTE CALLED
TE	BASE: LINEMAN ON, OVER, OUTSIDE C.P.: VS/EAGLE LOOK POSS YOU/ME W/OT
P.S. TACKLE (Y-SIDE)	C.P. VS EAGLE LOOK POSSIBLE YOU/ME W/Y OR OG. EYE LB.
PS GUARD (Y-SIDE)	BASE: LINEMAN-ON-OVER C.P. VS EAGLE LOOK POSS Y/M W/OT
CENTER	BASE: LINEMAN ON - OVER - YOU/ME VS 4-2 DECLARE WK VS UNDERS DECLARE STRG BE ALERT FOR WK BINGOS
BS GUARD	BASE: LINEMAN ON - OVER C.P.: ALERT DIRECTIONAL CALLS BY OC
BS TACKLE	BASE: LINEMAN ON-OUTSIDE C.P.: MAKE BINGO CALL VS POSSIBLE BLITZ THREAT OUTSIDE, BE ALERT FOR DIRECTIONAL CALLS BY OC.

PURDUE BOILERMAKERS

PLAY: SILVER

BASIC BLOCKING: 7 Man Protection W/Y Staying In

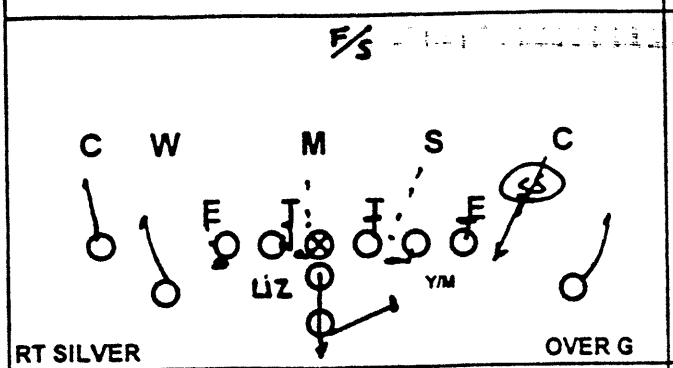
Protection: RB CK STRG OUTSIDE

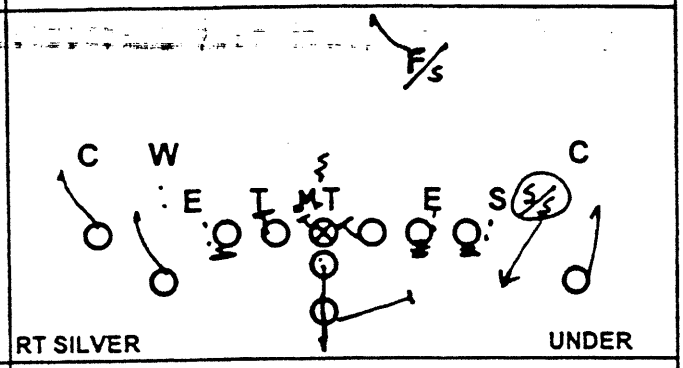
QB ACTIONS & ALERTS

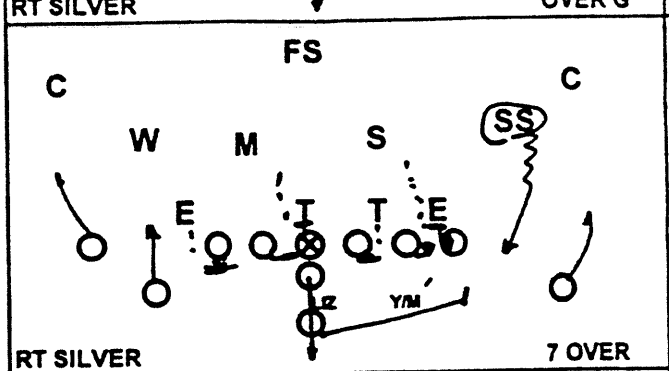
QB CHECK-OFF

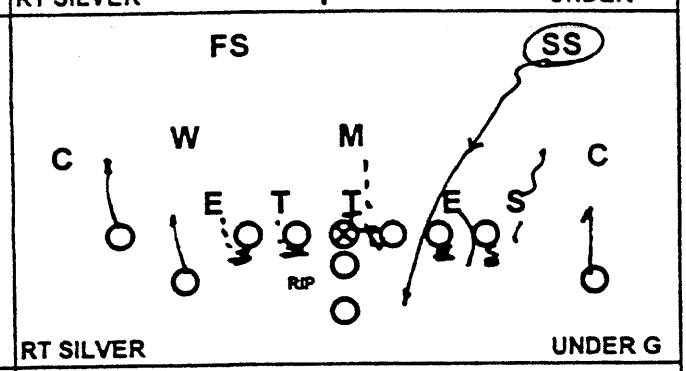
INTO

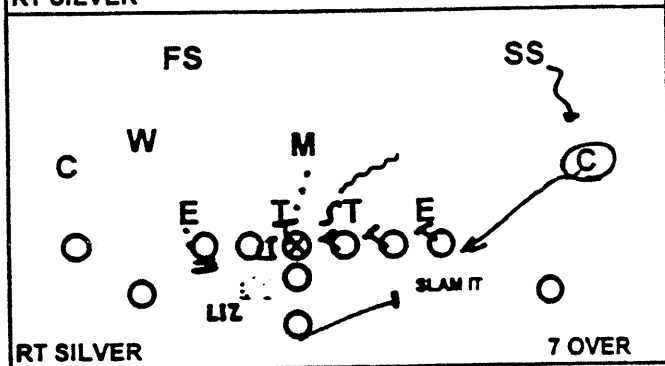
OUT OF

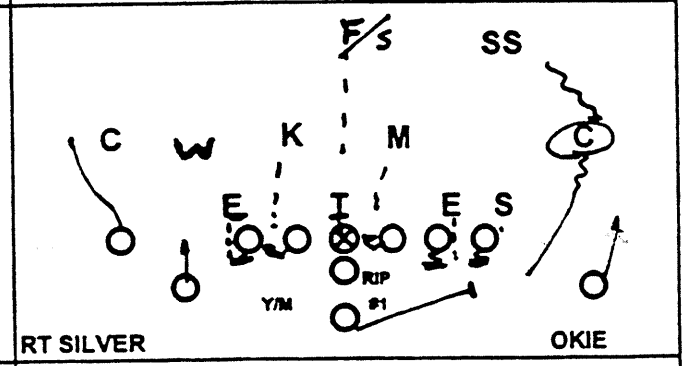


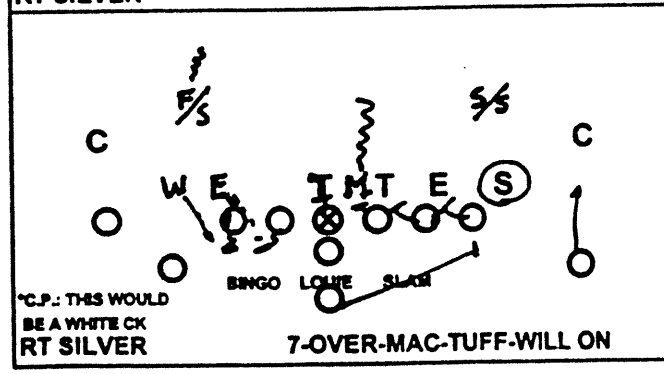


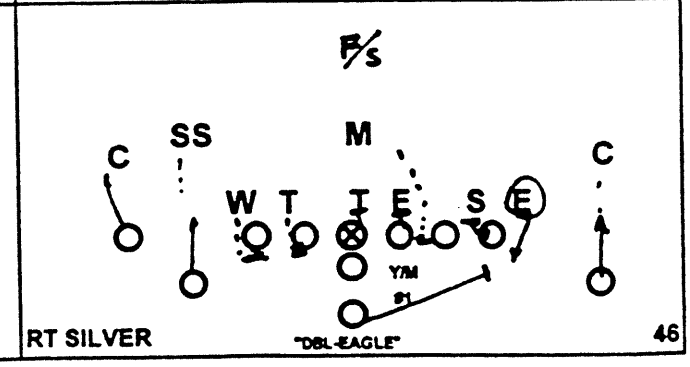












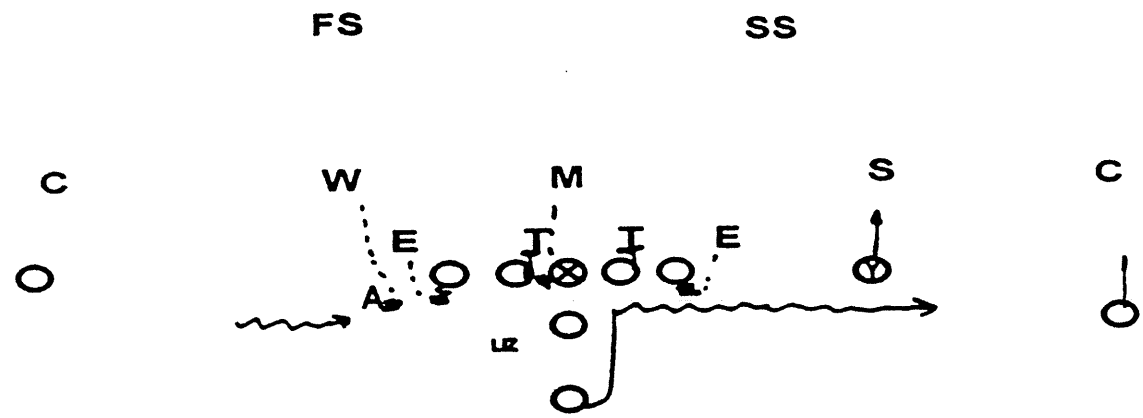
46

PURDUE

PLAY: WAC

BASIC BLOCKING: Empty Set 6 Man Protection w/#1 Wk Side Receiver used inprotection to pick up wk outside rusher.

FORMATIONS: ANY BASIC OTHERS:	BLOCKING:: BASIC OTHERS



BALL CARRIER	ST) AP) KEY)	
BACK	GO IN MOTION ACCORDING TO CALL OR RUN ROUTE	
SPLIT END (X)	RUN ROUTE CALLED	
FLANKER (Z)	RUN ROUTE CALLED	
A-BACK (A)	BLOCK THE UNBLOCED OUTSIDE RUSHER WK. C.P.: ALERT FOR POSSIBLE FN OR YOU/ME SCHEME W/OT (BE ALERT FOR SLAM CALL BY QT)	
TE	RUN ROUTE CALLED C.P. FLEX!	
P.S. TACKLE	BASE LINEMN ON OUTSIDE C.P.: ALERT POSSIBLE YOU/ME OR FAN SCHEME W/#1 WK RECEIVER. KNOW WHICH WAY OC HAS DECLARED FRONT	
PS GUARD	BASE: LINE ON-OVER	
CENTER	BASE: LINEMAN ON OVER VS 4-2 DECLARE FRONT STRONG C.P.: ALERT FOR STRG SIDE BINGO's	
BS GUARD (SLIDE-SIDE)	BASE: LINEMAN ON-OVER C.P.: BE ALERT FOR BINGO's & DIRECTIONAL CALLS BY OC	
BS TACKLE SLIDE-SIDE	BASE: LINEMAN ON-OVER C.P.: MAKE BINGO CALL VS POSSIBLE BLITZ THREAT OUTSIDE, BE ALERT FOR DIRECTIONAL CALLS BY OC	

PURDUE BOILERMAKERS

PLAY: WAC

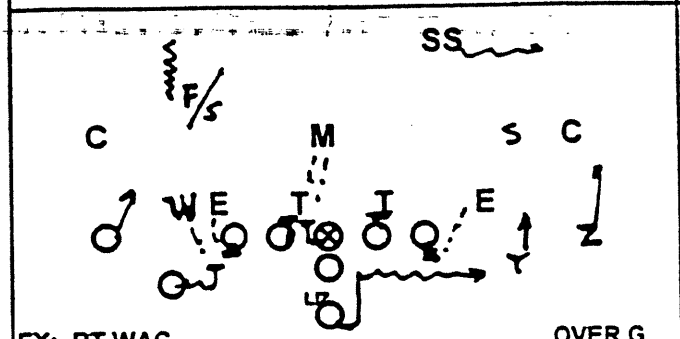
BASIC BLOCKING: Empty/Set - 6 Man Prot. w/#1 Wk side Receiver used in prot. To pick-up Wk Outside Rusher

QB ACTIONS & ALERTS

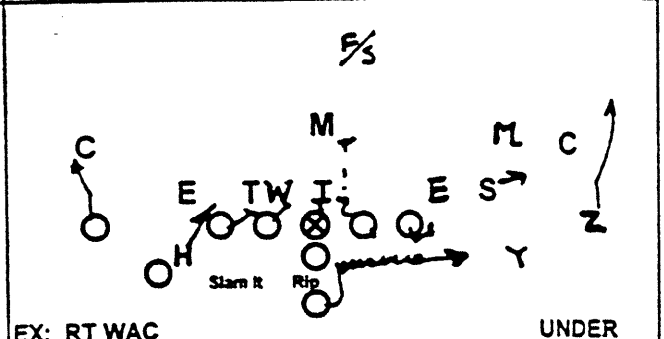
QB CHECK-OFF

INTO

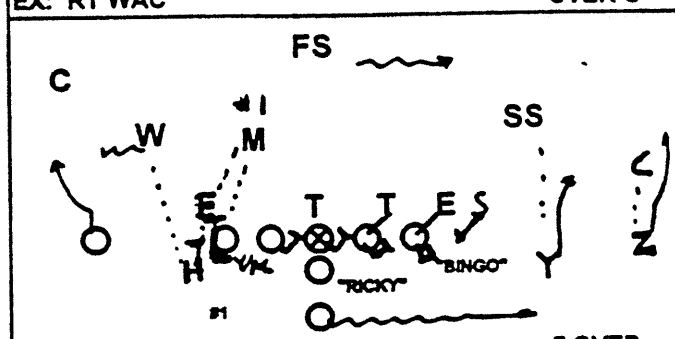
OUT OF



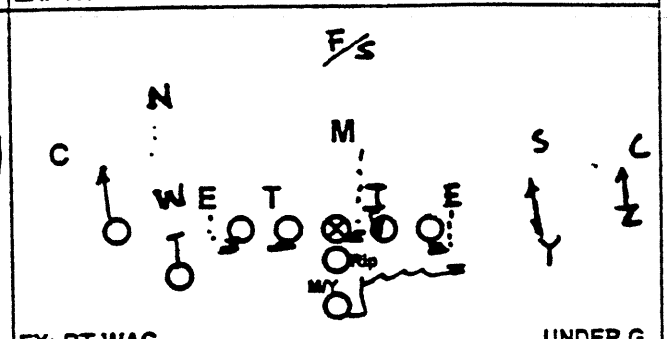
EX: RT WAC OVER G



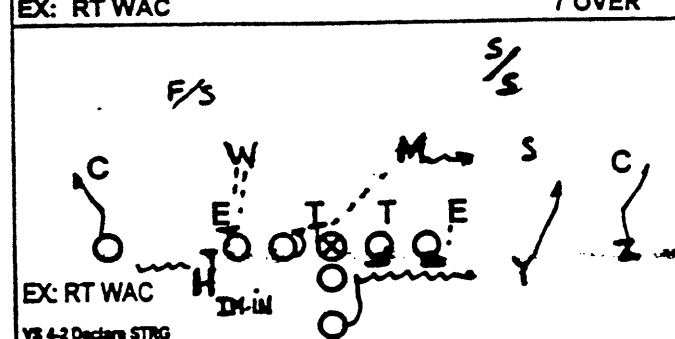
EX: RT WAC UNDER



EX: RT WAC 7 OVER



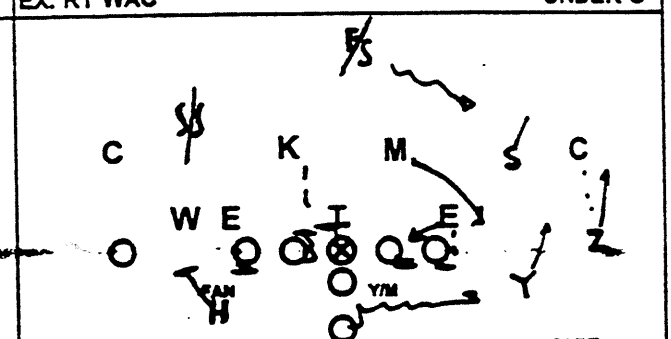
EX: RT WAC UNDER G



EX: RT WAC

VS 4-2 Declare STRG (away from help)

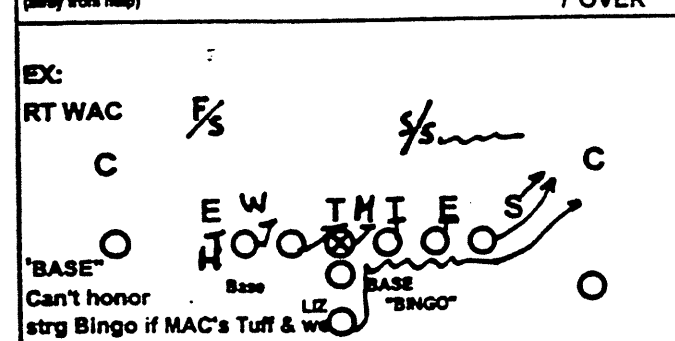
7 OVER



EX: RT WAC OKIE

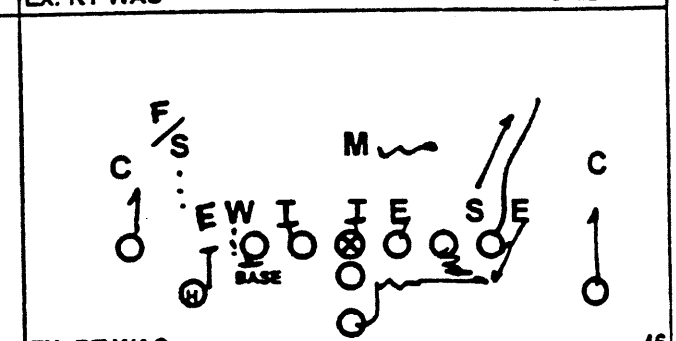
EX:

RT WAC



"BASE"
Can't honor strg Bingo if MAC's Tuff & we can't afford WK slam it.

OVER SOLID



EX: RT WAC

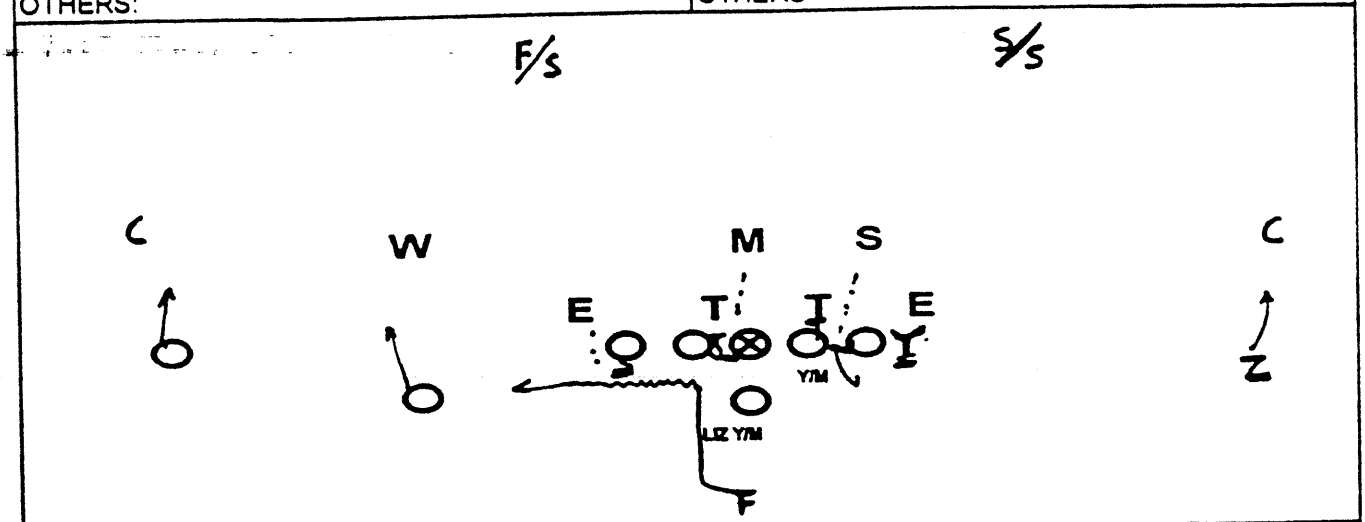
46

PURDUE

PLAY: STAY

BASIC BLOCKING: 6 Man Protection W/Y Staying in Protection

FORMATIONS:	BLOCKING:
BASIC	BASIC
OTHERS:	OTHERS

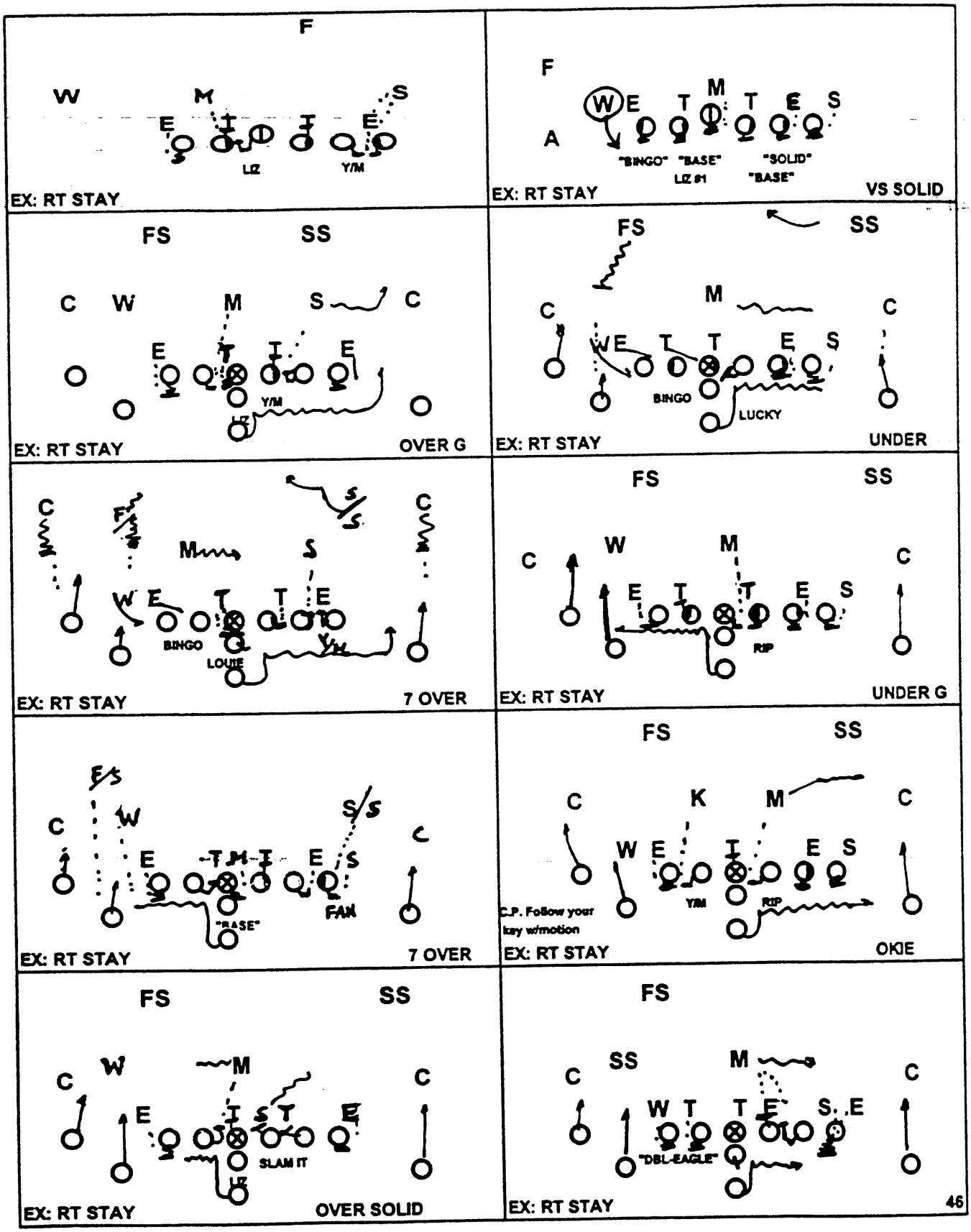


BALL CARRIER		
BACK	GO IN MOTION ACCORDING TO CALL OR RUN ROUTE	
SPLIT END (X)	RUN ROUTE CALLED	
FLANKER (Z)	RUN ROUTE CALLED	
A-BACK (A)	RUN ROUTE CALLED	
TE	LINEMAN ON, OVER, OUTSIDE C.P.: VS EAGLE LOOK POSSIBLE YOU/ME WITH OT OR FAN W/OT VS POSSIBLE BLITZS THREAT OUTSIDE	WE CANNOT SLIDE VS/A FRONT W/A SOLID STRG.
PS TACKLE	C.P.: VS EAGLE LOOK POSSIBLE YOU/ME EYE YOUR LB ALERT POSSIBLE FN CALL BY Y.	
P.S. GUARD	BASE: LINEMAN ON OVER; YOU/ME C.P.: VS EAGLE LOOK POSSIBLE YOU/ME WITH OT	
CENTER	BASE: LINEMAN ON OVER; YOU/ME DECLARE WK VS 4-2 C.P. BE ALERT FOR WEAK BINGO'S. COMMUNICATE ALL "BASES"	
BS GUARD	BASE: LINEMAN ON-OVER C.P.: BE ALERT FOR BING'S & DIRECTIONAL CALLS BY OC	
BS TACKLE	BASE: LINEMAN ON OUTSIDE C.P.: MAKE BINGO CALL VS POSSIBLE BLITZS THREAT OUTSIDE. BE ALERT FOR DIRECITONAL CALLS BY OC	

PURDUE BOILERMAKERS

PLAY STAY

BASIC BLOCKING

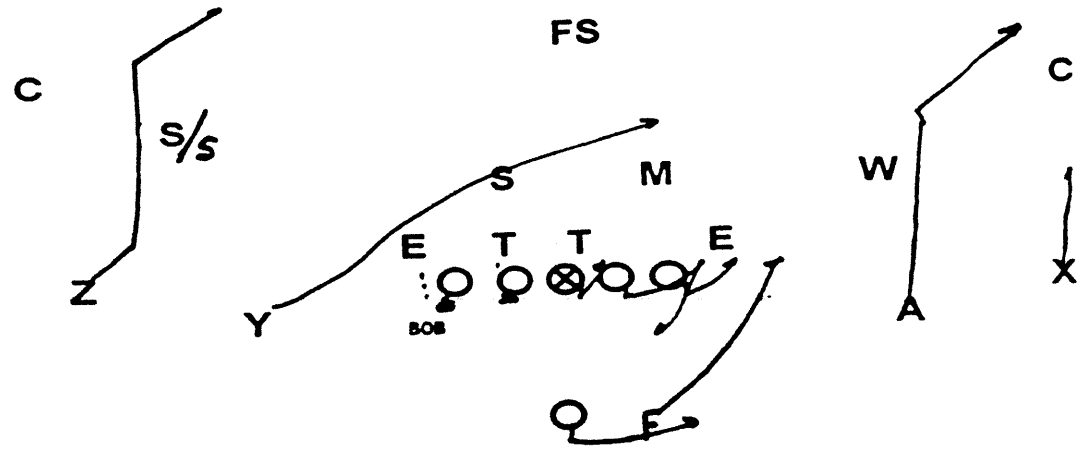


PURDUE

PLAY: SPRINT RT/LT

BASIC BLOCKING:

FORMATIONS:	BLOCKIN REACH: BLK SAME AS P-38/39
BASIC	BASIC
OTHERS:	OTHERS



RB	SECURE BLK EMLOS LOOK FOR ANY PRESSURE OFF THE EDGE	
WR PLAYSIDE	RUN "RETURN" COMBINATION	
WR PLAYSIDE	RUN "RETURN" COMBINATION	
WR BS	APPLY & EXECUTE RUN B.S. NAKED COMBINATION	
WR BS	RUN BS NAKED COMBINATIONE	
P.S. TACKLE	COVERED: BLK PLAYSIDE GAP - REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL BS IMMEDIATELY.	✓ DEEP
PS GUARD	COVERED: BLK PLAYSIDE GAP - REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL BS IMMEDIATELY.	"
CENTER	BLK PLAYSIDE GAP. IF NO THREAT DRILL THE BS GAP IMMEDIATELY. ALERT POSSIBLE RIP OR LIZ VS/ONSIDE SHADE	"
BS GUARD	BLK PLAYSIDE GAP. USE 34/35 TECH VS BS SHADE. ALERT Y/M OR BOB SCHEME VS BS EAGLE LOOKS	"
BS TACKLE	LINEMAN ON OVER *ALERT Y/M OR BOB SCHEME VS BS EAGLE LOOKS	"

PLAY: SPRINT RT/LT

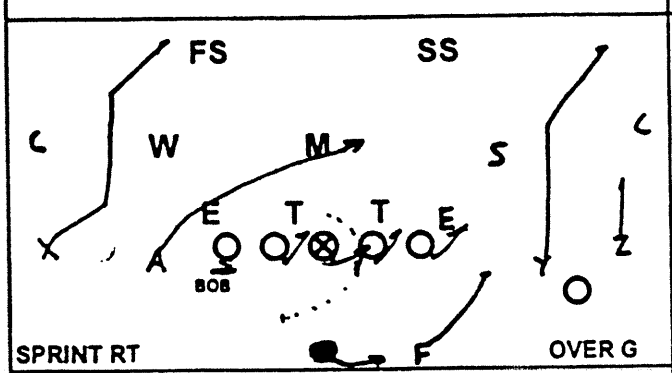
BASIC BLOCKING: REACH (P 38/39)

QB ACTIONS & ALERTS

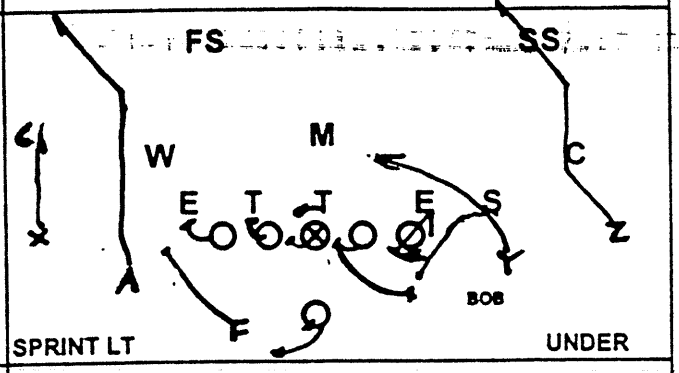
QB CHECK-OFF

INTO

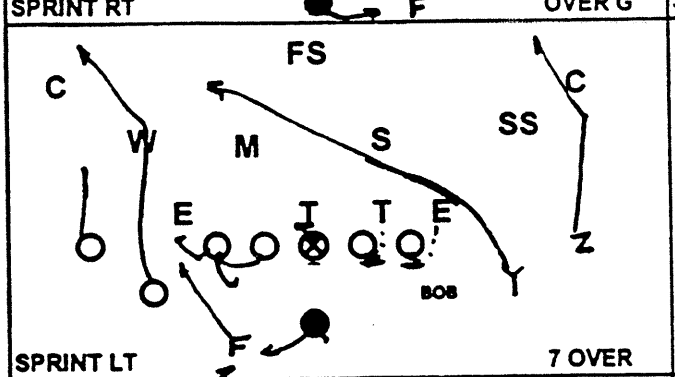
OUT OF



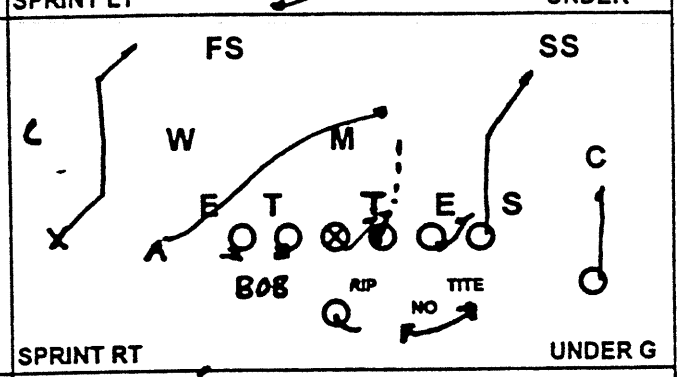
SPRINT RT — OVER G



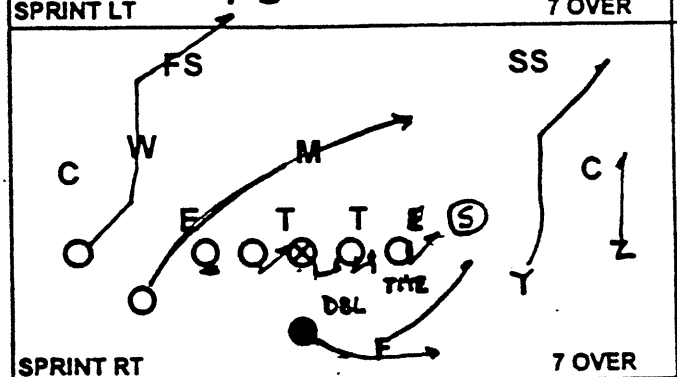
SPRINT LT — UNDER



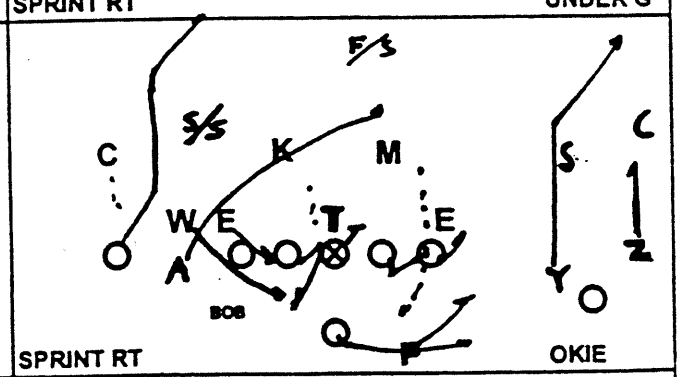
SPRINT LT — 7 OVER



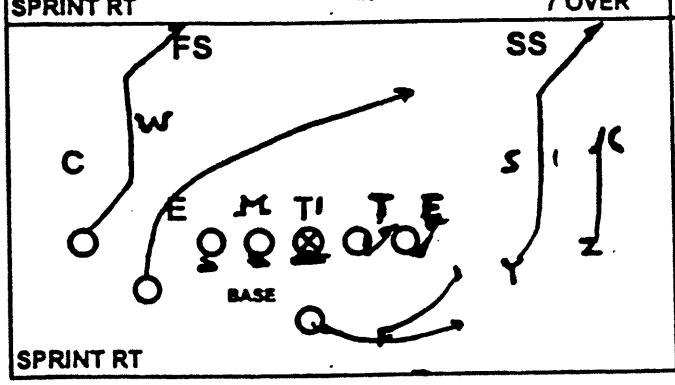
SPRINT RT — UNDER G



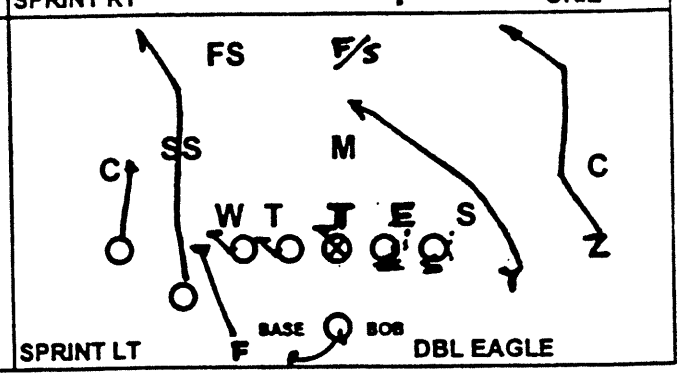
SPRINT RT — 7 OVER



SPRINT RT — OKIE



SPRINT RT

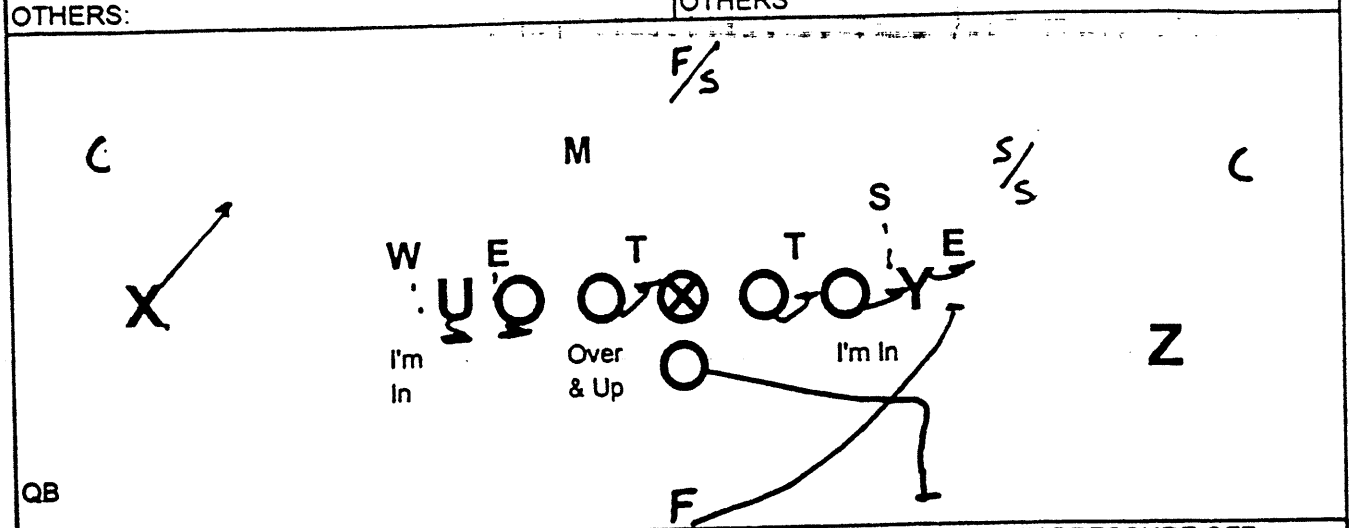


SPRINT LT — DBL EAGLE

PURDUE

PLAY: Pass 38/39

FORMATIONS:	BLOCKIN Reach
BASIC All but empty	BASIC
OTHERS:	OTHERS



RB	SELL 38 SPRINT. SECURE BLK ON EMLOS. LOOK FOR ANY PRESSURE OFF THE EDGE.
SPLIT END (X)	RUN RT CALLED
FLANKER (Z)	RUN RT CALLED
U	P.S. BLK PLAYSIDE GAP. REACH & FIT B.S. RUN RT OR BLOCK (I'm In) LINEMAN ON OUTSIDE. ALERT FOR FAN SCHEME W/Y
TE	P.S. BLK PLAYSIDE GAP. REACH & FIT B.S. RUN RT OR BLOCK (I'm In) LINEMAN ON OUTSIDE. ALERT FOR FAN SCHEME W/Y
P.S. TACKLE	COVERED: BLK PLAYSIDE GAP. REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL THE B.S. GAP IMMEDIATELY
PS GUARD	COVERED: BLK PLAYSIDE GAP. REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL THE B.S. GAP IMMEDIATELY
CENTER	BLK PLAYSIDE GAP. IF NO THREAT DRILL THE B.S. GAP IMMEDIATELY ALERT POSSIBLE RIP OR LIZ VS/ONSIDE SHADE
BS GUARD	BL PLAYSIDE GAP. USE 34/35 TECH VS B.S. SHADE ALERT Y/M OR BOB SCHEME W/B.S. EAGLE LOOKS
BS TACKLE	LINEMAN ON OVER ALERT Y/M, BOB, OR HEAVY SCHEMES. COMMUNICATE!

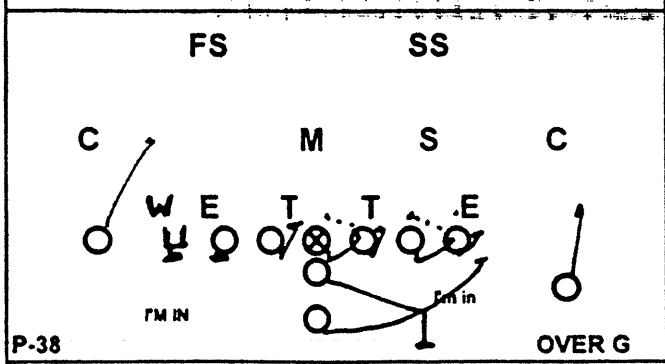
PLAY: PASS 38/39 **BASIC BLOCKING: REACH**

QB ACTIONS & ALERTS

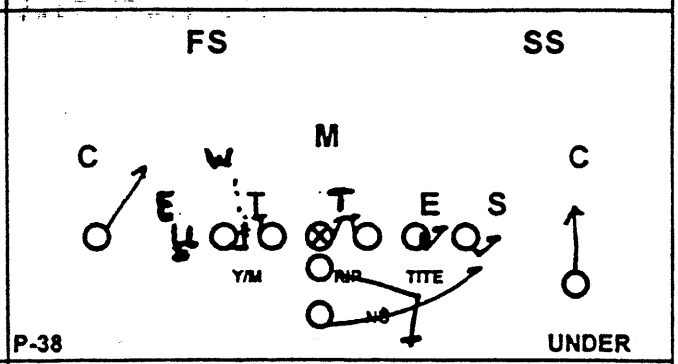
QB CHECK-OFF

INTO

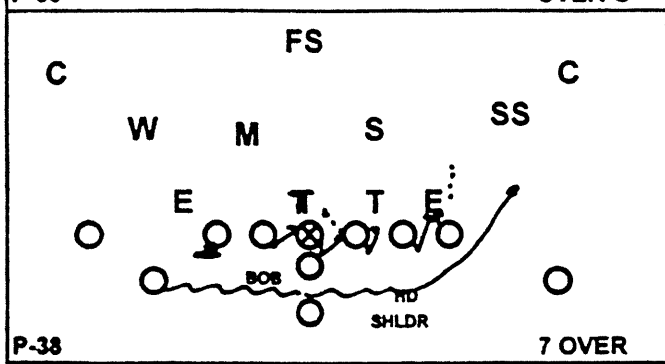
* VS/CROWD STAY W/ZONE BLK SCHEME



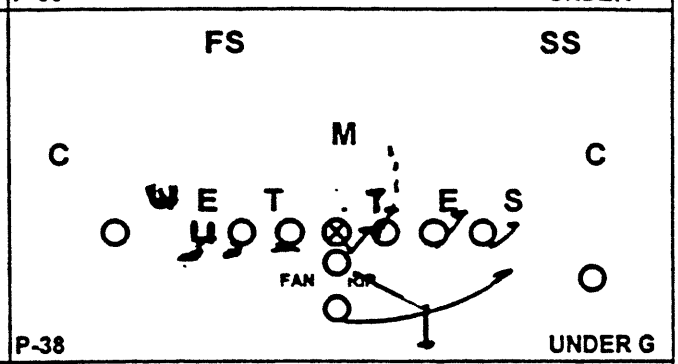
P-38 OVER G



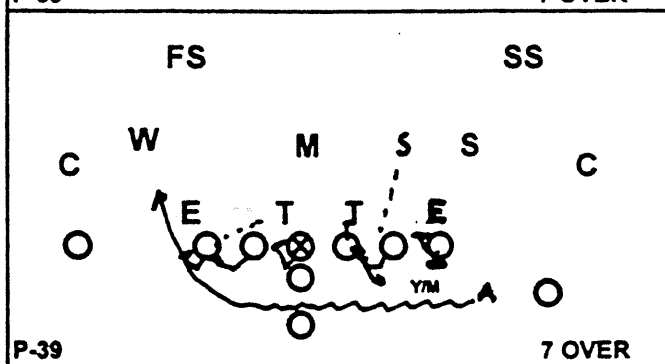
P-38 UNDER



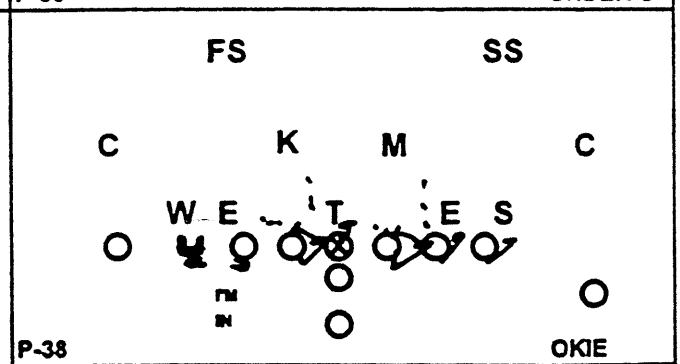
P-38 7 OVER



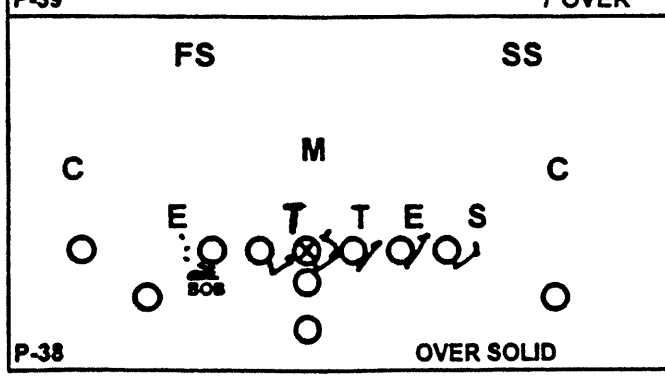
P-38 UNDER G



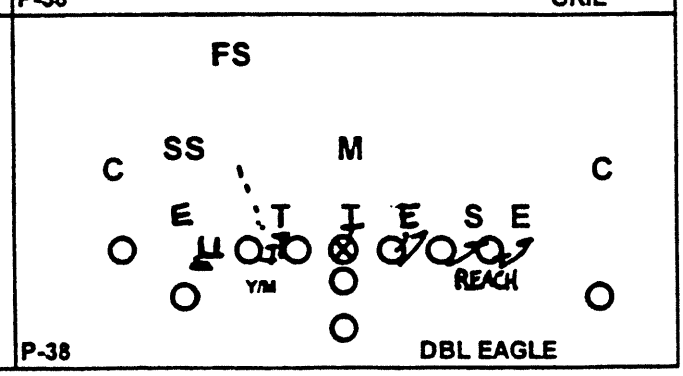
P-39 7 OVER



P-38 OKIE

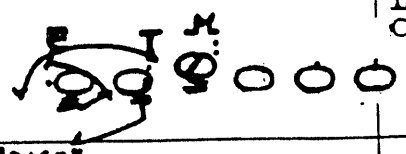
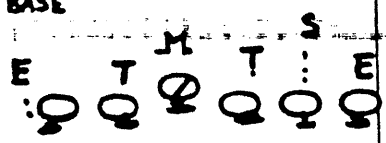
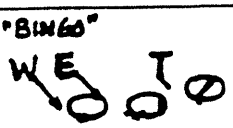
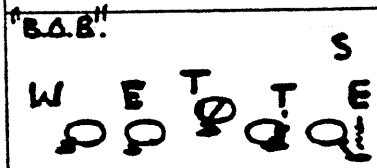
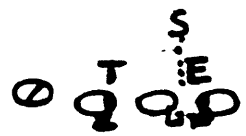
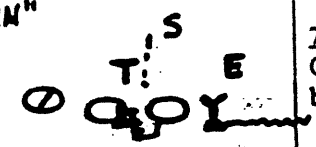
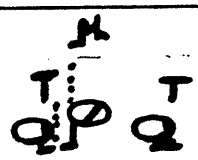
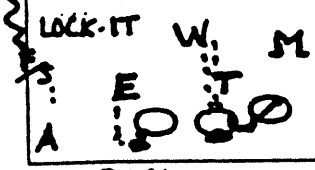


P-38 OVER SOLID



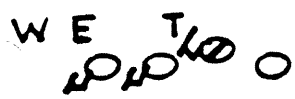
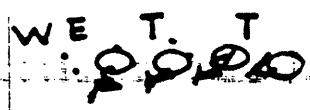
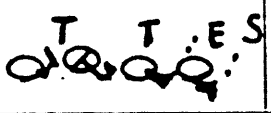
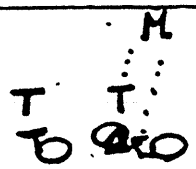
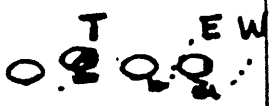
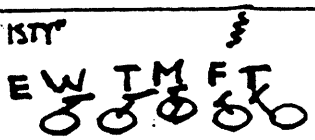
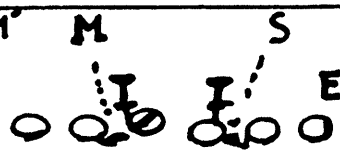
P-38 DBL EAGLE

PASS PROTECTION CALLS

"ACE" 	1. ACE Call made by OL predetermining that he will be manned up in protection.
"BASE" 	2. BASE Call made by an Offensive lineman that results in Base Blocking Assignments.
"BINGO" 	3. BINGO Call made by OT's in slide protections alerting the front that he is covered and there is another defensive player in a blitzing position outside. (OVERHANG)
"B.O.B." 	4. B.O.B. Call made to designate a Big-on-Big blocking scheme.
"FAN"	4. FAN Call made by TE in protection to alert uncovered OT to blockout. This happens when there is an overhang on the TE.
"HELP" 	6. HELP Call generally made by Y to OT in white or stay protection asking for help vs a 7 TECH.
"IM-IN" 	7. I'M IN Call made by H's, U's, Y's to alert Offensive line that they are involved in front blocking.
"LIZ" 	8. LIZ Call used by uncovered center alerting LG that he is working with him to the LB.
LOCK-IT 	9. LOCK IT Call made by OT in protection when LB is stacked in a threatening position over the DE. We want to execute slide assignments w/out slide technique.

BINGO

PASS PROTECTION CALLS

"LOUIE" 	10. LOUIE Call made by OC alerting offensive line that the OC, LOG, LOT are needed in a 3-man slide to the left for protection.
"LUCKY" 	11. LUCKY Call made by OC alerting defensive line that the RG, OC, LG, LT are needed in a 4-man slide tot he left for protection.
"RICKY" 	12. RICKY Call made by OC alerting Defensive lineman that the LG, OC, RG, RT are needed in a 4-man slide to the right for protection.
"RIP" 	13. RIP Call used by uncovered Center alerting RG that he is working with him to the LB.
"ROGER" 	14. ROGER Call made by OC alerting Offensive line that the OC, RG, RT are needed in a 3 man slide to the right for protection.
"RUSTY" 	15. RUSTY Call to alert OL to a possible Free Safety blitz in the A or B gap.
"SLAM"	16. SLAM Call used by covered OL alerting adjacent OL that he must block LB inside gap, this brings adjacent OL down on man that originally covered him.
"UP"	17. UP Call made by RG to alert Offensive lineman to play from a 2 point stance.
"Y/M" 	18. YOU/ME Call used to communicate blocking assignments within protections.

PASS ROUTE DESCRIPTION

WIDE RECEIVERS

X

Z

A

Y

PURDUE PASSING GAME DESCRIPTIONS:

90 PASS SERIES - is our Quick Passing Game. Featured routes are Hitches, Outs, Slants, Fades, Cross/Picks. These throws are off the 3-step drop. (Rhythm throws) We use our base protections (white-yellow-red) to protect. The majority of these patterns are at a depth of 6-7 yards. The Quarterback must get the ball thrown in less than 1.9 seconds.

We will utilize the shotgun formation, for the Quarterback to get away from the rush and get rid of the ball.

70 PASS SERIES - is our five step drop series, that features our option package and "Upfield" dropback throws. The QB is responsible to change to a maximum protection vs the blitz. (WAC, Stay, White) The majority of the 70 patterns range from 10-20 yards upfield.

60 PASS SERIES - is our five step drop with a "HOT" receiver. This series features our choice/follow package. Our QB does not have to change the protection vs the blitz because of the Hot Receiver. The majority of these patterns range from 10-15 yards.

1999 Passing Game

1. All routes are mirrored unless backside combination or individual route is called.
2. In the 60-70 passing game, receivers will be thought of as #1, #2, #3, outside in.
3. In the 60-70 passing game, trips and triples formations the backside TE is ruled by the second digit of the route called.
4. RB always work toward the single receiver in 3x1 formations. They are to assume the #2 receiver route. Red protection only.
5. RB will release to the call route side in 2x2 formations and assume the #3 receiver route. Red protection only.
6. All "out" routes are 5-7 yard speed cuts.
7. All "speed outs" are 11-13 yard speed cuts.
8. All "deep outs" are 10 yard square outs.
9. If you have an angle route called to your side the inside most receiver to that side of the formation by rule will run a 12 yard dig.
10. If a cross route is called, the inside most receiver on the opposite side of the formation by rule will run a 12 yard dig.
11. When running individual option routes the widest receiver to the option route side will be ruled on a 20 yard comeback.
12. Follows are combination routes that rule the called receiver on a 12 yard in route, the adjacent inside receiver on a cross, an adjacent outside receiver on a post. Note: All receivers must be on the same side of the ball.
13. Number of people involved in Protection dictate how many landmarks must be met on 73 route. Red Protection =5 landmarks. Yellow, Brown, Stay, Wac Protection =4 landmarks. White, Copper, Silver Protection =3 landmarks.
14. Digs by inside receiver are at 12 yards. Digs by outside receivers are at 16 yards.
15. The tag "switch" can be attached to 60-70 passing game. This would tell #2 and #3 receivers to switch assignments.
16. Anytime a receiver is put in motion to the "follow-bubble" side of a route, he will by rule run a wheel route.
17. In the 90's passing game, trips and triples formation, the TE (Y) will assume the inside most receiver rules
18. The #3 receiver runs a bubble route, when 96 is called to a 3x formation.

60's 70's BACKSIDE COMBINATIONS			
NAME	#1	#2	#3
POLE	POST (10-12 yds)	MIDDLE SEAM	———
UNDER	CROSS (4-6 yds)	DIG (12 yds)	———
SLIDE	POST (10-12 yds)	CROSS (4-6 yds)	DIG (12 yds)
DIG	DIG (16 yds)	SEAM	———
POST	POST	———	———
OUT	SPEED OUT (10-12 yds)	———	———

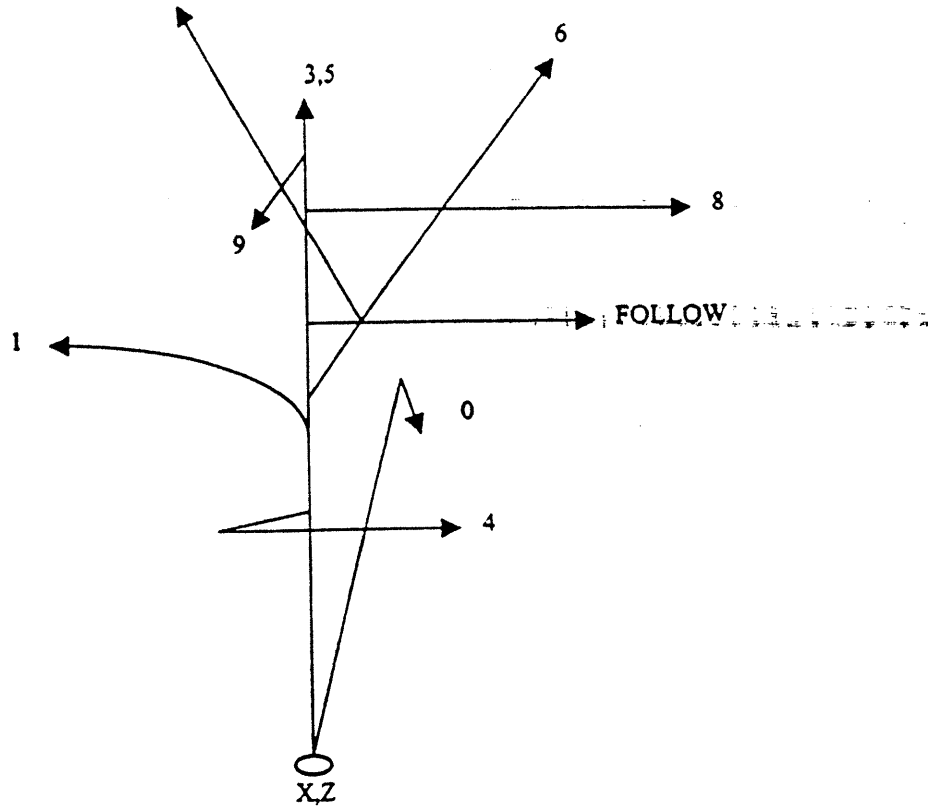
60's - 70's RECEIVER CONCEPTS	
1. OPTIONS - A,Z,Y,U,F	3. UNDERS – X,Y,Z,F,A
2. FOLLOWS - A,Y,Z,X,F	4. CROSSES – Y,A,U,F

60's / 70's ROUTE STRUCTURE				
	#1	#2	#3	TRIPS/TRIPLES BSTE RULES
60/70-	CHOICE (10yds)	CROSS (4-6yds)	FLARE/ BUBBLE	DEEP OUT (10yds)
61/71-	SPEED OUT (11-13yds)	SEAM	SPOT (8yds)	DEEP OUT (10yds)
62/72-	CHOICE (10yds)	ARROW (4-6yds)	ANGLE/SPOT (8yds)	DEEP OUT (10yds)
63/73-	STREAK	L.M. SEAM	L.M. SEAM	L.M. SEAM TO #'S
64/74-	SMASH (6yds)	FADE	L.M. SEAM	FADE
65/75-	STREAK	OUT (5-7yds)	SAIL (12-14yds)	CROSS (4-6yds)
66/76-	POST	WHEEL	DEEP OUT	MIDDLE SEAM
67/77-	POST (10YDS) CORNER	SEAM	OUT / FLARE	CROSS (4-6YDS)
68/78-	DIG (16YDS)	L.M. SEAM	———	———
69/79-	COMEBACK (18-16YDS)	L.M. SEAM	ARROW (4-6YDS)	CROSS (4-6YDS)

90's ROUTE STRUCTURE			
	OUTSIDE RECEIVER	INSIDE MOST RECEIVER	MIDDLE RECEIVER
90	HITCH (7yds)	L.M. SEAM	L.M. SEAM
91	OUT (5-7yds)	L.M. SEAM	L.M. SEAM
92	SLANT (6yds)	ARROW (4-6yds)	READ SLANT
93	FADE	L.M. SEAM	L.M. SEAM
94	SMASH (6yds)	NEAR L.M. SEAM	FADE TO #'S
95	———	———	———
96	SLANT (6yds)	READ SLANT	READ SLANT
97	FADE	OUT (5-7yds)	L.M. SEAM

60's/70's

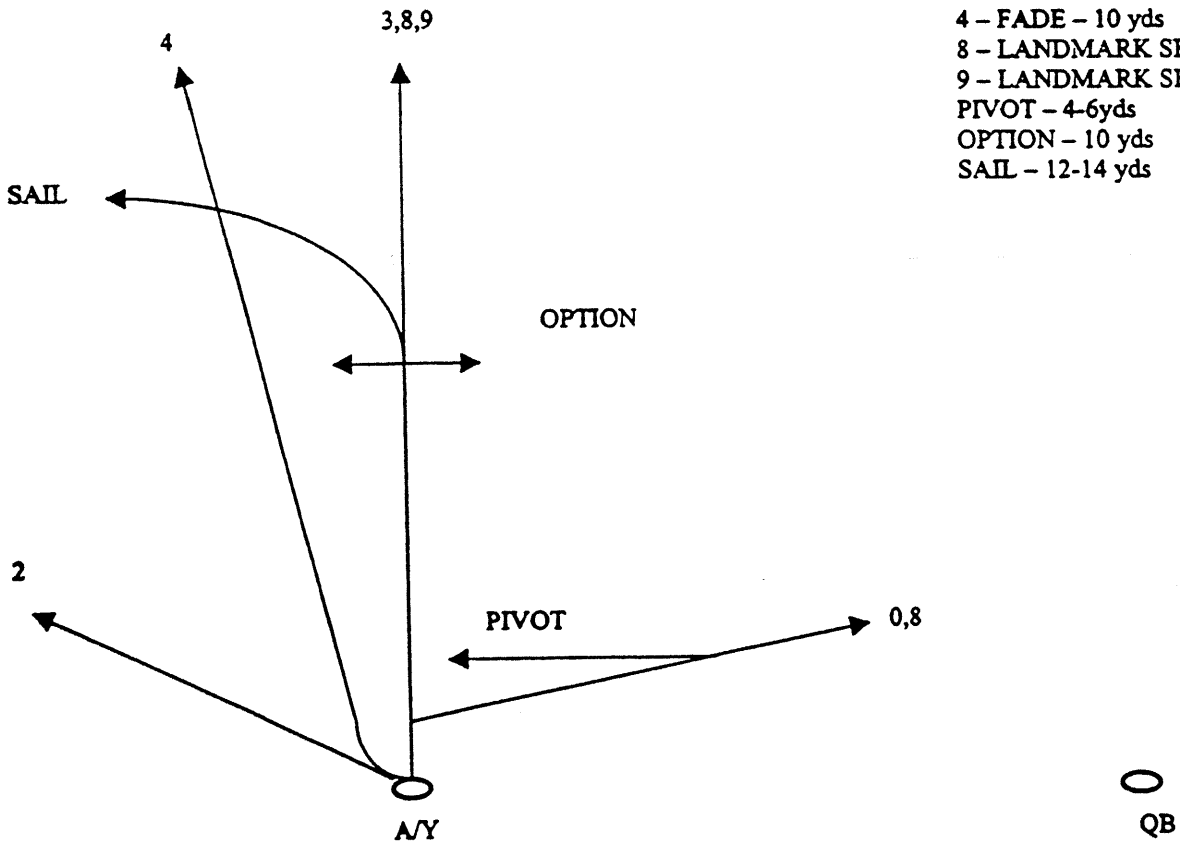
OUTSIDE RECEIVER



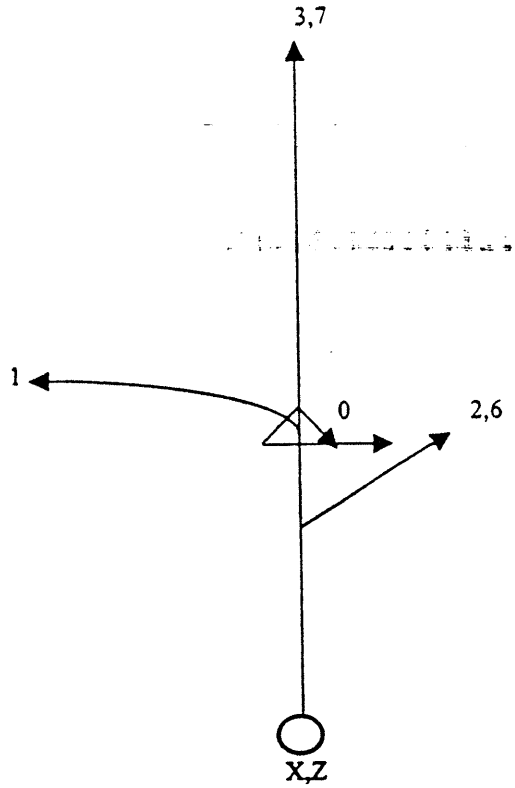
0 – CHOICE – 10 yds
1 - SPEED OUT – 10-12 yds
2 – CHOICE – 12 yds
3 – TAKE OFF
4 – SMASH – 5 yds
5 – TAKE OFF
6 – POST – 10-12 yds
7 – POST CORNER – 10 yds
8 – DIG – 16 yds
9 – COMEBACK – 18-16 yds
FOLLOW – 12 yds

INSIDE RECEIVER

0 – CROSS – 4-6 yds
2 – ARROW – 4-6 yds
3 – LANDMARK SEAM
4 – FADE – 10 yds
8 – LANDMARK SEAM
9 – LANDMARK SEAM
PIVOT – 4-6yds
OPTION – 10 yds
SAIL – 12-14 yds



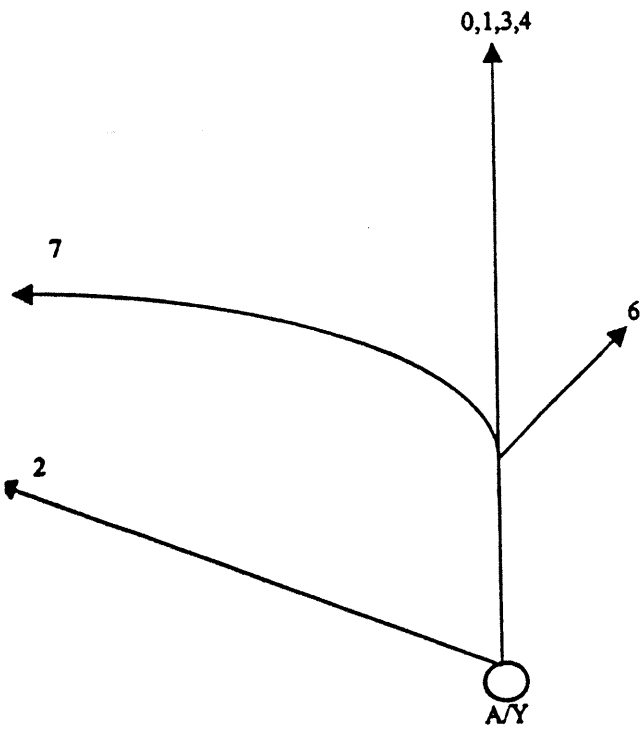
OUTSIDE RECEIVER



0 – HITCH - 5 STEPS
1 – QUICK OUT – 4 STEPS
2 – SLANT – 3 STEPS
3 – FADE – OUTSIDE RELEASE
4 –
6 – SLANT – 3 STEPS
7 – FADE - OUTSIDE RELEASE

INSIDE RECEIVER

0 – LANDMARK SEAM
1 – LANDMARK SEAM
2 – ARROW – 4-6 yds
3 – LANDMARK SEAM
4 – LANDMARK SEAM
6 – READ SLANT
7 – SPEED OUT 5-7 yds



A. 10-12 YD OUT

Explode off the ball. Speed cut square out on 6th step. Roll over the outside foot giving depth (12 yds). Snap your eyes around and find the ball. Vs. Bump and Run release outside and stay with route.

B. 5-7 YD OUT

Explode off the ball. Speed square out on 4th step. Roll over outside foot gaining depth (7 yds). Snap your eyes around and find ball vs Bump and Run stay with route vs Cov. 2 convert to Fade.

C. 16 YD DIG

Explode off the ball and make post move at 12 yds. Sell the post and plant on the outside foot at 15 yds. Drive parallel to the line of scrimmage. Find the holes vs zone. Stick and Separate vs Man.

D. 10-12 YD POST

Explode off the ball. Work head up to inside position on defensive back make move at 10 yds. Lean outside, plant outside foot and break for post.

E. 10-12 POST CORNER

Explode off the ball – make move at 10 yds. Sell post and plant off the inside foot on 3rd step. Get within 3 yds. From the hash on the move and break outside. Expect the ball over the outside shoulder.

F. 18-16 YD COMEBACK

Explode off the ball and release at defenders outside leg break down defensive backs cushion push route 20 yds. Burst last 4 yds. into break come back to the outside catching the ball at 18 yds. vs Cov. 2 releases split work route outside defensive back techniques.

G. READ SLANT

Explode off the ball and release to curl defenders inside shoulder. If the defender flys out to the curl, get vertical and look for football.

H. SMASH

Explode off the ball using a fade stem. Drive up the field to a depth of 6 yds. Pivot inside and face the QB vs Bump and Run release upfield to a depth of 6 yds. Stick the defensive back outside and separate away inside.

I. PIVOT

Explode off the ball and sell crossing route over the inside receivers alignment vs zone slide outside and find open area vs man stick and separate outside.

J. FADE

Explode off the ball and release directly at defensive back. Close the separation and release outside looking for the ball over the inside shoulder vs Bump and Run beat defensive back at LOS release outside. Use the numbers as a landmark.

K. HITCH

Explode off the ball using a fade stem push upfield and pivot at 5 steps catch the football and work outside after the catch. Vs Cov. 2 run Fade vs Bump and Run – Fade.

L. CROSS

Delay upfield release, plant and angle across field. You should be no deeper than 5 yds. when you cross the football. If coverage appears come underneath and keep going.

M. CHOICE

Explode off the ball working for a depth at 10 yds. Snap back to QB out of break and get inside curl defender. If curl defender walls you off, slide out away from LB's.

A AND Y – ROUTE EXPLANATIONS

1. DRAG — Inside release and work behind LB's gaining depth at 14-16 yds. when you reach a point over the strongside tackle.

2. SEAM — Inside release and work upfield quickly looking for an open area between the deep defenders – FS and CB or FS and SS.

3. DIG — Drive upfield 10-15 yds. and make square cut across middle looking for open area and get on top of underneath coverage.

4. POST CORNER — Drive upfield 10 yds., snap off post cut and sell it, then break off inside leg to corner.

5. OPTION — Stem route, attack defenders leverage. Climb to ten yards, reinforce defenders position and break away.

6. CHOICE — Diagonally stemmed route 10 yds. deep 2 yds. outside of Curl-Flat Defender.

7. CROSS — The Cross Route will be used on crossing routes when we want a receiver to get across the field quickly. Step at 45° angle and sprint inside gaining 4-6 yds. depth. The key to the crossing route is to not get upfield initially. Once you start working across, avoid under-coverage either over the top or underneath depending on the position of the defender. Do not get held up.

8. ARROW — Aim at 4 yds. depth on the sideline, snap head around on the third step. If you don't receive the ball, hook up 3 yds. from sideline.

9. SPEED OUT — Drive off the line at the defenders outside shoulder. On your third step, roll over your outside leg and work to a depth of 5-7 yds.

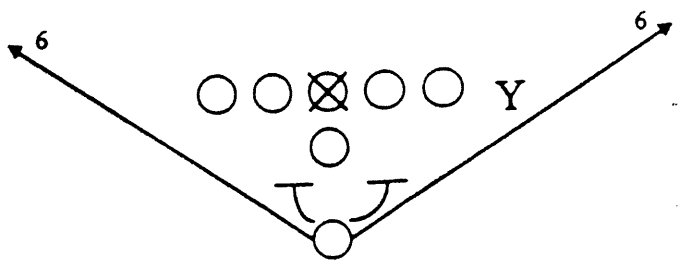
RUNNINGBACK ROUTES

MOTIONS

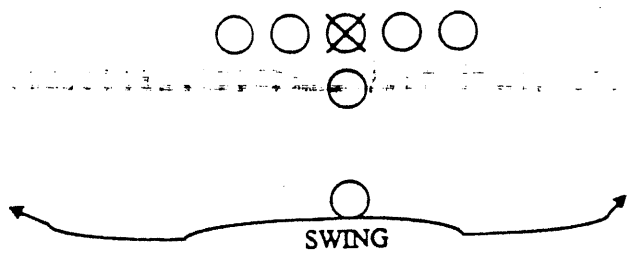
RUNNING BACK ROUTES

1.	FLAT	Check release to outside leg of linebacker or safety, level at 5 yards depth, stop and face QB when at 4 yds. from sideline.
2.	SWING	Release parallel to line of scrimmage, fill receiver's alignment.
3.	ZONE ADJUST	Check release, Coverage O.S.-Sit and Attract at 6 yds. Coverage I.S.-Lazy Out at 6 yds.
4.	CHECKDOWN	Check release 2 yards outside tackle, drive upfield, hook at 4 yds.
5.	CORNER	Check release O/S upfield, break at 10 yds. to corner.
6.	HITCH	Go in motion to X, Y, Z Call, stop and face QB 3 yds. from the sideline.
7.	UP	Go in motion to X, Y, Z Call.
8.	WHEEL	Check release O/S, sell flat route
9.	DELAY	Check release O/S run angle at 45°, after two second delay.
10.	OPTION	For use when lined up as a receiver (i.e., Trey Shift). Reinforce the position of the nearest defender and break away, after trying to get inside. Make a decision at 10 yds.

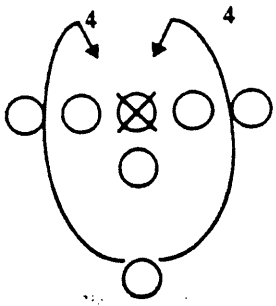
RUNNINGBACK ROUTES



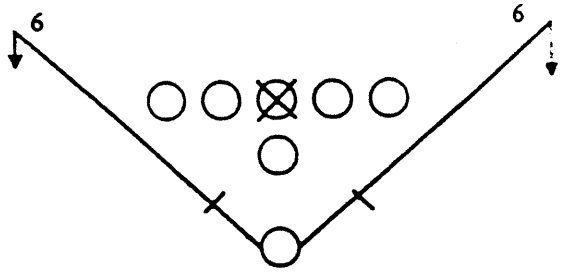
FLAT



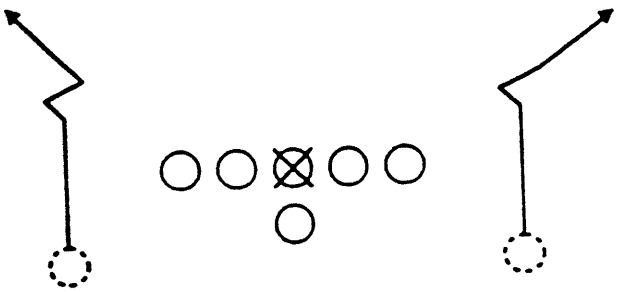
SWING



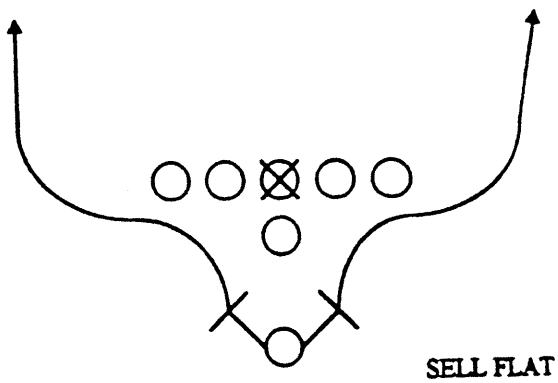
CHECKDOWN



ZONE ADJUST

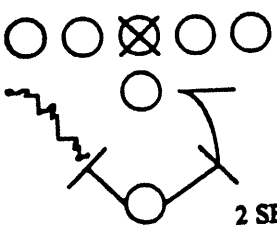


POST CORNER



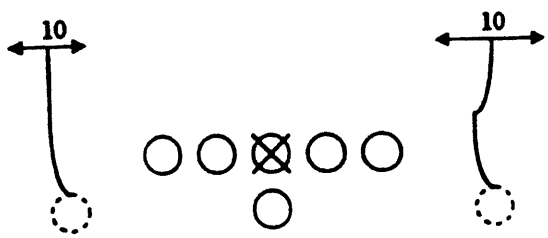
SELL FLAT

WHEEL



2 SEC

DELAY



OPTION

SECONDARY RECOGNITION

AND

COVERAGES

SECONDARY TERMINOLOGY

1. Nickel - Fifth Defensive Back

2. Dime - Sixth Defensive Back

3. Roll - Used in a 3-deep coverage when a defender is in an up alignment on the widest receiver to the field.

4. Cloud - used in a 3-deep coverage when a defender is in an up alignment on the widest receiver into the boundary.

5. Force - Defensive player responsible for upfield, outside in pressure.

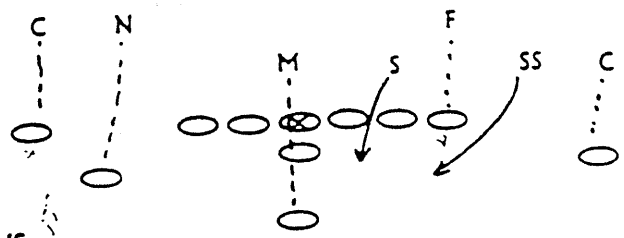
6. Press - Defender trying to hold up receiver on LOS.

7. Leverage - The position the defender is playing on our receivers.
   Ex.: Inside, Head-up, Outside

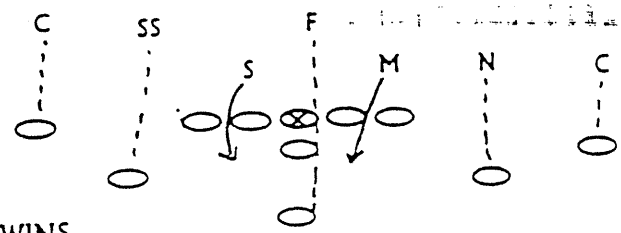
DESCRIPTION OF COVERAGES

Cover 0 - Man to Man - No help.
Cover 1 - Man to Man - FS help over top.
Cover 1 Robber - Man to Man - FS help over top, LB robbing middle zones.
Cover 2 - Zone coverage 5 under, 2 deep.
Cover 2 Man - Man to Man with 2 safeties playing halves over top.
Cover 3 - Zone coverage 4 under, 3 deep.
Cover 3 Roll - Zone coverage 4 under, 3 deep. Rerouting widest receiver to field.
Cover 3 Cloud - Zone coverage 4 under, 3 deep. Rerouting widest receiver to boundary.
Cover 4 - Zone coverage 3 under 4 deep.
Cover 5 - Zone coverage 5 under, 2 deep allowing 3 on 2 situation on outside 2 receivers to field.
Cover 6 - Zone coverage 4 under 3 deep. The top of coverage broken up 1/4, 1/4, 1/2.

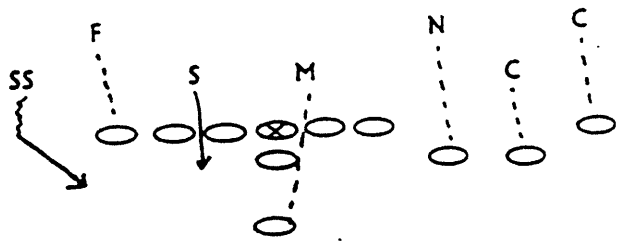
COVER "0"



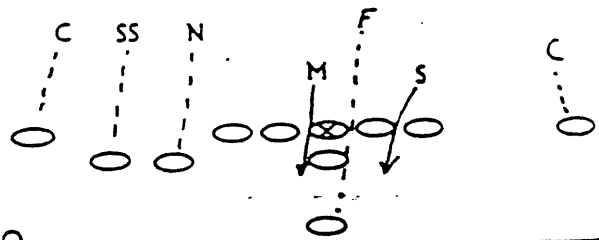
DBL'S



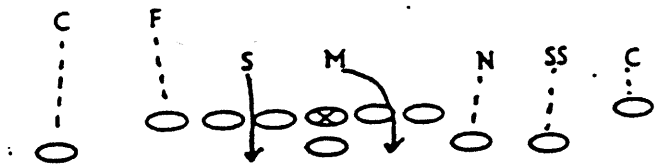
TWINS



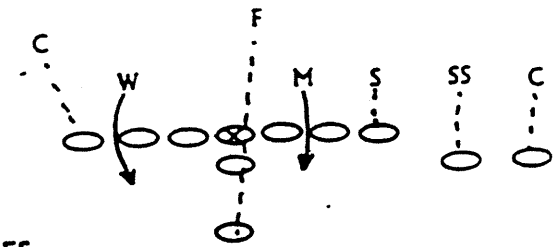
TRIPS



TRIO



SPREAD



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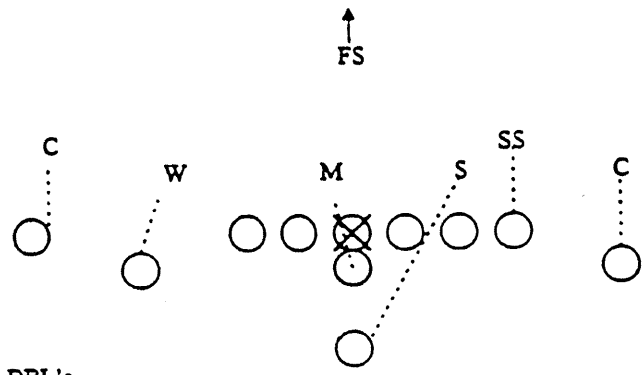

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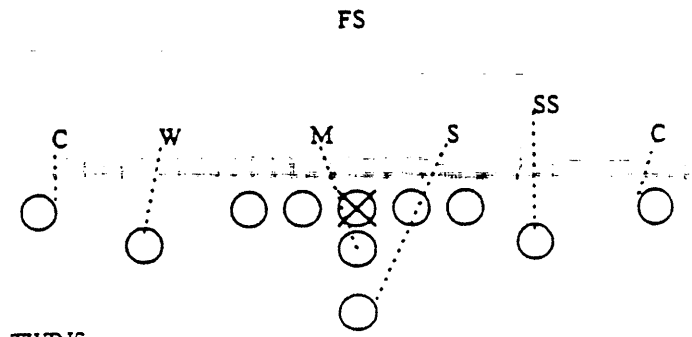

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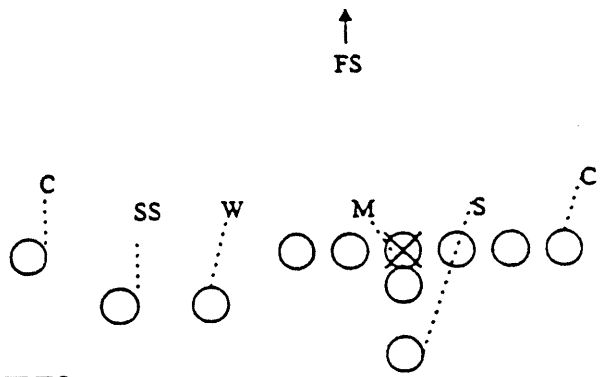

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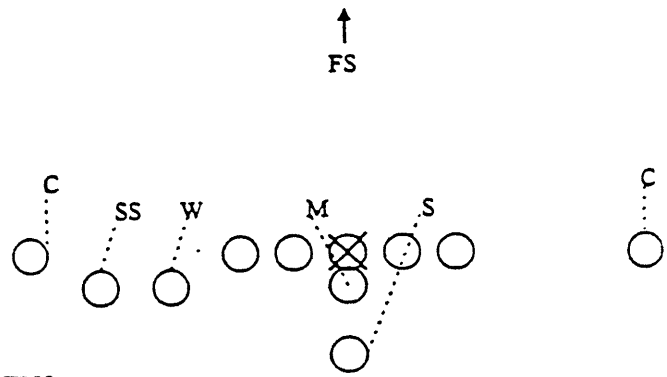

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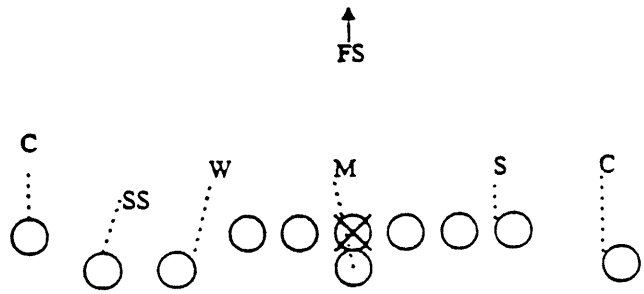

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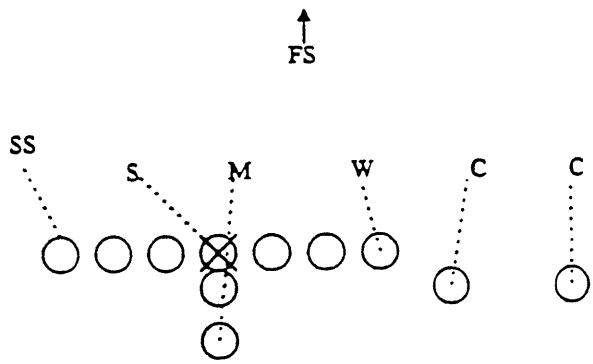

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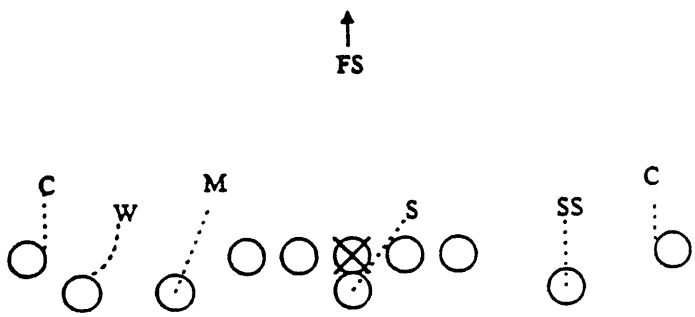

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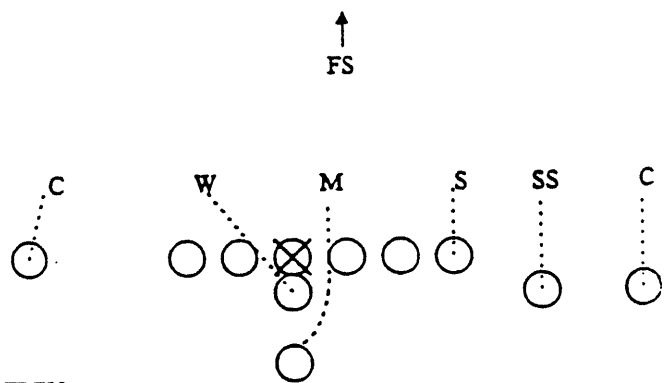

TREY

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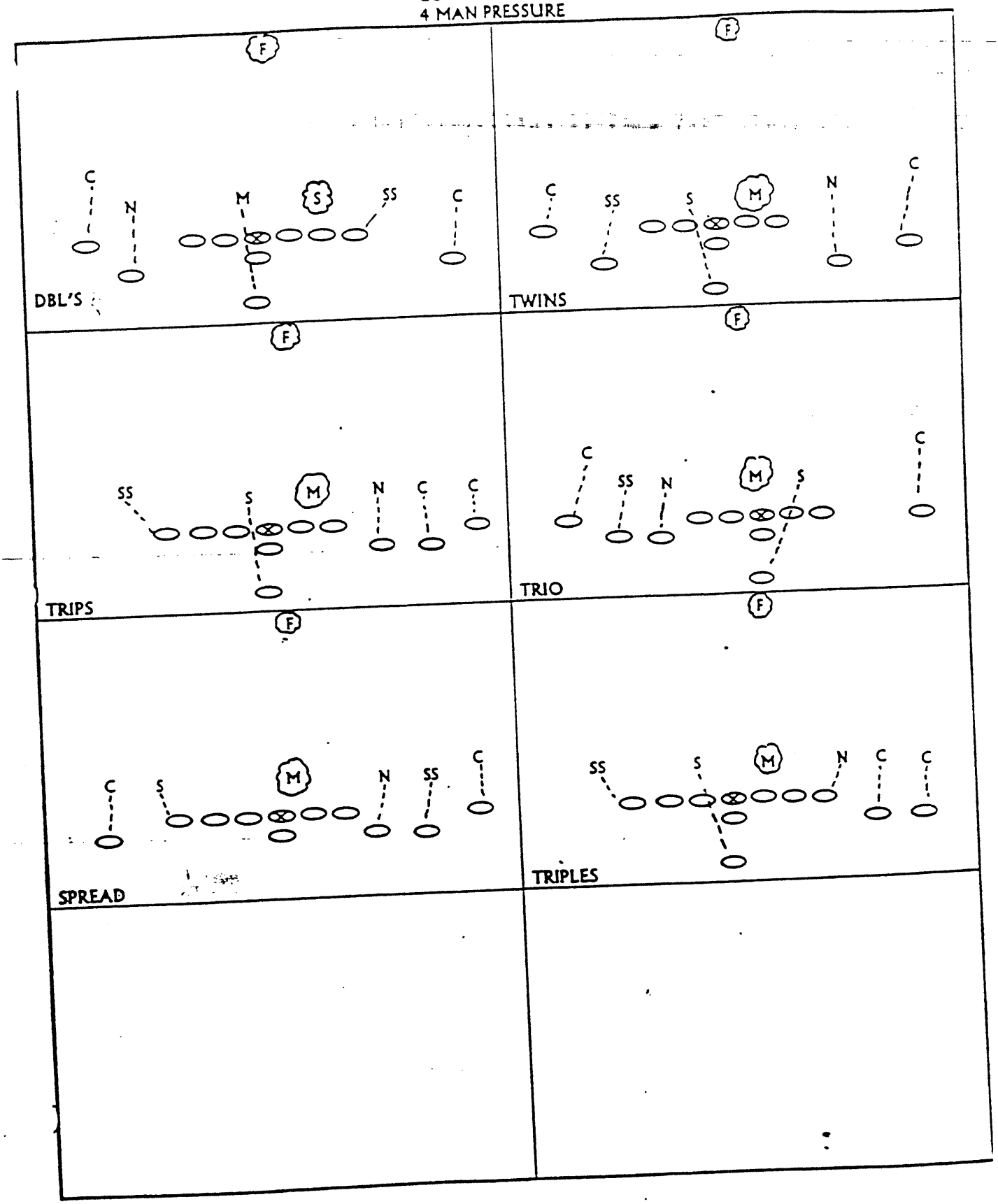
4 MAN PRESSURE



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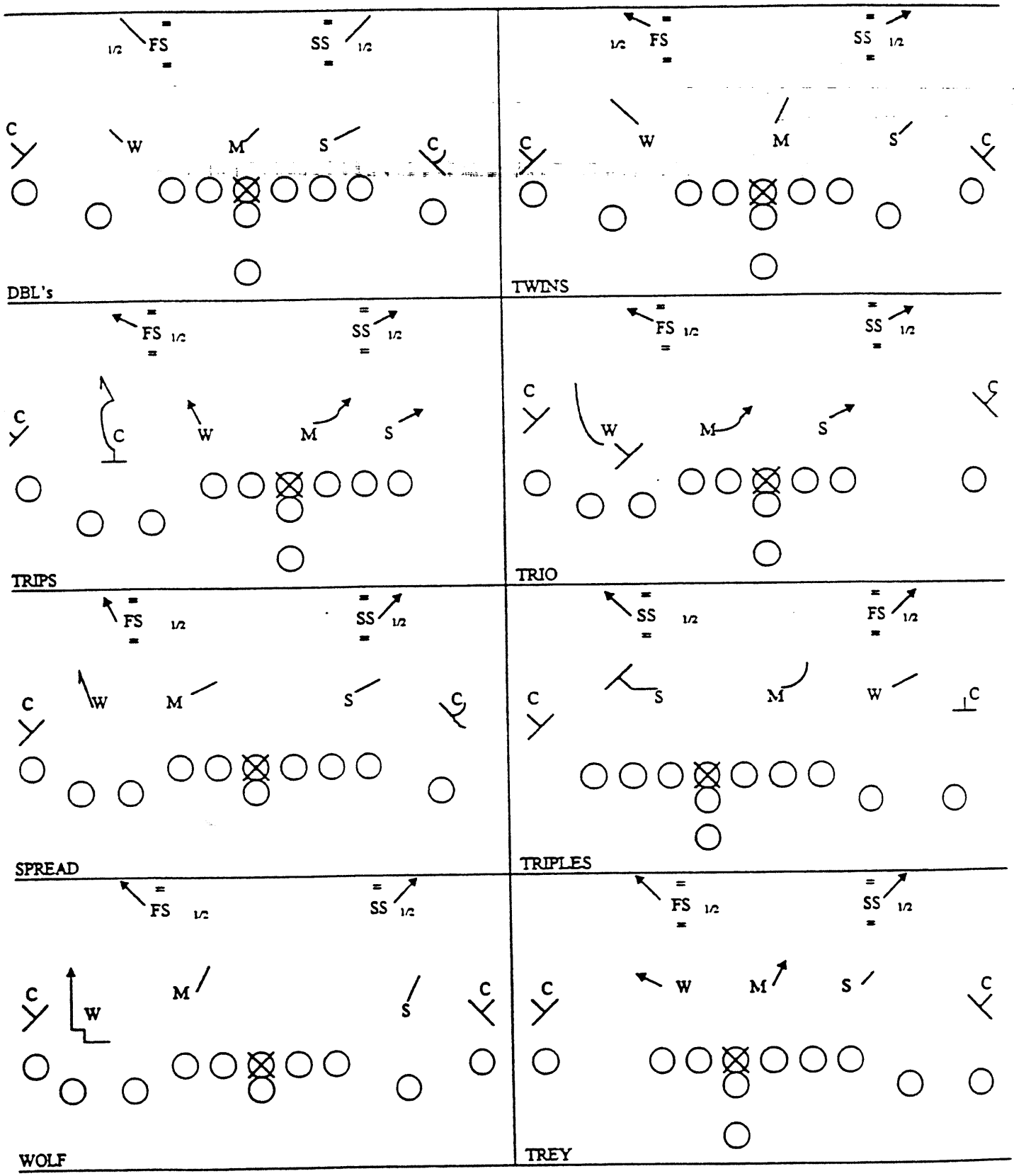
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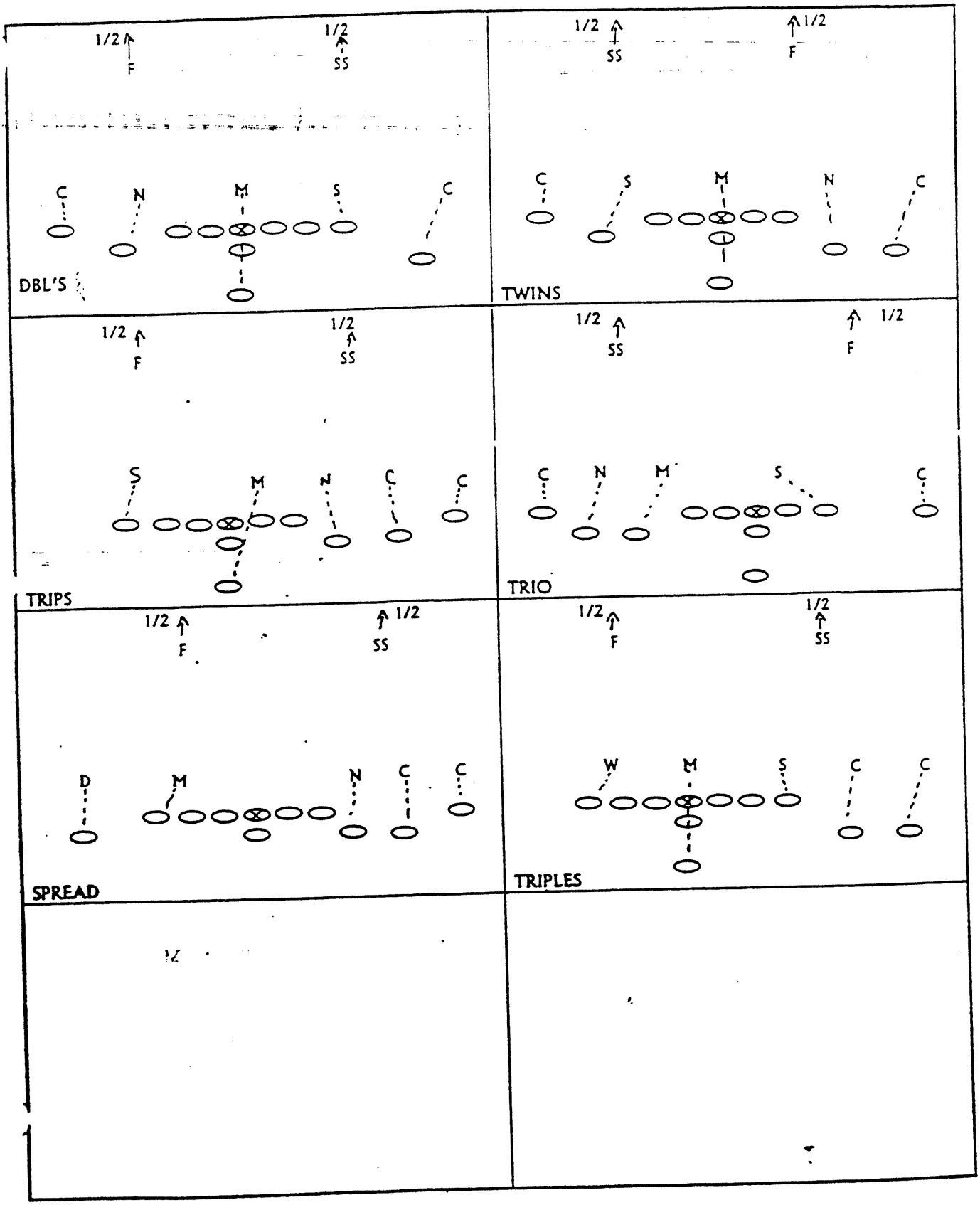
TREY

COVER 2 MAN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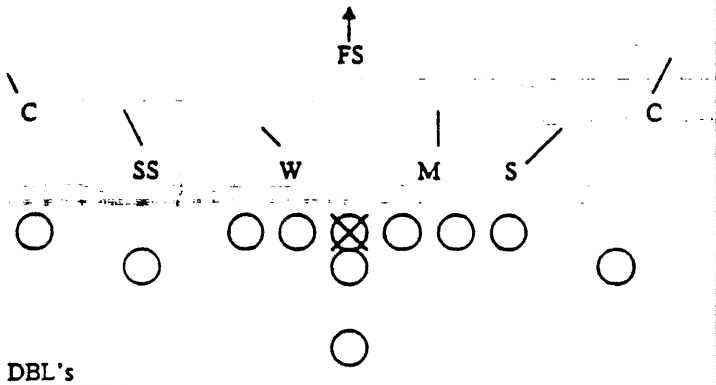

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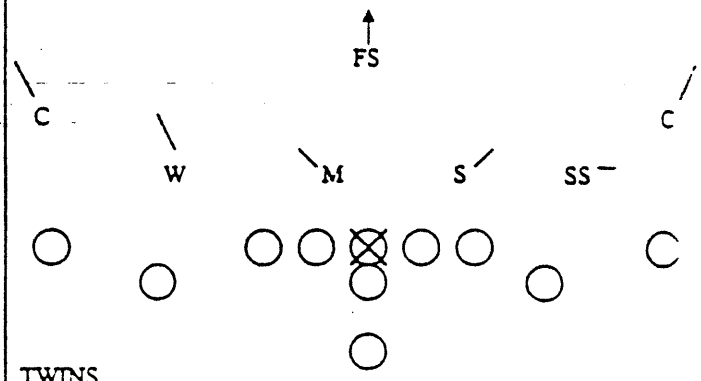

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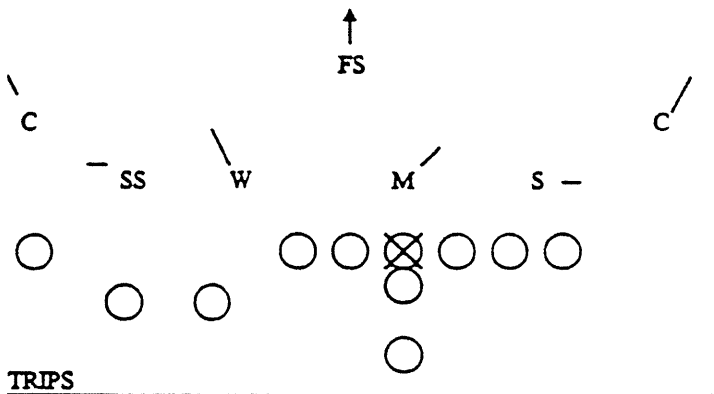

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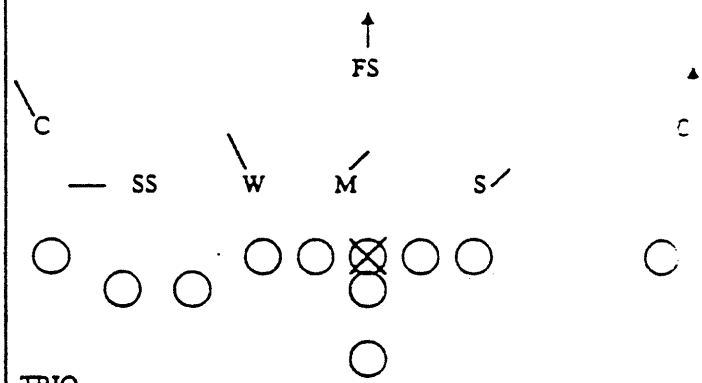

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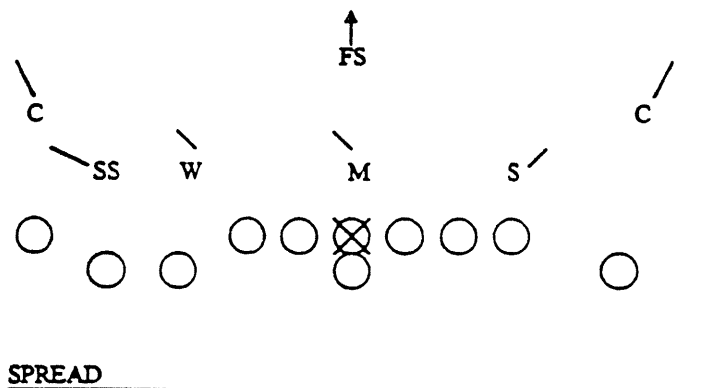

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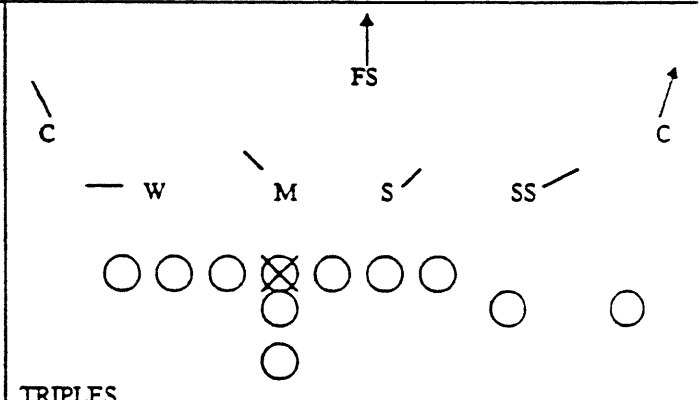

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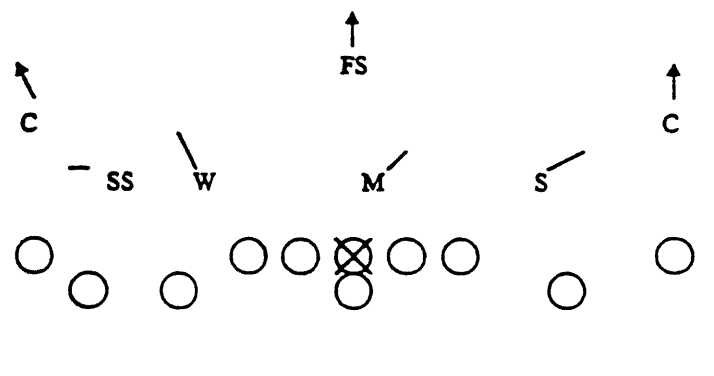

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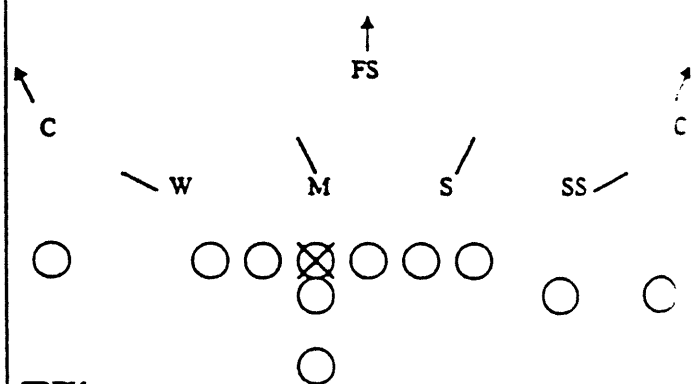
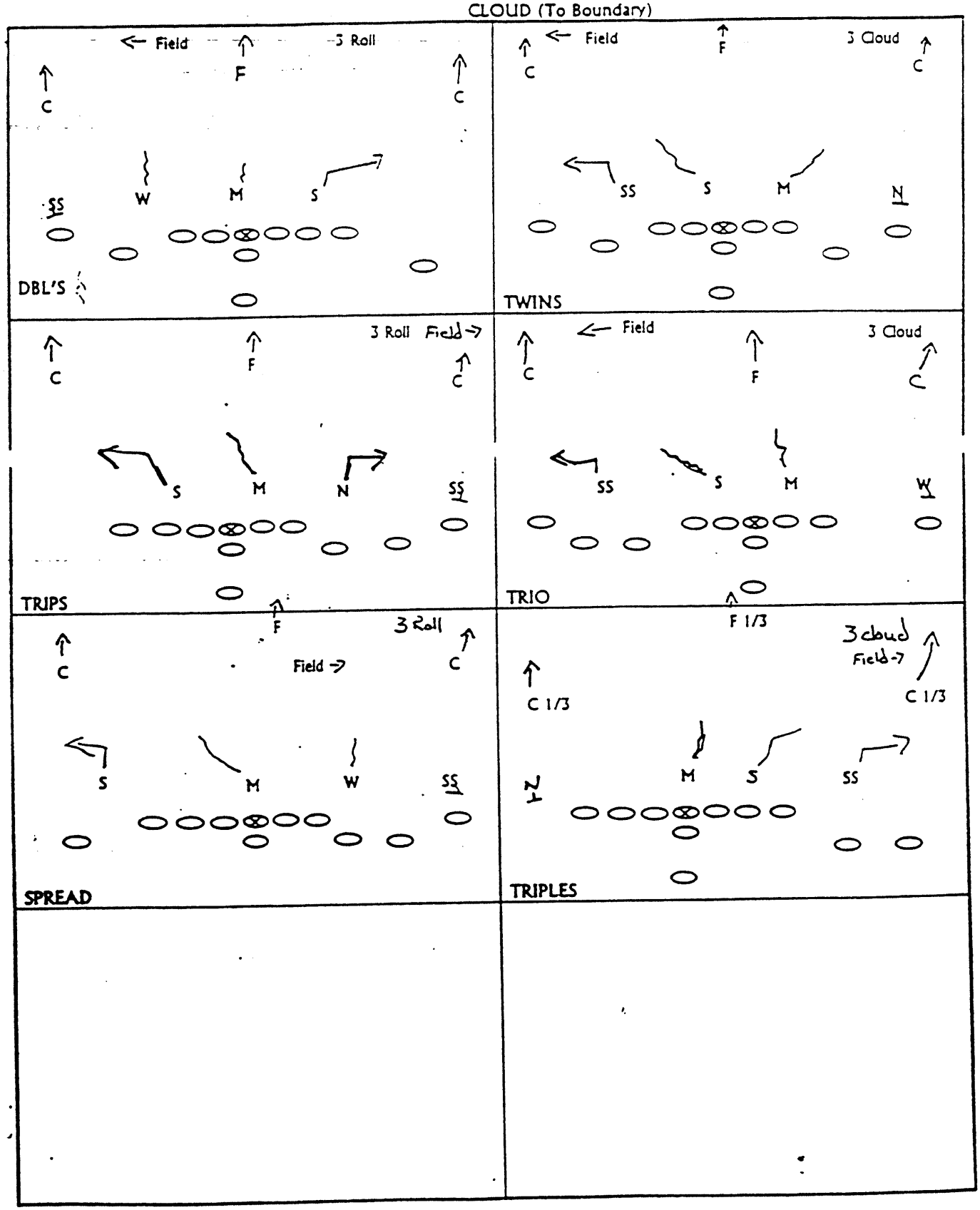


TREY

COVER 3 ROLL (To Field)
CLOUD (To Boundary)



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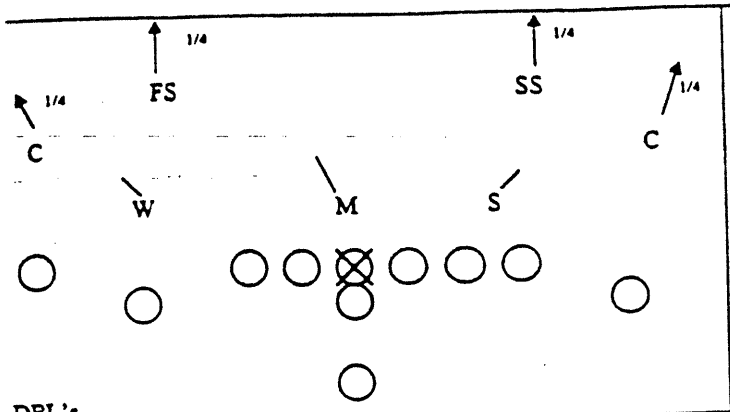

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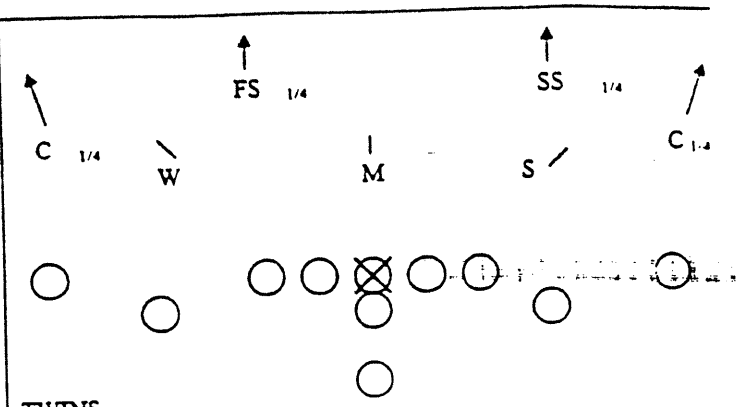

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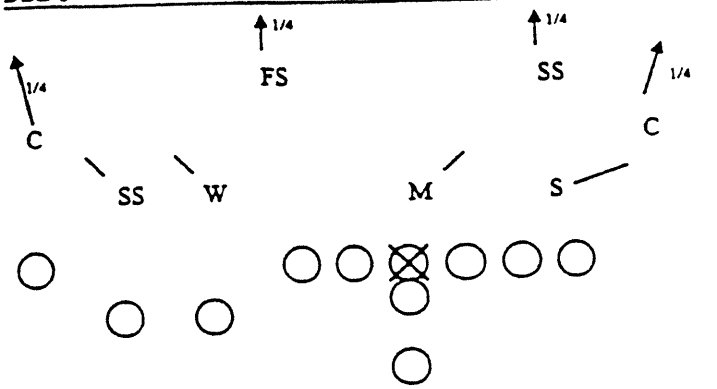

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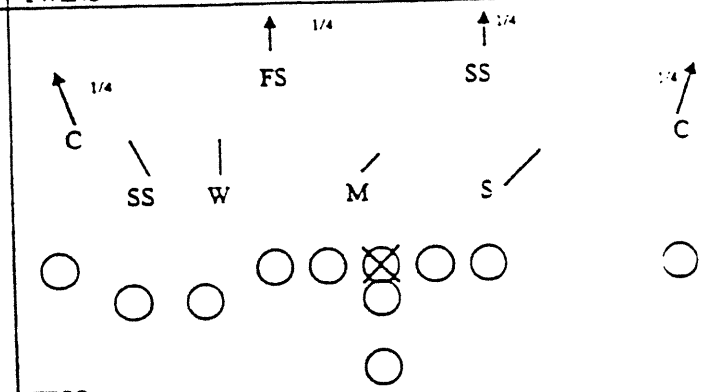

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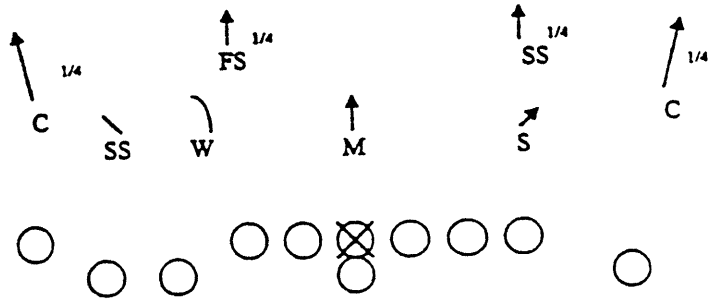

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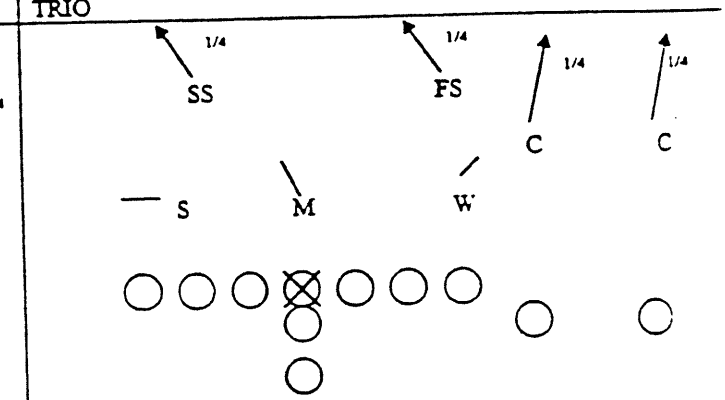

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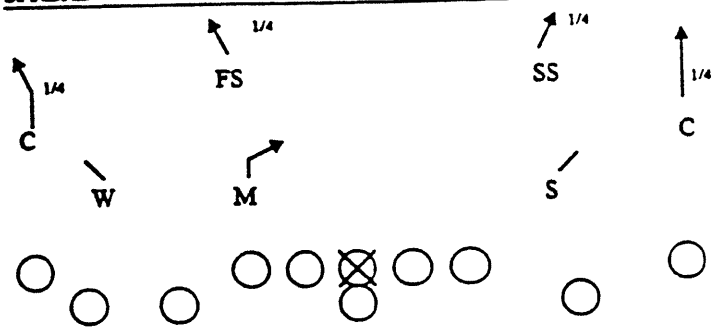

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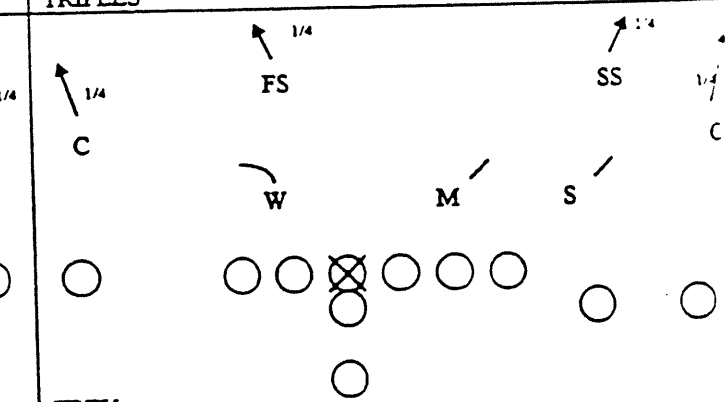
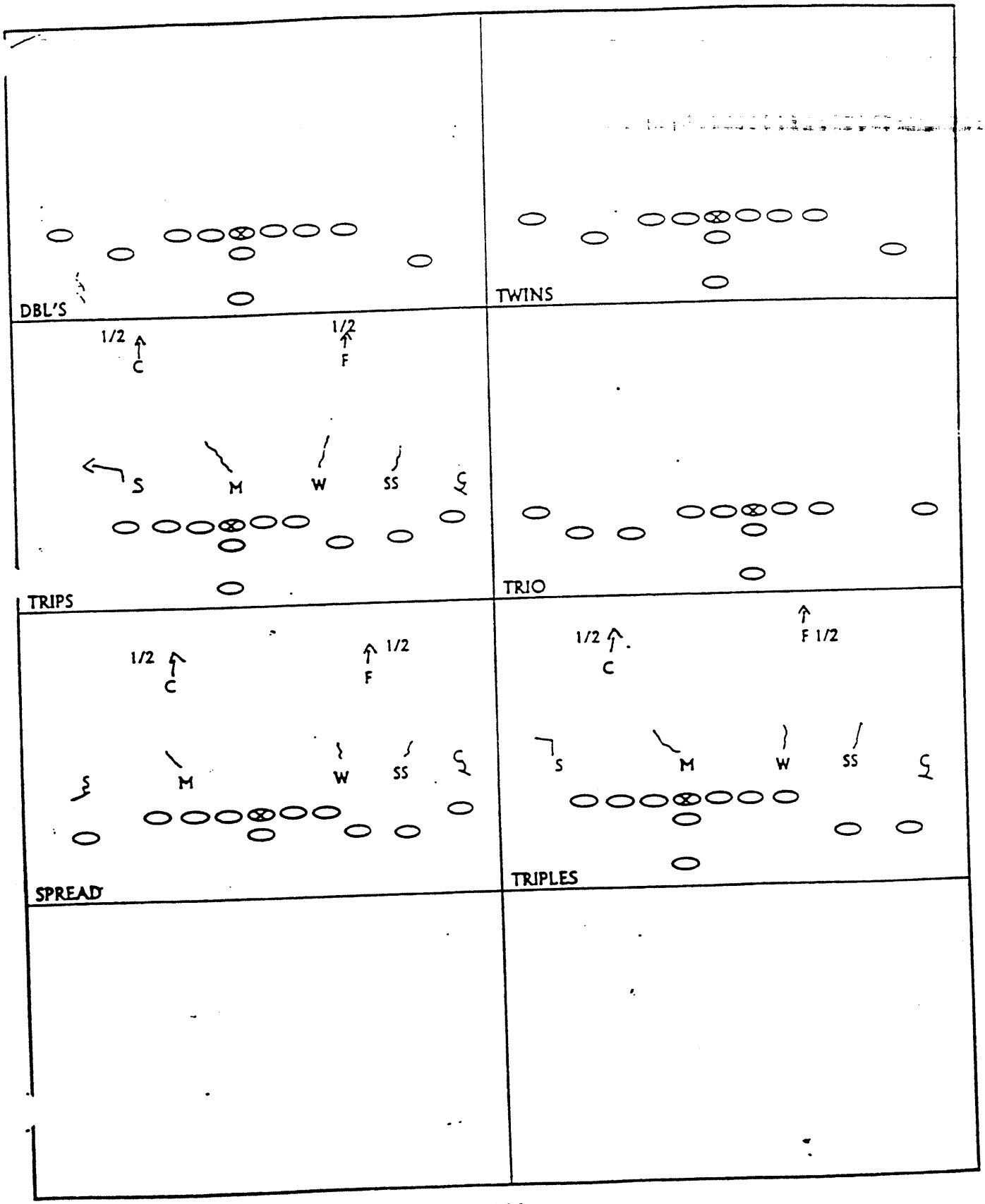


TREY

COVER 5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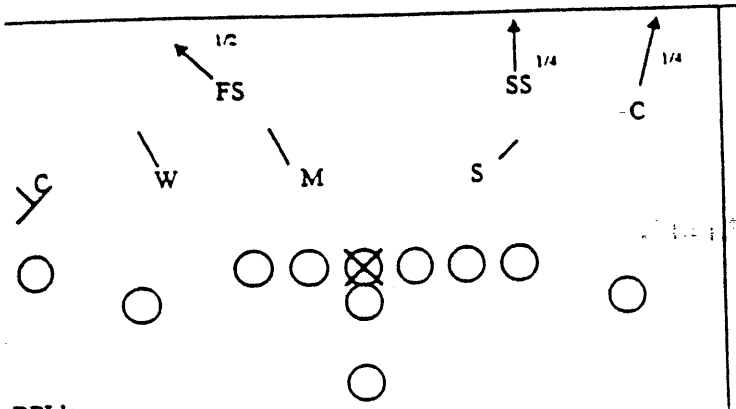
COVER 6



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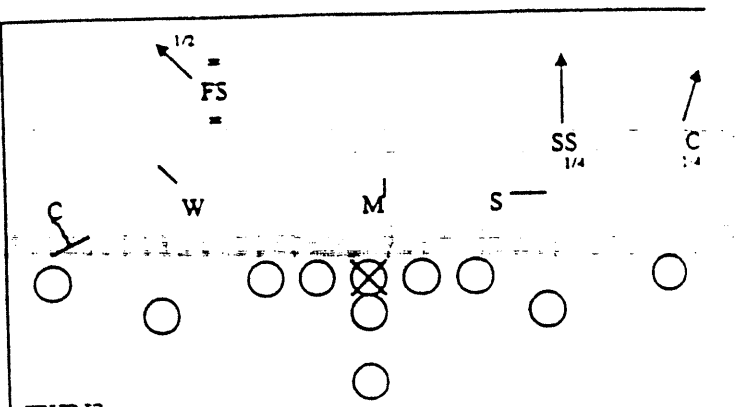

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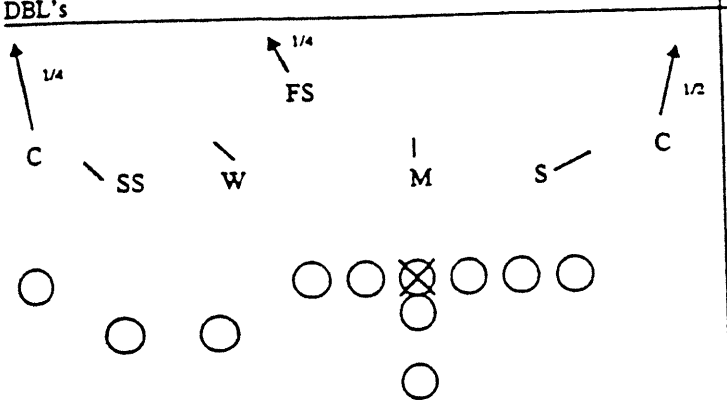

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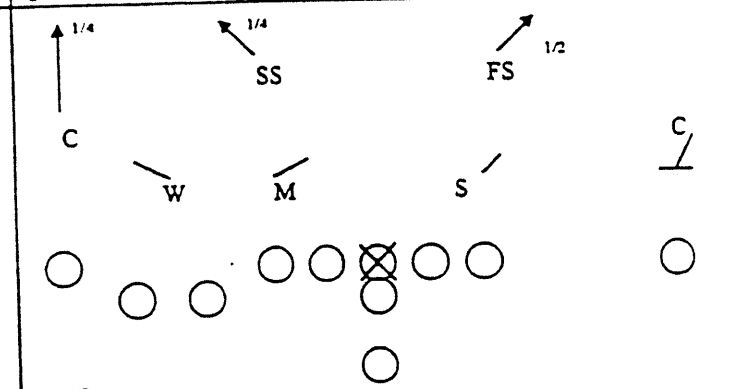

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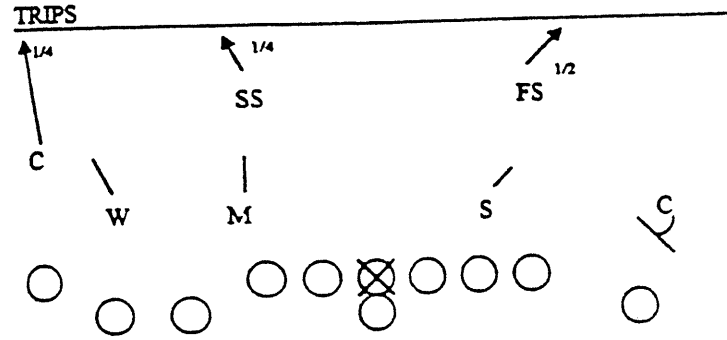

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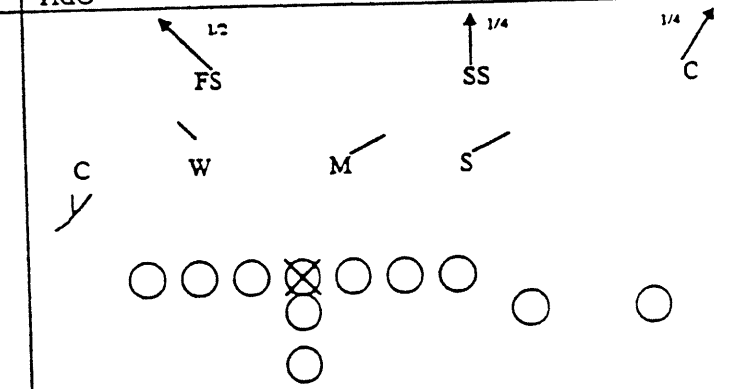

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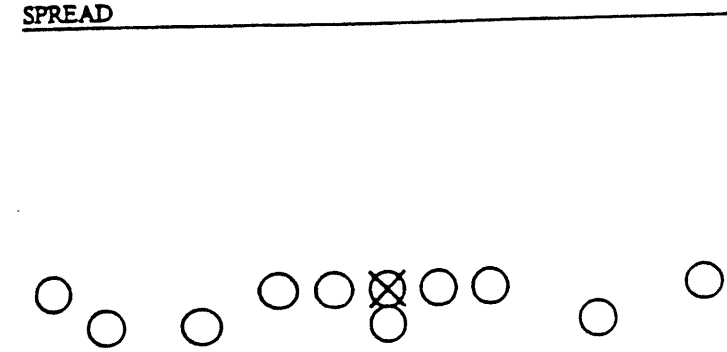

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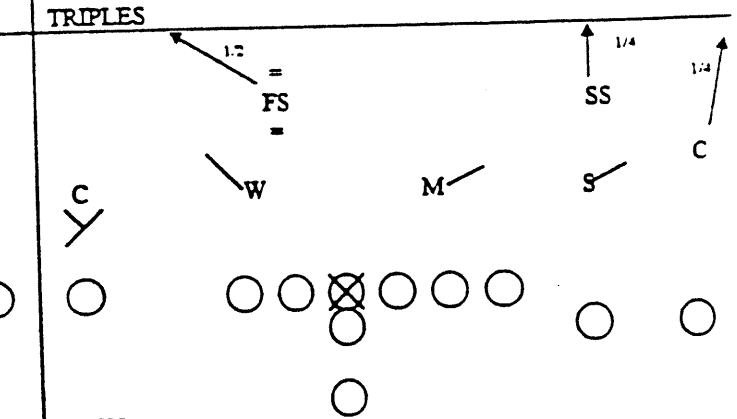


TREY

90
PASSING GAME

90's ROUTE STRUCTURE			
	OUTSIDE MOST RECEIVER	INSIDE MOST RECEIVER	MIDDLE RECEIVER
90	HITCH (7 yds)	L.M. SEAM	L.M. SEAM
91	OUT (5-7 yds)	L.M. SEAM	L.M. SEAM
92	SLANT (6 yds)	ARROW (4-6 yds)	READ SLANT
93	FADE	L.M. SEAM	L.M. SEAM
94	SMASH (6 yds)	NEAR L.M. SEAM	FADE TO #'s
95	----------	----------	----------
96	SLANT (6 yds)	READ SLANT	READ SLANT
97	FADE	OUT (5-7 yds)	L.M. SLANT
98	----------	----------	----------
99	----------	----------	----------

1999 Passing Game

1. All routes are mirrored unless backside combination or individual route is called.
2. In the 60-70 passing game, receivers will be thought of as #1, #2, #3, outside in.
3. In the 60-70 passing game, trips and triples formations the backside TE is ruled by the second digit of the route called.
4. RB always work toward the single receiver in 3x1 formations. They are to assume the #2 receiver route. Red protection only.
5. RB will release to the call route side in 2x2 formations and assume the #3 receiver route. Red protection only.
6. All "out" routes are 5-7 yard speed cuts.
7. All "speed outs" are 11-13 yard speed cuts.
8. All "deep outs" are 10 yard square outs.
9. If you have an angle route called to your side the inside most receiver to that side of the formation by rule will run a 12 yard dig.
10. If a cross route is called, the inside most receiver on the opposite side of the formation by rule will run a 12 yard dig.
11. When running individual option routes the widest receiver to the option route side will be ruled on a 20 yard comeback.
12. Follows are combination routes that rule the called receiver on a 12 yard in route, the adjacent inside receiver on a cross, an adjacent outside receiver on a post. Note: All receivers must be on the same side of the ball.
13. Number of people involved in Protection dictate how many landmarks must be met on 73 route. Red Protection =5 landmarks. Yellow, Brown, Stay, Wac Protection =4 landmarks. White, Copper, Silver Protection =3 landmarks.
14. Digs by inside receiver are at 12 yards. Digs by outside receivers are at 16 yards.
15. The tag "switch" can be attached to 60-70 passing game. This would tell #2 and #3 receivers to switch assignments.
16. Anytime a receiver is put in motion to the "follow-bubble" side of a route, he will by rule run a wheel route.
17. In the 90's passing game, trips and triples formation, the TE (Y) will assume the inside most receiver rules
18. The #3 receiver runs a bubble route, when 96 is called to a 3x formation.

60's 70's BACKSIDE COMBINATIONS			
NAME	#1	#2	#3
POLE	POST (10-12 yds)	MIDDLE SEAM	———
UNDER	CROSS (4-6 yds)	DIG (12 yds)	———
SLIDE	POST (10-12 yds)	CROSS (4-6 yds)	DIG (12 yds)
DIG	DIG (16 yds)	SEAM	———
POST	POST	———	———
OUT	SPEED OUT (10-12 yds)	———	———

60's 70's RECEIVER CONCEPTS	
1. OPTIONS - A,Z,Y,U,F	3. UNDERS – X,Y,Z,F,A
2. FOLLOWS - A,Y,Z,X,F	4. CROSSES – Y,A,U,F

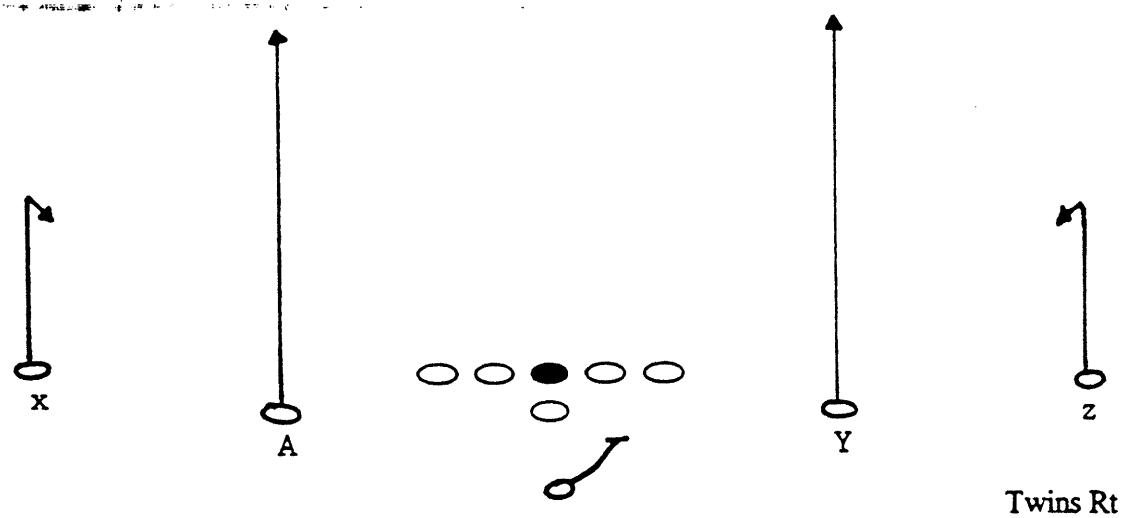
60's / 70's ROUTE STRUCTURE				
	#1	#2	#3	TRIPS/TRIPLES BSTE RULES
60/70-	CHOICE (10yds)	CROSS (4-6yds)	FLARE/ BUBBLE	DEEP OUT (10yds)
61/71-	SPEED OUT (11-13yds)	SEAM	SPOT (8yds)	DEEP OUT (10yds)
62/72-	CHOICE (10yds)	ARROW (4-6yds)	ANGLE/SPOT (8yds)	DEEP OUT (10yds)
63/73-	STREAK	L.M. SEAM	L.M. SEAM	L.M. SEAM TO #'S
64/74-	SMASH (6yds)	FADE	L.M. SEAM	FADE
65/75-	STREAK	OUT (5-7yds)	SAIL (12-14yds)	CROSS (4-6yds)
66/76-	POST	WHEEL	DEEP OUT	MIDDLE SEAM
67/77-	POST (10YDS) CORNER	SEAM	OUT / FLARE	CROSS (4-6YDS)
68/78-	DIG (16YDS)	L.M. SEAM	———	———
69/79-	COMEBACK (18-16YDS)	L.M. SEAM	ARROW (4-6YDS)	CROSS (4-6YDS)

90's ROUTE STRUCTURE			
	OUTSIDE RECEIVER	INSIDE MOST RECEIVER	MIDDLE RECEIVER
90	HITCH (7yds)	L.M. SEAM	L.M. SEAM
91	OUT (5-7yds)	L.M. SEAM	L.M. SEAM
92	SLANT (6yds)	ARROW (4-6yds)	READ SLANT
93	FADE	L.M. SEAM	L.M. SEAM
94	SMASH (6yds)	NEAR L.M. SEAM	FADE TO #'S
95	———	———	———
96	SLANT (6yds)	READ SLANT	READ SLANT
97	FADE	OUT (5-7yds)	L.M. SEAM

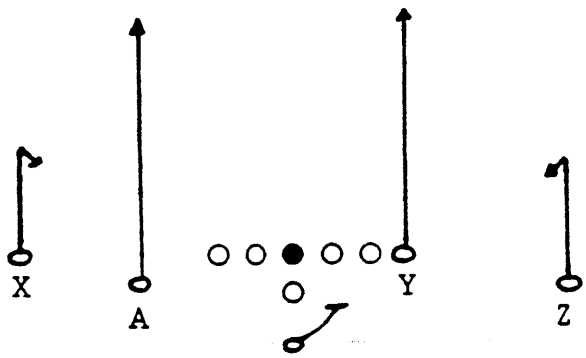
Play: 90

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Hitch	Landmark Seam	Landmark Seam

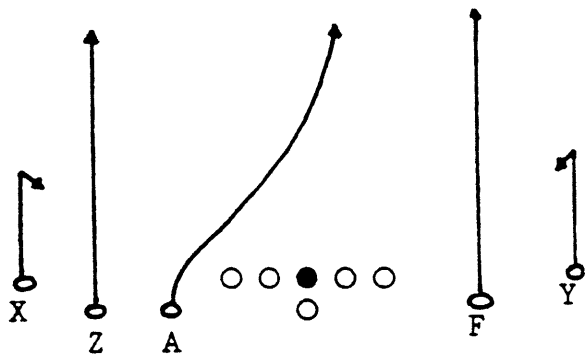
*Most Common Formation Twins



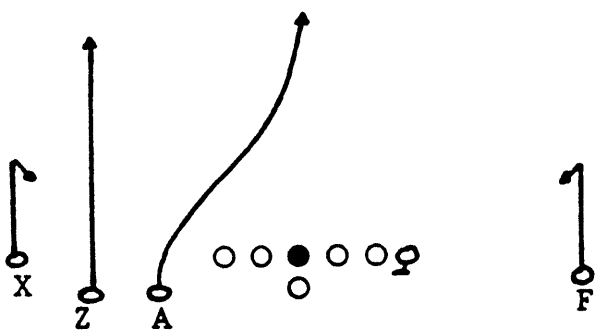
Twins Rt Y•90



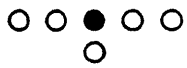
DBL'S RT Y•90



Wolf RT R•90



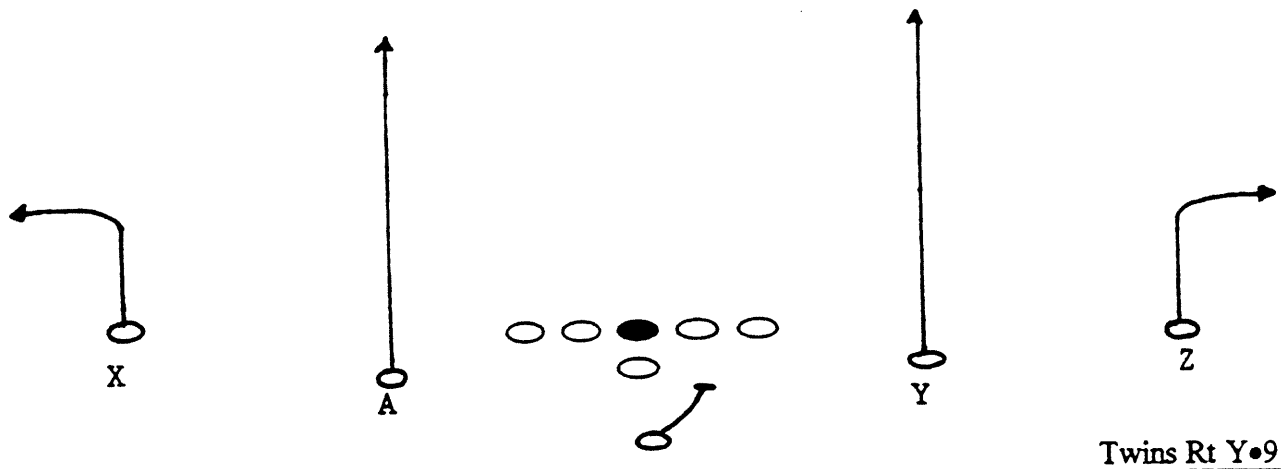
Spread RT S•90



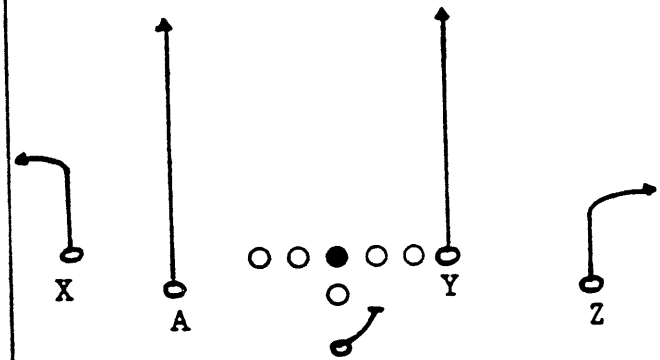
Play: 91

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Out	Landmark Seam	Landmark Seam

*Most Common Formation Twins



Twins Rt Y•91



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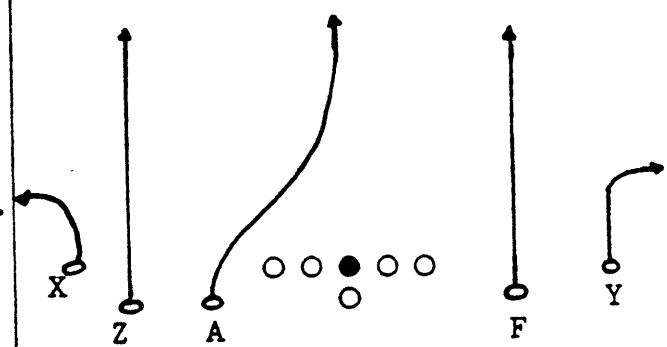
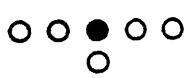
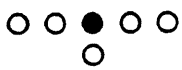


Wolf RT R•91

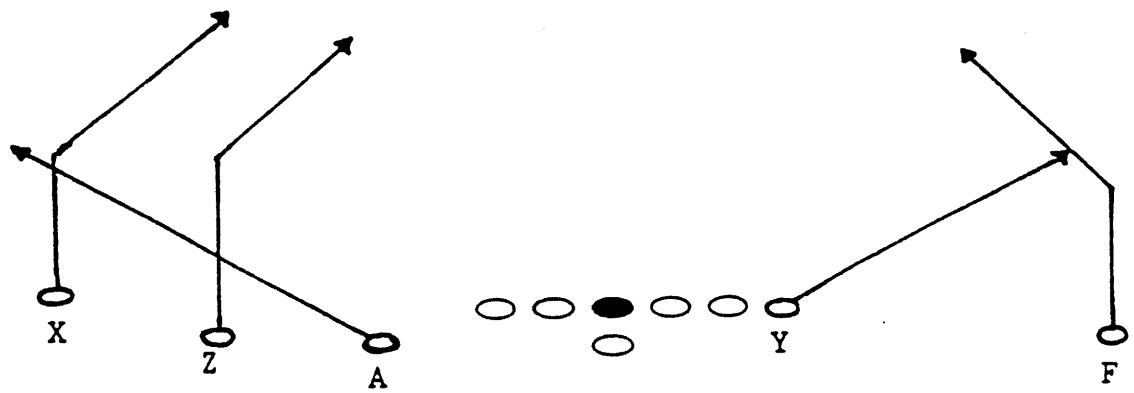




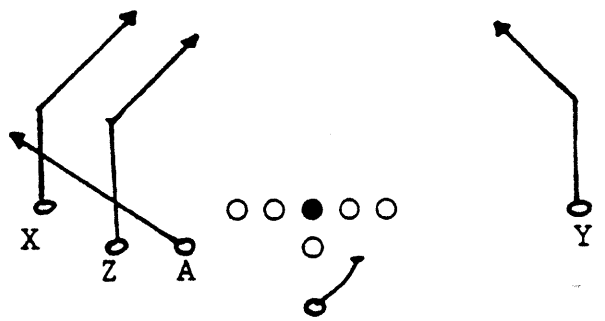
Play: 92

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Slant	Arrow	Read Slant

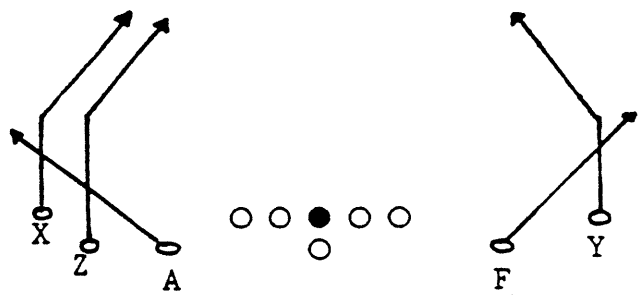
*Most Common Formation Spread



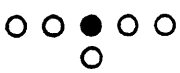
Spread RT R•92

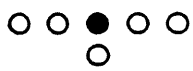


Trio RT Y•92



Wolf RT R•92

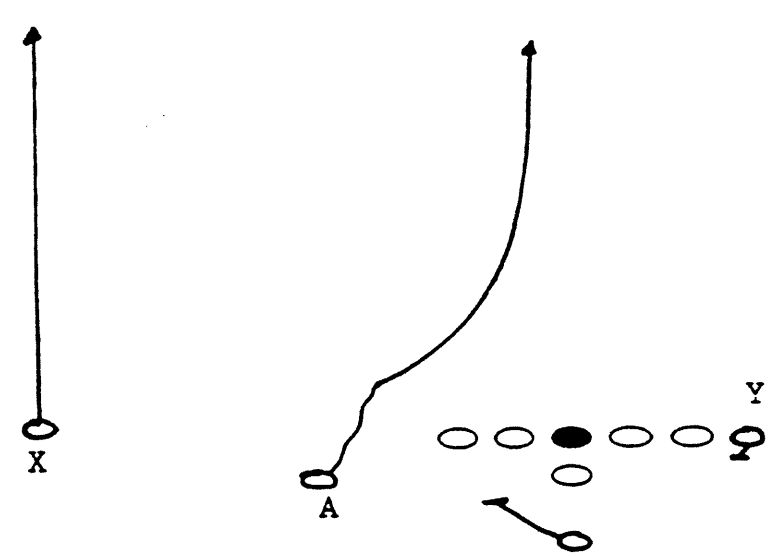




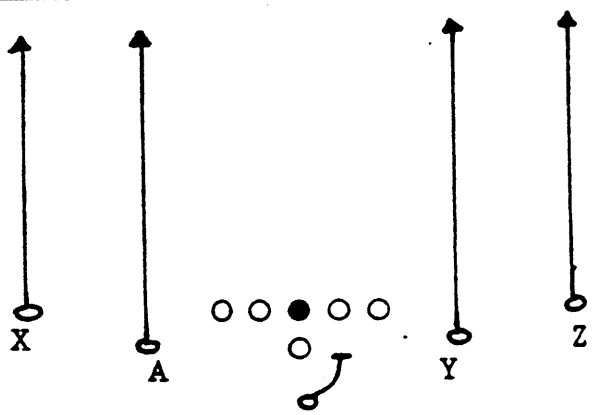
Play: 93

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Fade	Landmark Seam	Landmark Seam

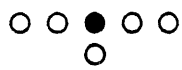
*Most Common Formation Doubles

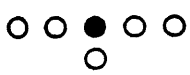


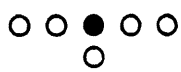
DBL's RT W•93



Twins Rt Y•93



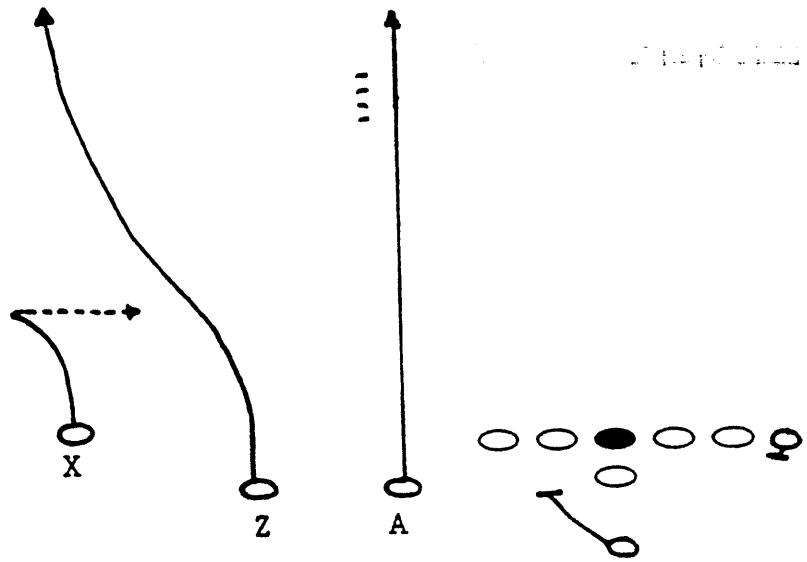




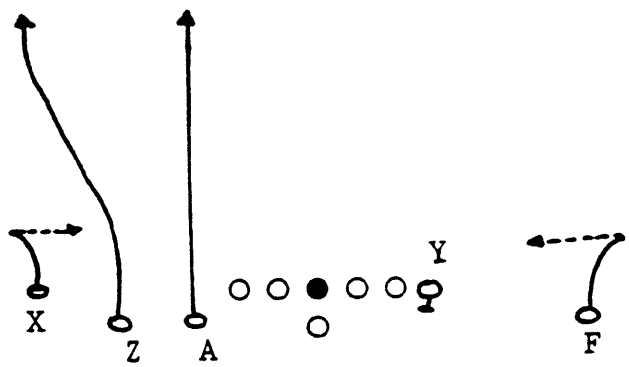
Play: 94

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Smash	Near Landmark Seam	Fade To Numbers

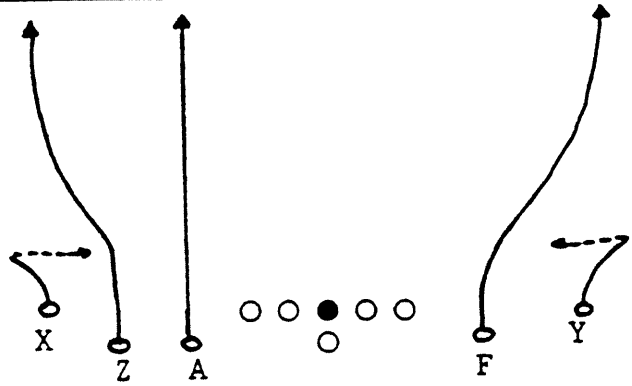
*Most Common Formation Trips



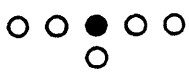
Trips RT W•94

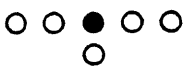


Spread RT S•94



Wolf RT R•94

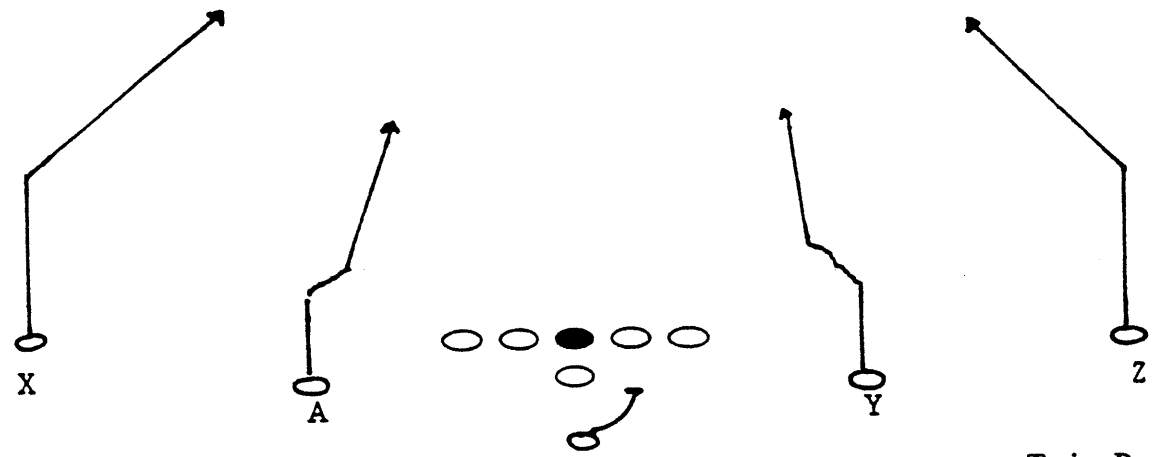




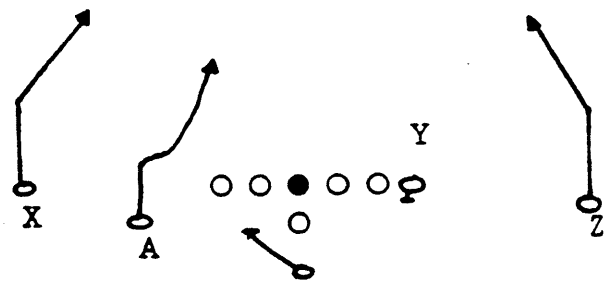
Play: 96

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Slant	Read Slant	Read Slant

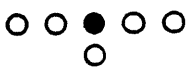
*Most Common Formation Twins



Twins Rt Y•96



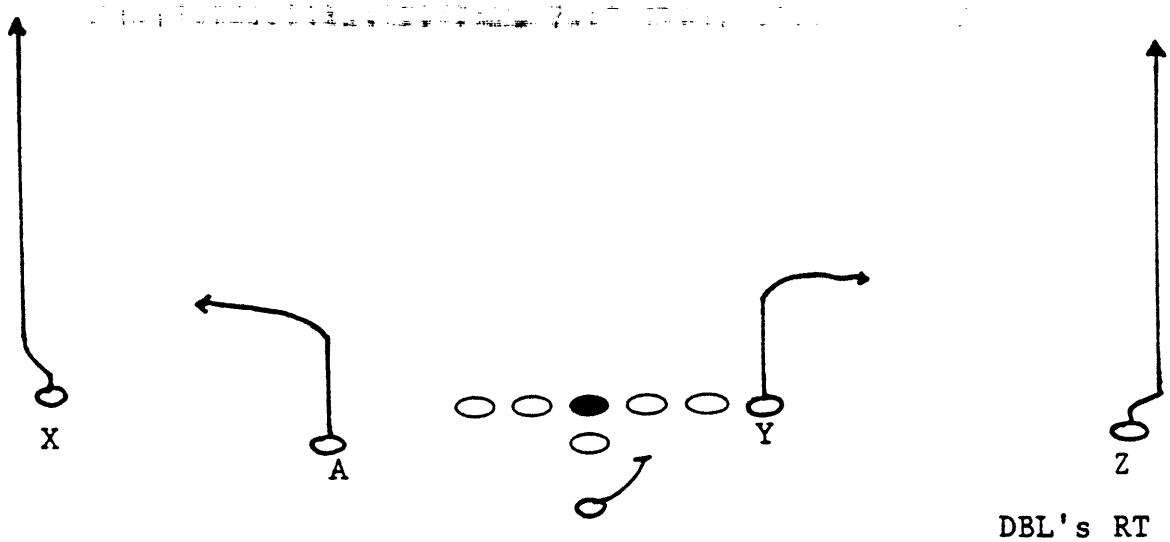
DBL's RT W•96



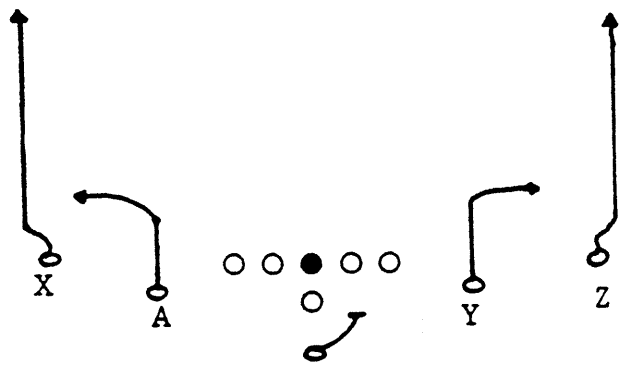
Play: 97

Outside Most Receiver	Inside Most Receiver	Middle Receiver
Fade	Out	Landmark Seam

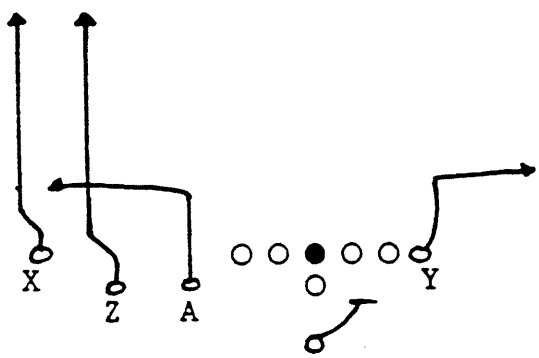
*Most Common Formation Doubles



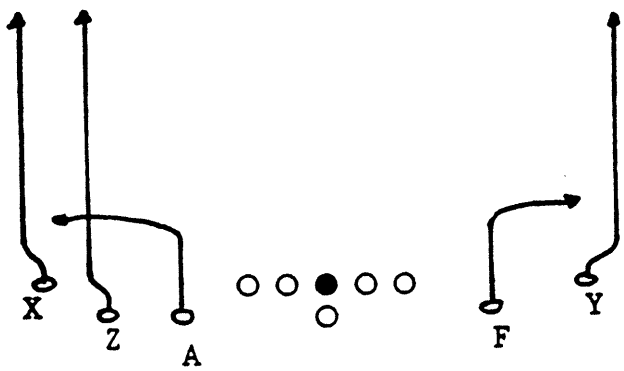
DBL's RT Y•97



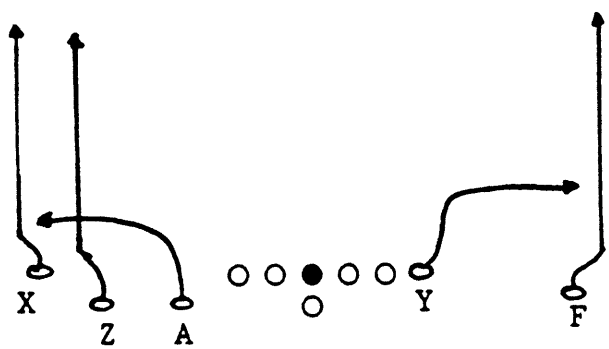
Twins Rt Y•97



Trips RT Y•97



Wolf RT R•97



Spread RT R•97

60/70 PASSING GAME INDEX

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60/70
PASSING GAME

60's / 70's ROUTE STRUCTURE				
	#1	#2	#3	TRIPS/TRIPLES BSTE RULES
60/70-	CHOICE (10yds)	CROSS (4-6yds)	FLARE/ BUBBLE	DEEP OUT (10yds)
61/71-	SPEED OUT (11-13yds)	SEAM	SPOT (8yds)	DEEP OUT (10yds)
62/72-	CHOICE (10yds)	ARROW (4-6yds)	ANGLE/SPOT (8yds)	DEEP OUT (10yds)
63/73-	STREAK	L.M. SEAM	L.M. SEAM	L.M. SEAM TO #'S
64/74-	SMASH (6yds)	FADE	L.M. SEAM	FADE
65/75-	STREAK	OUT (5-7yds)	SAIL (12-14yds)	CROSS (4-6yds)
66/76-	POST	WHEEL	DEEP OUT	MIDDLE SEAM
67/77-	POST (10YDS) CORNER	SEAM	OUT / FLARE	CROSS (4-6YDS)
68/78-	DIG (16YDS)	L.M. SEAM	----------	----------
69/79-	COMEBACK (18-16YDS)	L.M. SEAM	ARROW (4-6YDS)	CROSS (4-6YDS)

60's 70's BACKSIDE COMBINATIONS			
NAME	#1	#2	#3
POLE	POST (10-12yds)	MIDDLE SEAM	
UNDER	CROSS (4-6yds)	DIG (12yds)	----------
SLIDE	POST (10-12yds)	CROSS (4-6yds)	DIG (12yds)
DIG	DIG (16yds)	SEAM	----------
POST	POST	----------	----------
OUT	SPEED OUT(10-12yds)	----------	----------

60's - 70's INDIVIDUAL ROUTE CALLS	
1. OPTIONS - A,Z,Y,U,F	3. UNDERS – X,Y,Z,F,A
2. FOLLOWS - A,Y,Z,X,F	4. CROSSES – Y,A,U,F

1999 Passing Game

1. All routes are mirrored unless backside combination or individual route is called.
2. In the 60-70 passing game, receivers will be thought of as #1, #2, #3, outside in.
3. In the 60-70 passing game, trips and triples formations the backside TE is ruled by the second digit of the route called.
4. RB always work toward the single receiver in 3x1 formations. They are to assume the #2 receiver route. Red protection only.
5. RB will release to the call route side in 2x2 formations and assume the #3 receiver route. Red protection only.
6. All "out" routes are 5-7 yard speed cuts.
7. All "speed outs" are 11-13 yard speed cuts.
8. All "deep outs" are 10 yard square outs.
9. If you have an angle route called to your side the inside most receiver to that side of the formation by rule will run a 12 yard dig.
10. If a cross route is called, the inside most receiver on the opposite side of the formation by rule will run a 12 yard dig.
11. When running individual option routes the widest receiver to the option route side will be ruled on a 20 yard comeback.
12. Follows are combination routes that rule the called receiver on a 12 yard in route, the adjacent inside receiver on a cross, an adjacent outside receiver on a post. Note: All receivers must be on the same side of the ball.
13. Number of people involved in Protection dictate how many landmarks must be met on 73 route. Red Protection =5 landmarks. Yellow, Brown, Stay, Wac Protection =4 landmarks. White, Copper, Silver Protection =3 landmarks.
14. Digs by inside receiver are at 12 yards. Digs by outside receivers are at 16 yards.
15. The tag "switch" can be attached to 60-70 passing game. This would tell #2 and #3 receivers to switch assignments.
16. Anytime a receiver is put in motion to the "follow-bubble" side of a route, he will by rule run a wheel route.
17. In the 90's passing game, trips and triples formation, the TE (Y) will assume the inside most receiver rules
18. The #3 receiver runs a bubble route, when 96 is called to a 3x formation.

60's 70's BACKSIDE COMBINATIONS

NAME	#1	#2	#3
POLE	POST (10-12 yds)	MIDDLE SEAM	———
UNDER	CROSS (4-6 yds)	DIG (12 yds)	———
SLIDE	POST (10-12 yds)	CROSS (4-6 yds)	DIG (12 yds)
DIG	DIG (16 yds)	SEAM	———
POST	POST	———	———
OUT	SPEED OUT (10-12 yds)	———	———

60's - 70's RECEIVER CONCEPTS

1. OPTIONS - A,Z,Y,U,F
2. FOLLOWS - A,Y,Z,X,F
3. UNDERS – X,Y,Z,F,A
4. CROSSES – Y,A,U,F

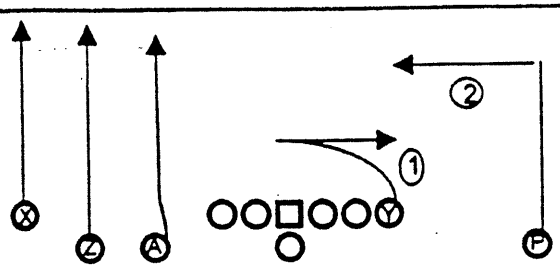
60's / 70's ROUTE STRUCTURE

	#1	#2	#3	TRIPS/TRIPLES BSTE RULES
60/70-	CHOICE (10yds)	CROSS (4-6yds)	FLARE/ BUBBLE	DEEP OUT (10yds)
61/71-	SPEED OUT (11-13yds)	SEAM	SPOT (8yds)	DEEP OUT (10yds)
62/72-	CHOICE (10yds)	ARROW (4-6yds)	ANGLE/SPOT (8yds)	DEEP OUT (10yds)
63/73-	STREAK	L.M. SEAM	L.M. SEAM	L.M. SEAM TO #'S
64/74-	SMASH (6yds)	FADE	L.M. SEAM	FADE
65/75-	STREAK	OUT (5-7yds)	SAIL (12-14yds)	CROSS (4-6yds)
66/76-	POST	WHEEL	DEEP OUT	MIDDLE SEAM
67/77-	POST (10YDS) CORNER	SEAM	OUT / FLARE	CROSS (4-6YDS)
68/78-	DIG (16YDS)	L.M. SEAM	———	———
69/79-	COMEBACK (18-16YDS)	L.M. SEAM	ARROW (4-6YDS)	CROSS (4-6YDS)

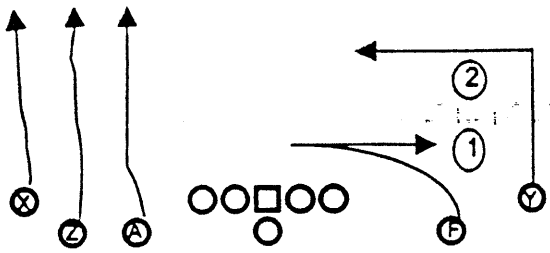
90's ROUTE STRUCTURE

	OUTSIDE RECEIVER	INSIDE MOST RECEIVER	MIDDLE RECEIVER
90	HITCH (7yds)	L.M. SEAM	L.M. SEAM
91	OUT (5-7yds)	L.M. SEAM	L.M. SEAM
92	SLANT (6yds)	ARROW (4-6yds)	READ SLANT
93	FADE	L.M. SEAM	L.M. SEAM
94	SMASH (6yds)	NEAR L.M. SEAM	FADE TO #'S
95	———	———	———
96	SLANT (6yds)	READ SLANT	READ SLANT
97	FADE	OUT (5-7yds)	L.M. SEAM

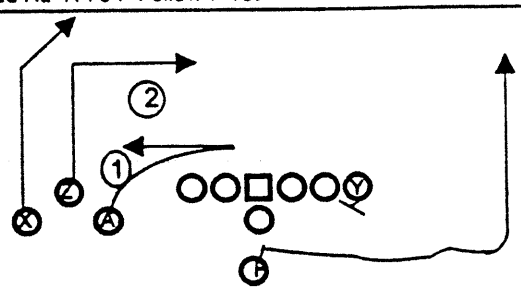
Adding the word "pivot" to the follow series rules the adjacent inside receiver of the follow route to run a <u>pivot</u> route.
QB will progress (1) pivot to (2) follow



Spread Rt. R-73 F Follow-Pivot



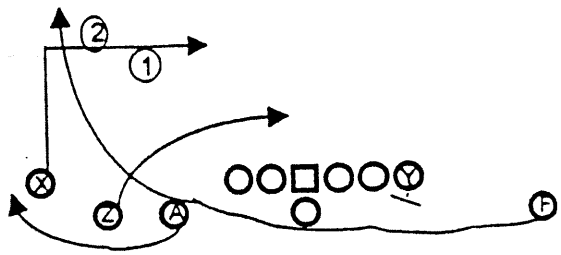
Wolf Rt. R-73 Y Follow-Pivot



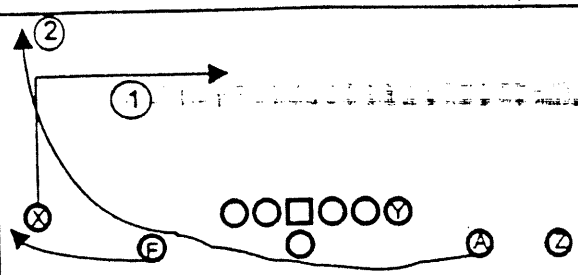
Trips Rt. Bunch S-73 Y-Up Z Follow Pivot

Rule #16

Anytime a receiver is put in motion to the "follow-bubble" side of a route, he will by rule run a wheel route. QB will progress (1) follow to (2) wheel



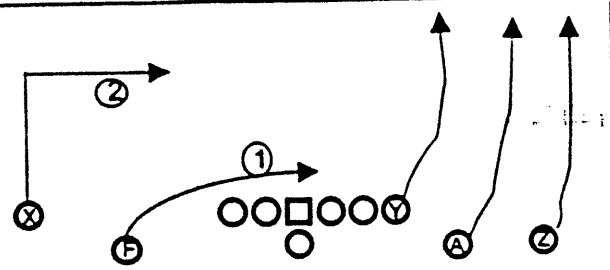
Spread Rt. (F-Fly) S-73X Follow-Bubble



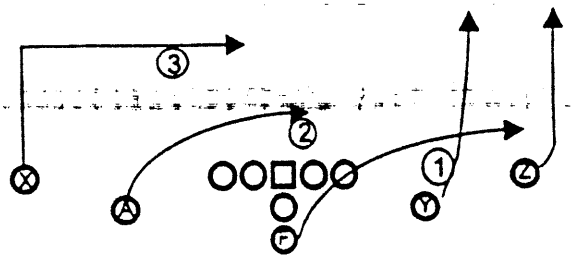
Fox Rt. (A-Fly) S-73X Follow-Bubble

RULE #12

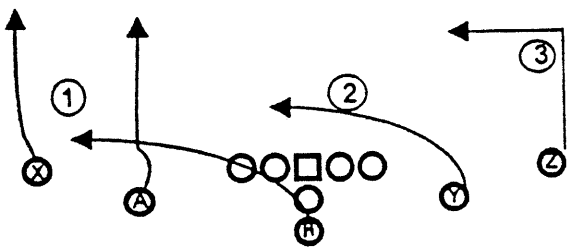
Follows are combination routes that rule the called receiver on a 12 yard in route, the adjacent inside receiver on a cross, an adjacent outside receiver on a post. (Note: All receivers must be on same side of ball.)



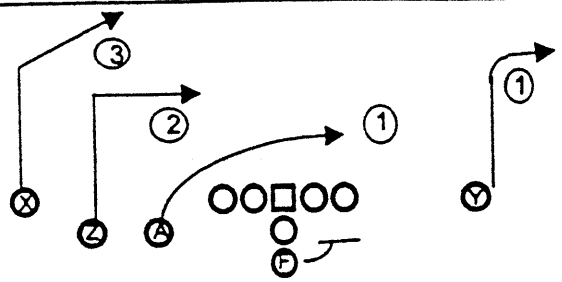
Fox Rt R-63 X Follow



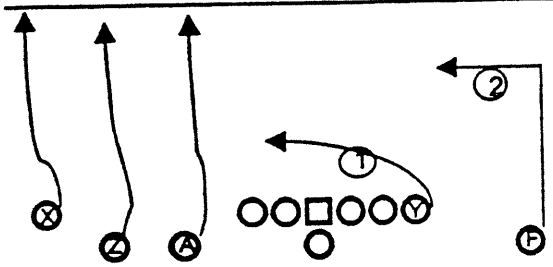
Twins Rt R-63 X Follow Z Flat



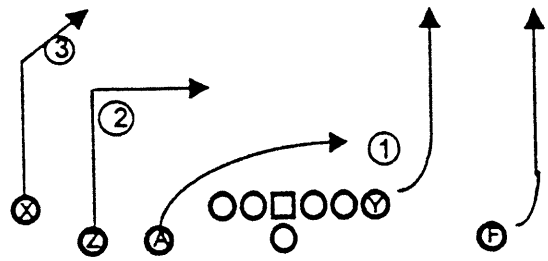
Twins Rt R-63 Z Follow X Flat



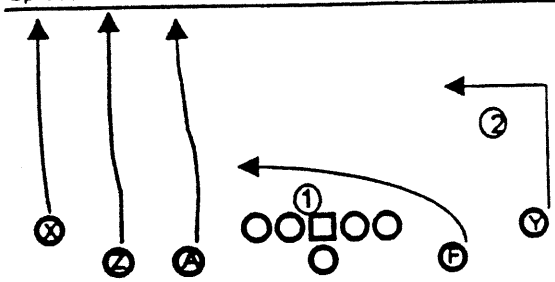
Trio Rt. Y-61 Z Follow



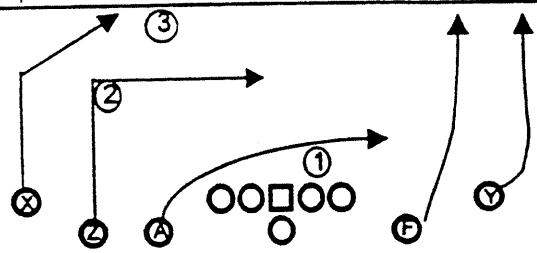
Spread Rt R-63 F Follow



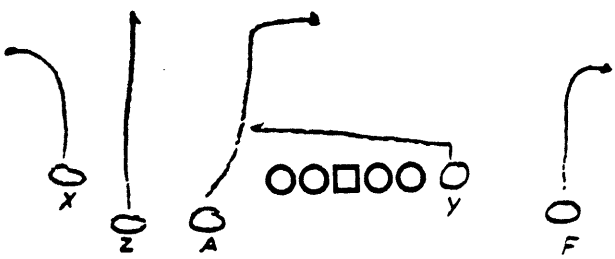
Spread Rt R-63 Z Follow



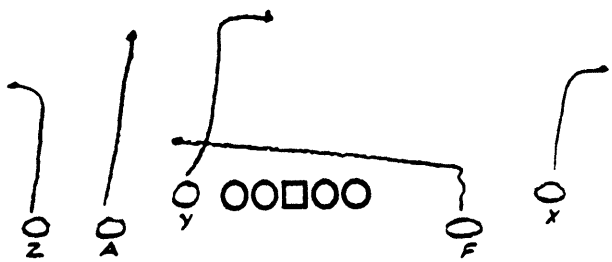
Wolf Rt R-63 Y Follow



Wolf Rt R-63 Z Follow



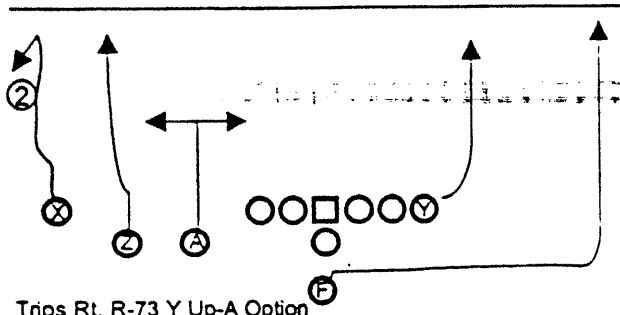
Spread RT R-61 Y Cross



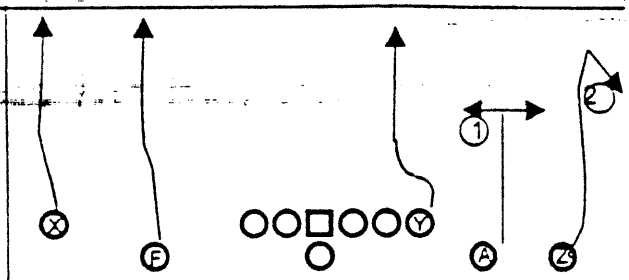
Fox LT R-61 F Cross

Rule #11

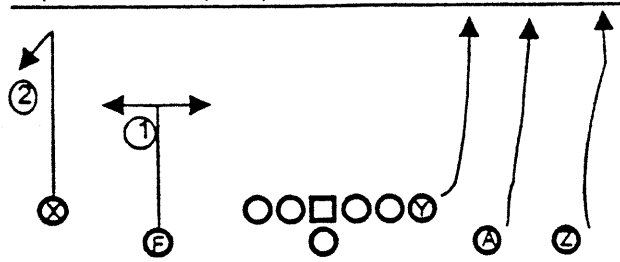
When running individual option routes the widest receiver to the option route side will be ruled on a 20 yard comeback.



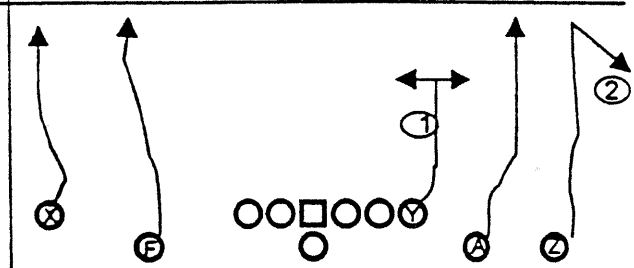
Trips Rt. R-73 Y Up-A Option



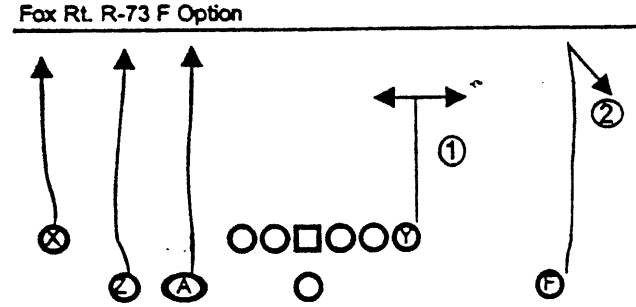
Fox Rt. R-73 A Option



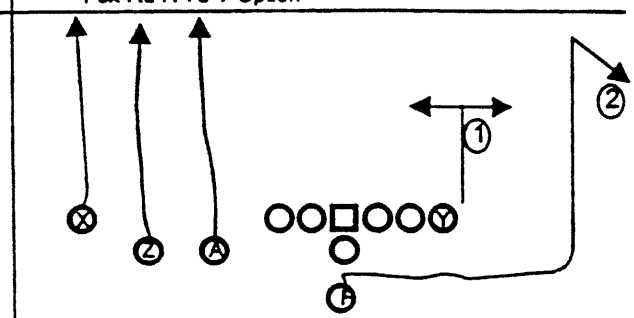
Fox Rt. R-73 F Option

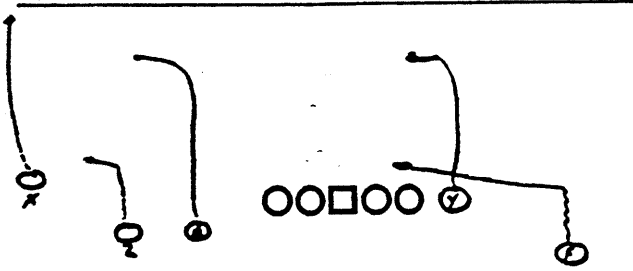


Fox Rt. R-73 Y Option

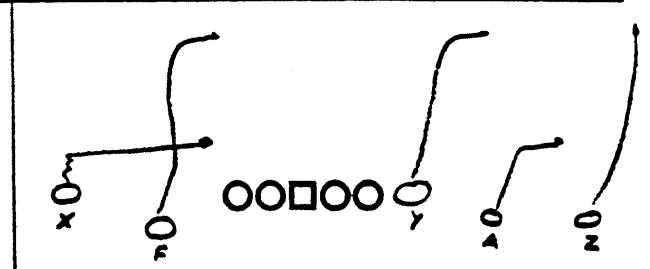


Spread Rt. R-73 Y Option

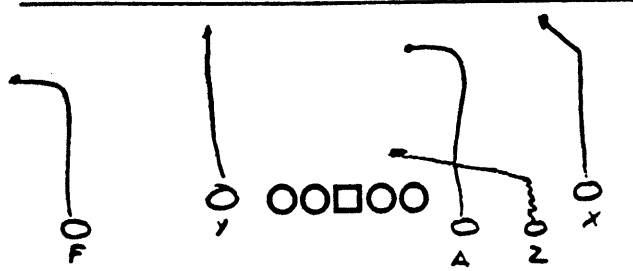




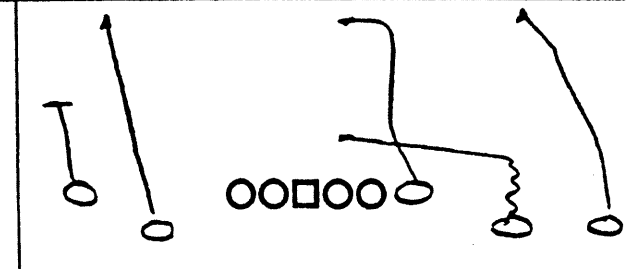
SPREAD RT R-75 FUNDER



FOX RT - R-75 X UNDER



SPREAD LT R-71 Z UNDER

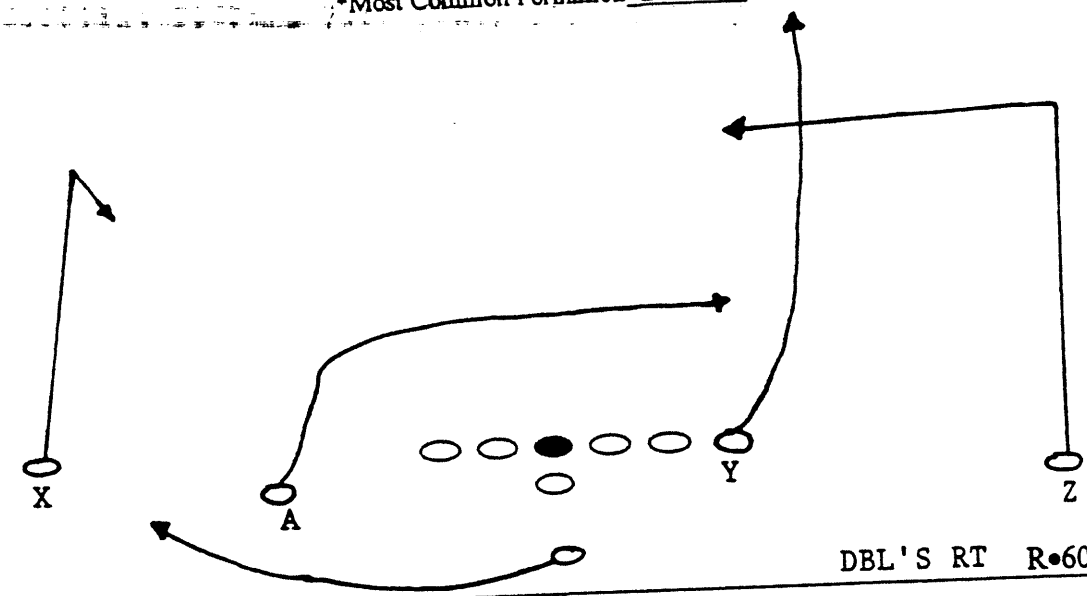


FOX RT R-74 A UNDER

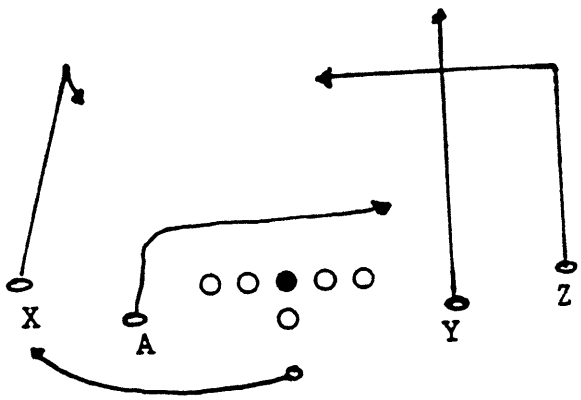
Play: 60X / 70X

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Choice	Cross	Flare/Bubble	Deep Out	Z Dig

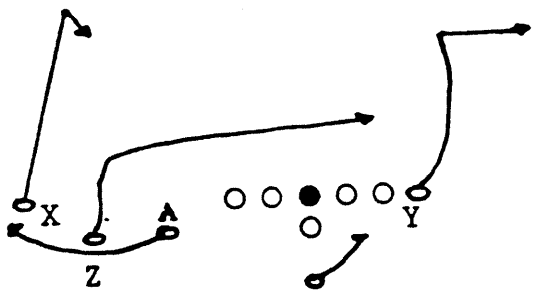
*Most Common Formation Doubles



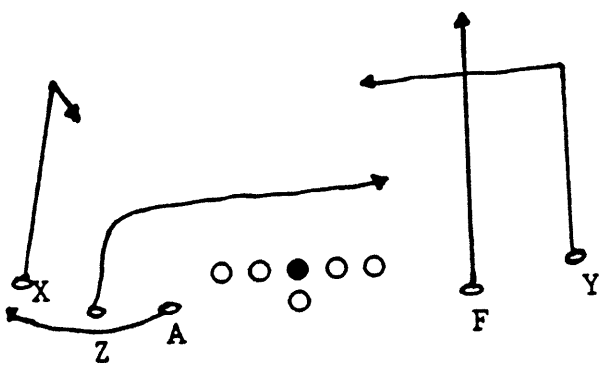
DBL'S RT R•60X•Z Dig



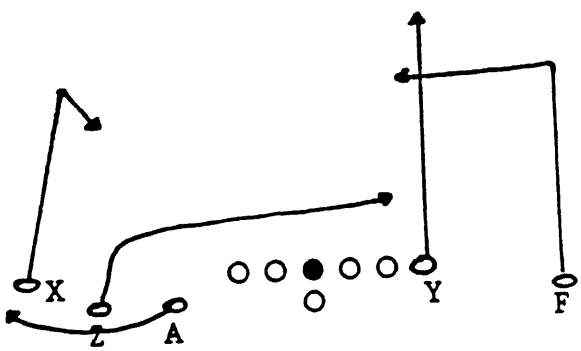
Twins Rt R•60X•Z Dig



Trips RT Y•60X



Wolf RT R•60X•Y Dig

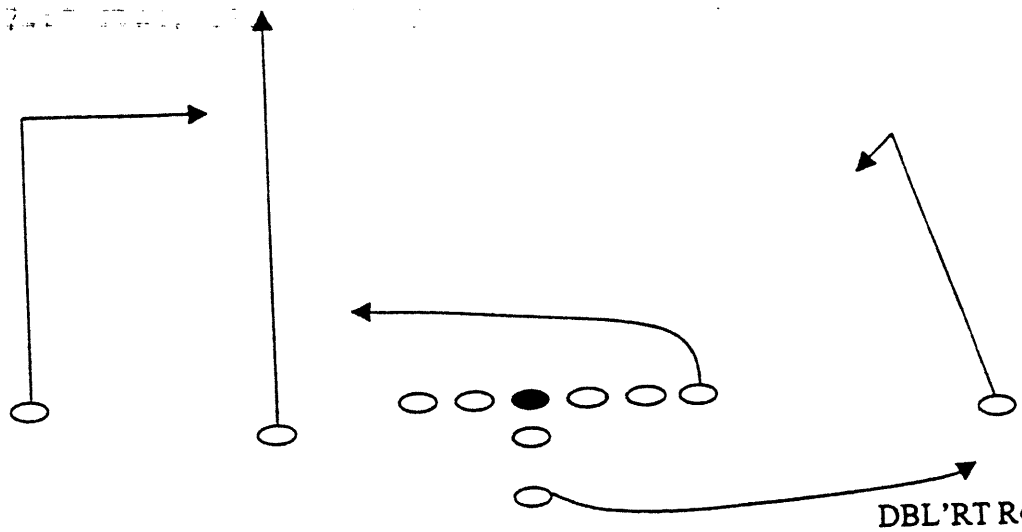


Spread RT R•60X•F Dig

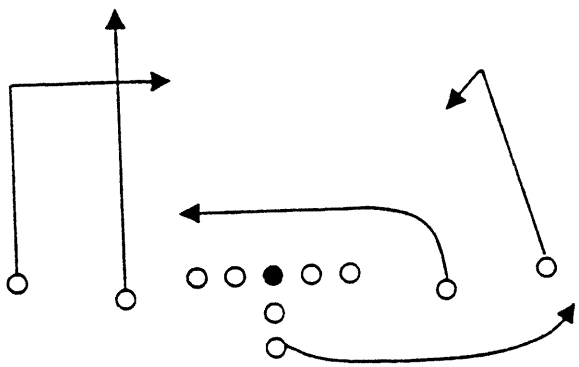
Play: 60Z / 70Z

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Choice	Cross	Flare/Bubble	Deep Out	X Dig

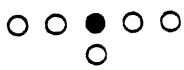
*Most Common Formation Doubles

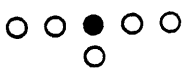


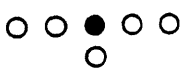
DBL'RT R•60Z•X Dig



TWINS RT R•60Z•X Dig



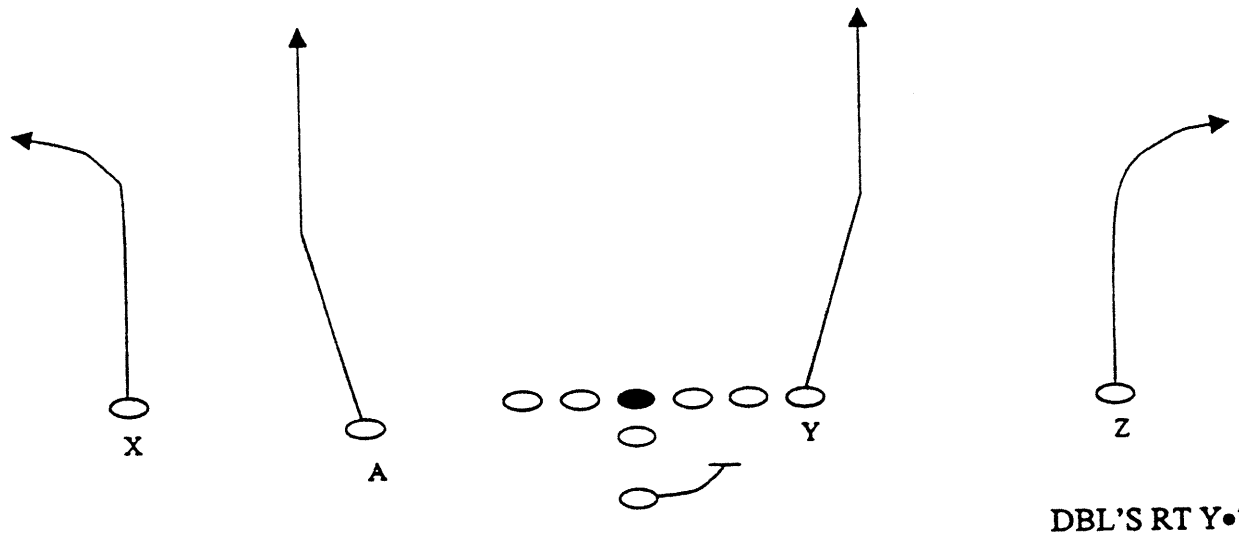




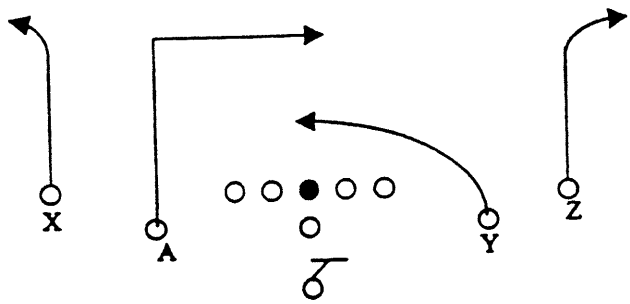
Play: 61 / 71

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Speed Out	Seam	Spot	Deep Out	

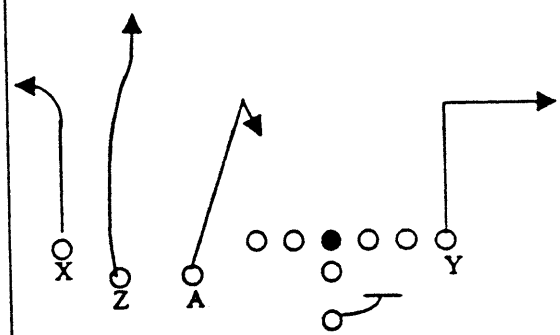
*Most Common Formation Doubles



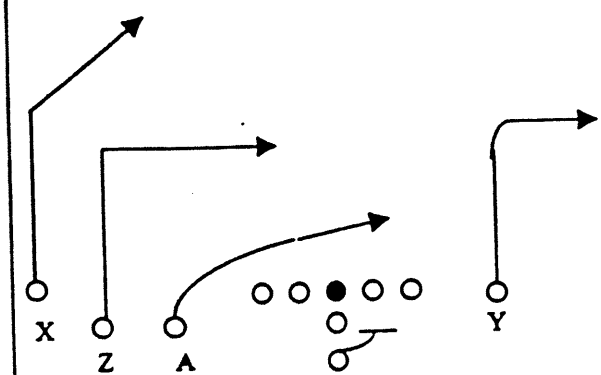
DBL'S RT Y•71



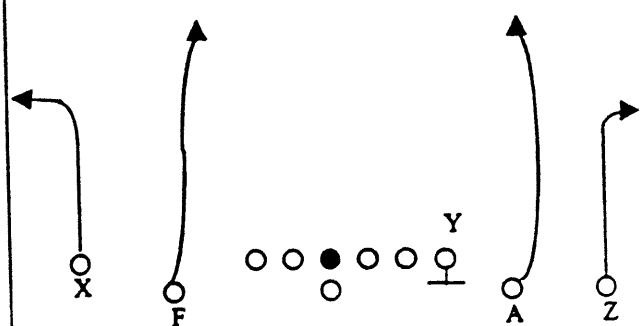
Twins Rt Y•71Y Cross



Trips RT Y•71



Trio Rt Y•61•Z Follow

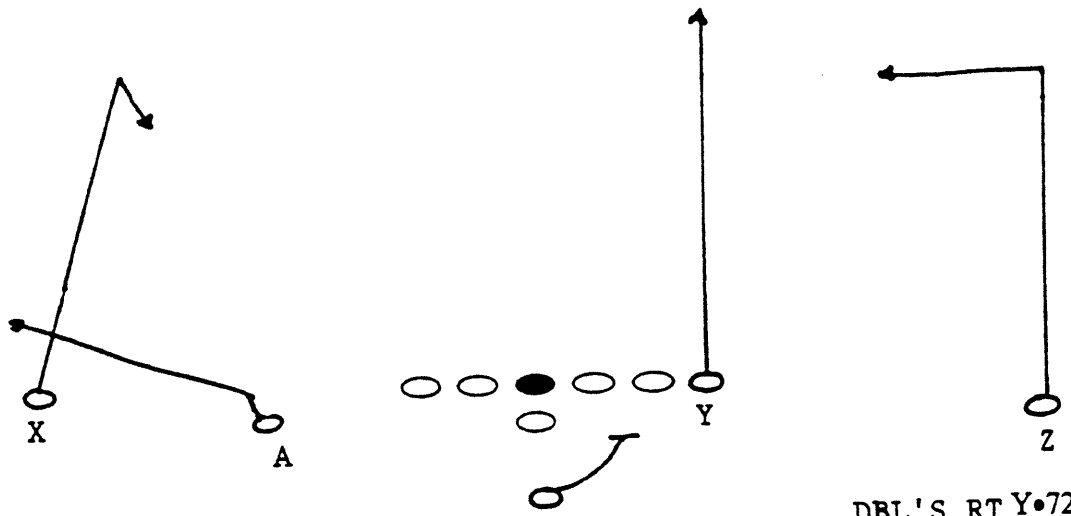


Fox RT S•71

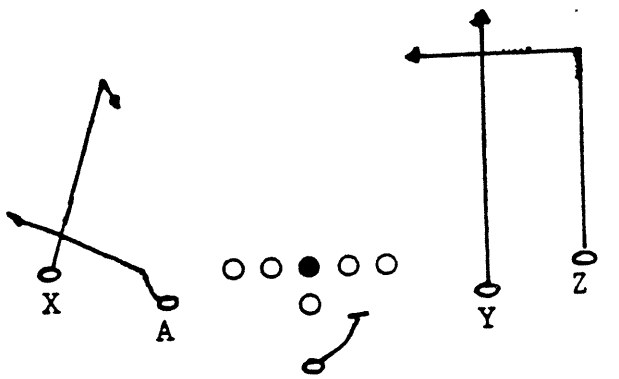
Play: 62X / 72X

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Choice	Arrow	Angle/Spot	Deep Out	Z Dig

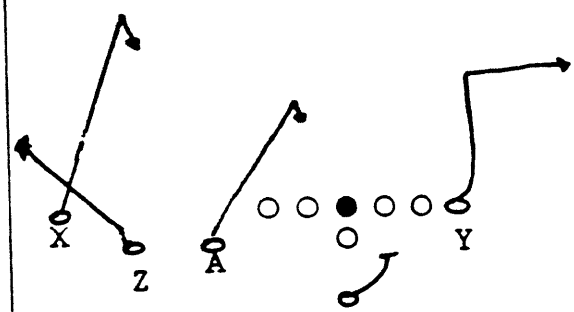
*Most Common Formation Doubles



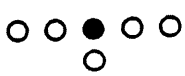
DBL'S RT Y•72X•Z Dig

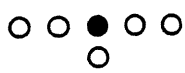


Twins Rt Y•72X•Z Dig



Trips RT Y•72

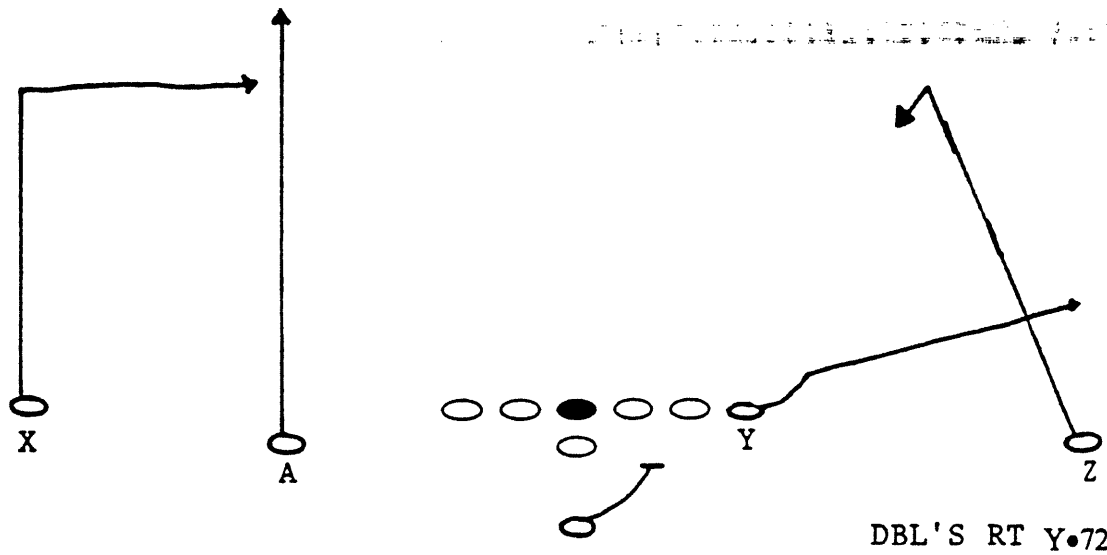




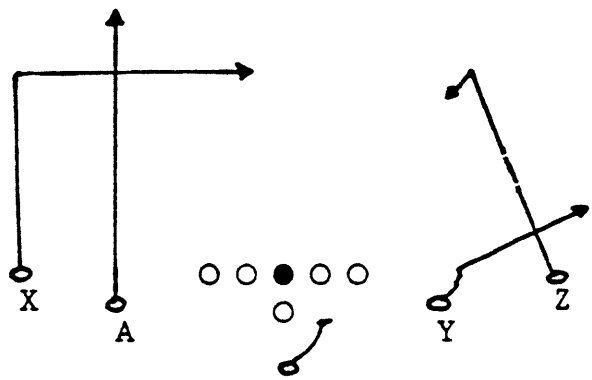
Play: 62Z / 72Z

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Choice	Arrow	Angle/Spot	Deep Out	X Dig

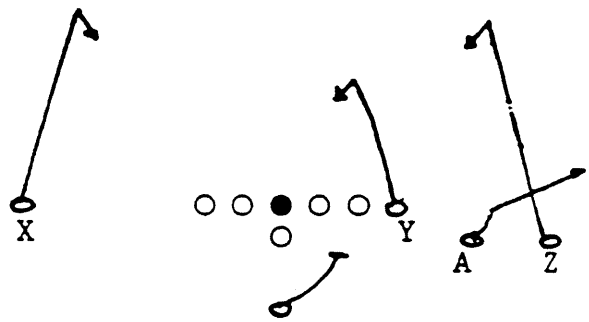
*Most Common Formation Doubles



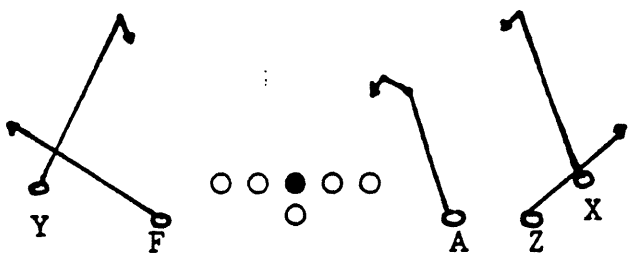
DBL'S RT Y•72Z•X Dig



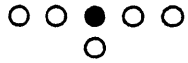
Twins Rt Y•72Z•X Dig



Trey RT Y•72Z

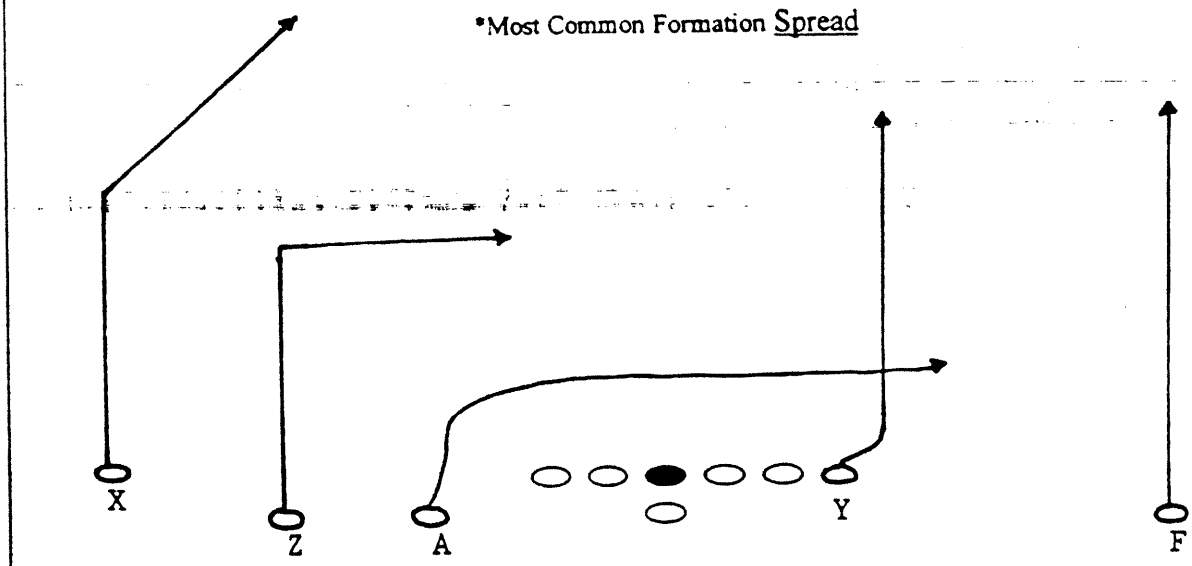


Wolf LT R•62

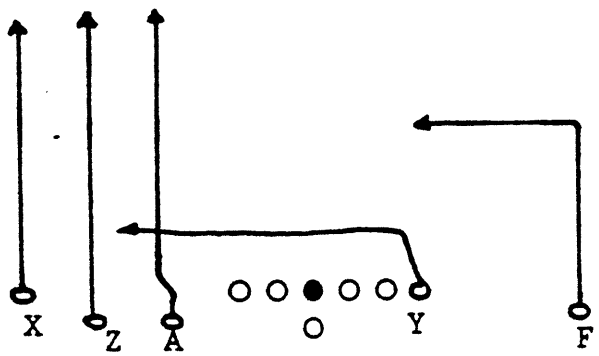


Play: 63/73 "Follow" Series

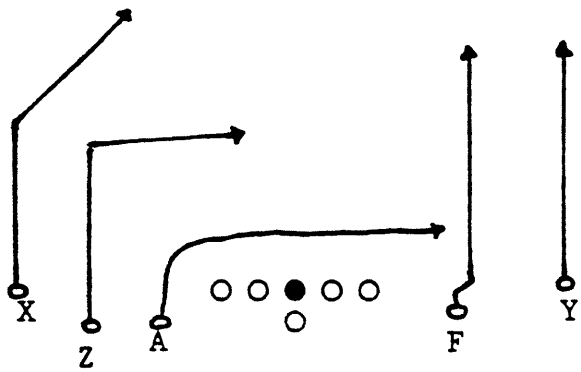
*Most Common Formation Spread



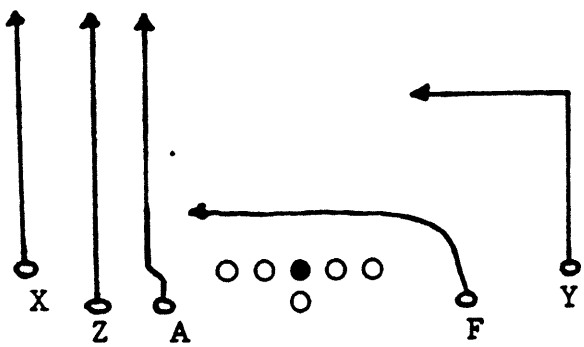
Spread RT R•63Z Follow



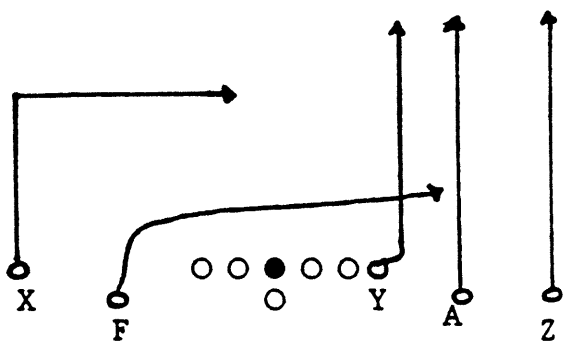
Spread RT R•63F Follow



Wolf RT R•63Z Follow



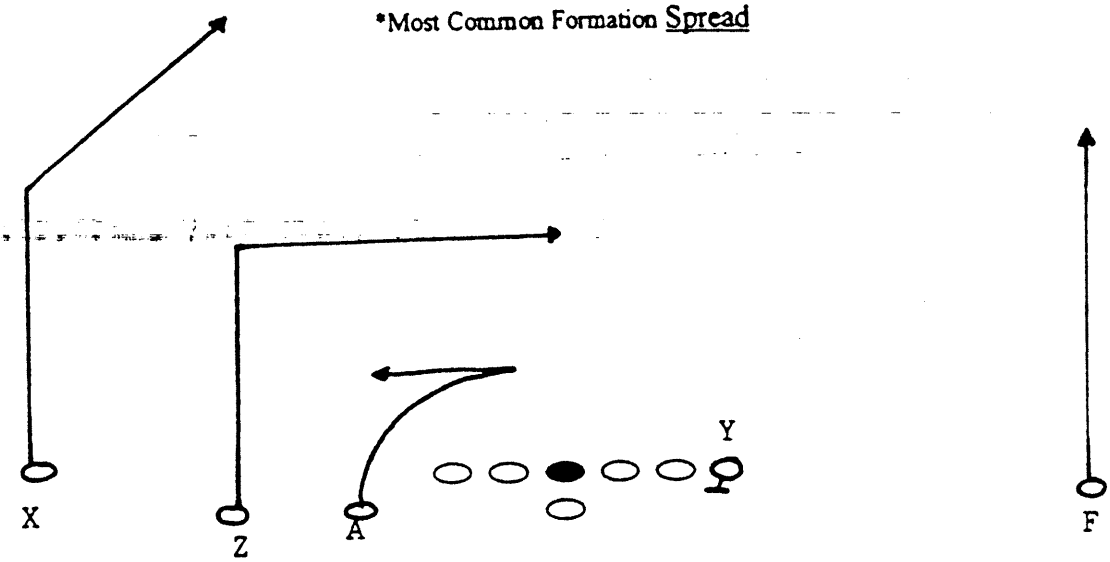
Wolf RTR•63Y Follow



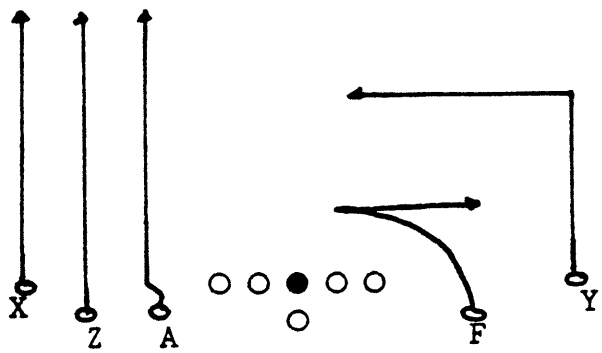
Fox RT R•63X Follow

Play: 63/73 "Follow" Series Cont.

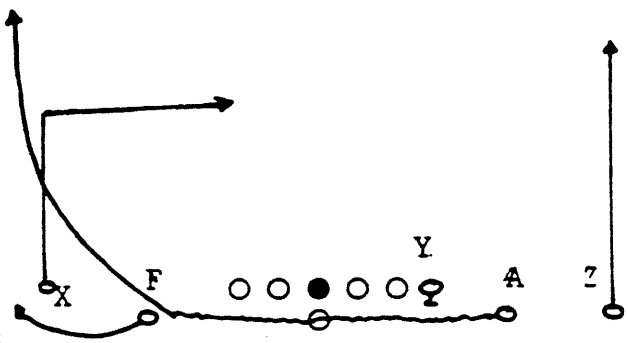
*Most Common Formation Spread



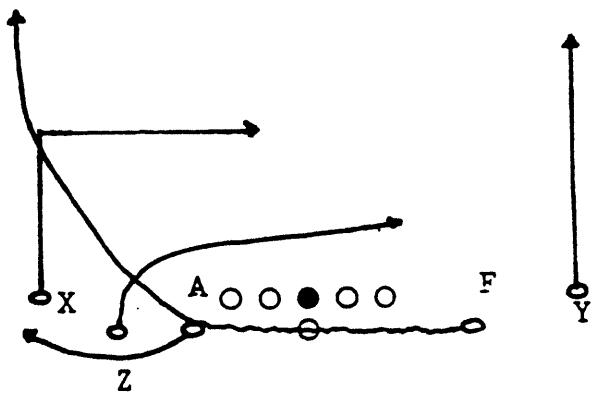
Spread RT S•73Z Follow•Pivot



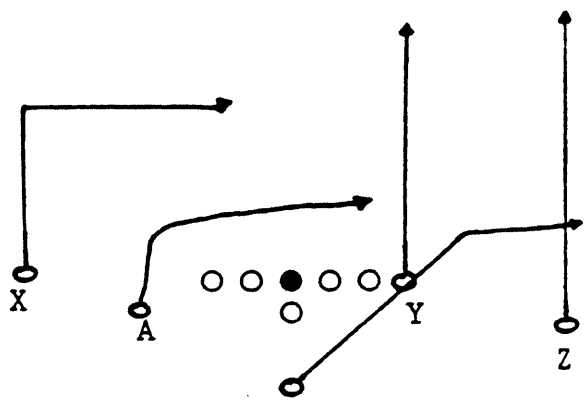
Wolf RT R•73 Y Follow•Pivot



Fox RT (Fly) S•73X Follow•Bubble

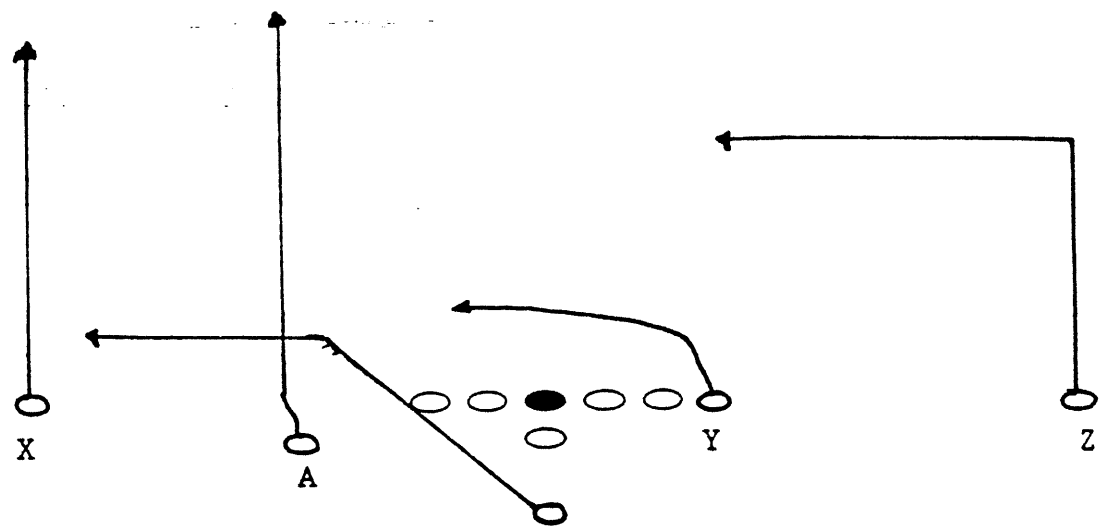


Wolf RT (F-Fly) R•63X Follow•Bubble

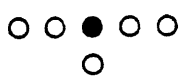


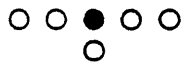
DBL'S RT R•63X Follow•Z Flat

Play: 63/73 "Follow" Series Cont.



DBL'S RT R•63Z Follow•X Flat

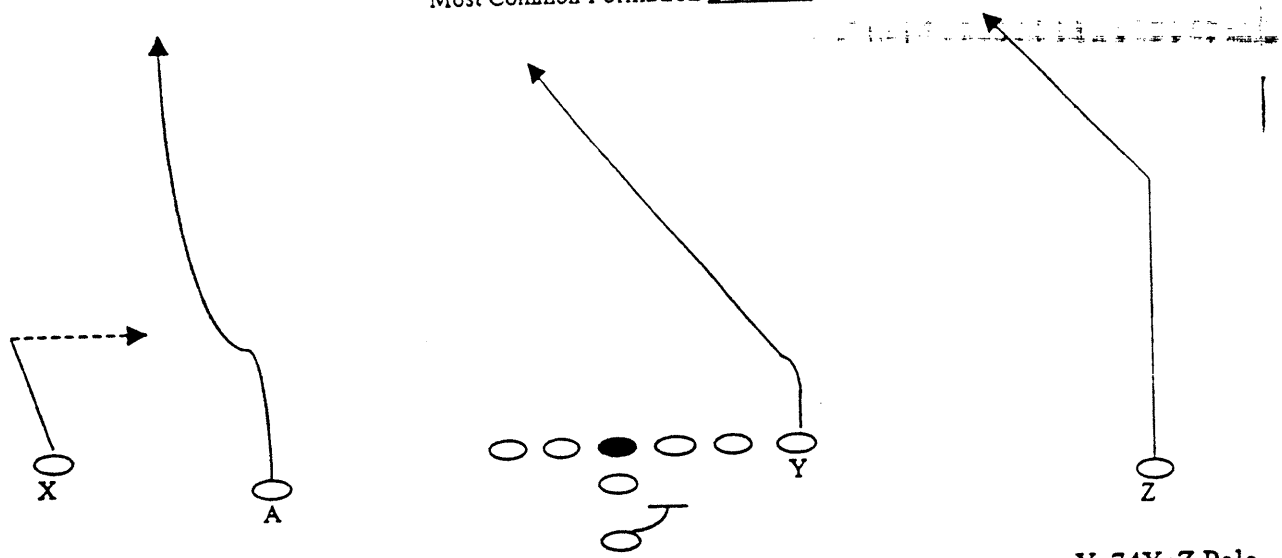




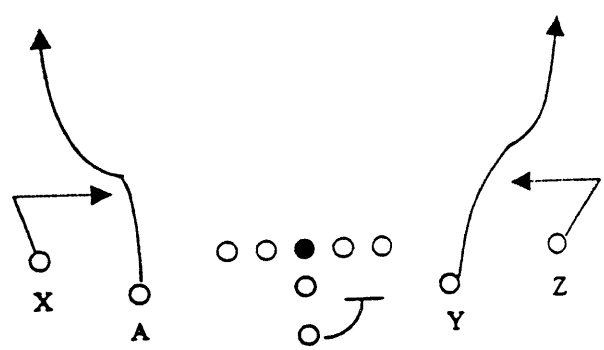
Play: 64X / 74X

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Smash	Fade	Landmark Seam	Corner	Z Pole

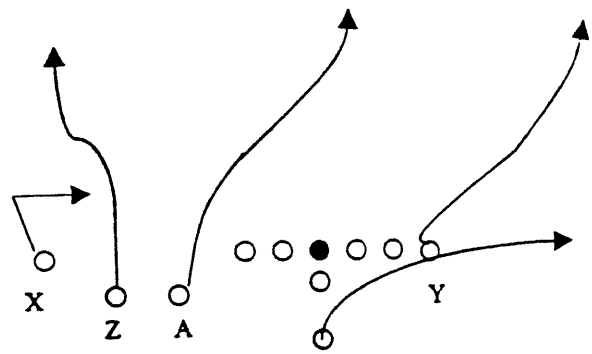
*Most Common Formation Doubles



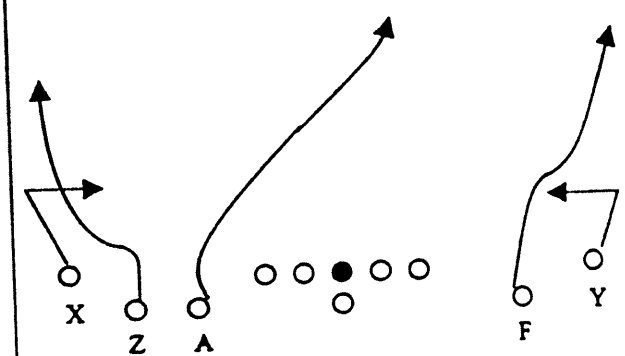
Y•74X•Z Pole



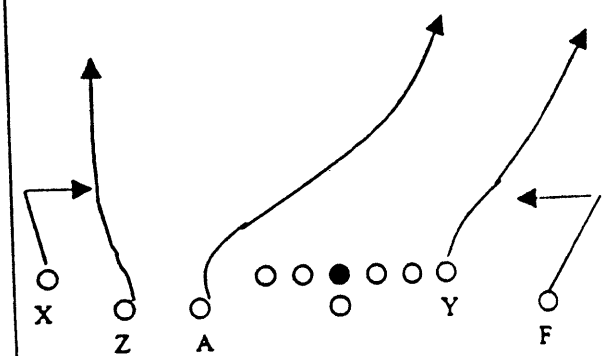
Twins Rt Y•74



Trips RT R-74 Y Fla



Wolf RT R•74

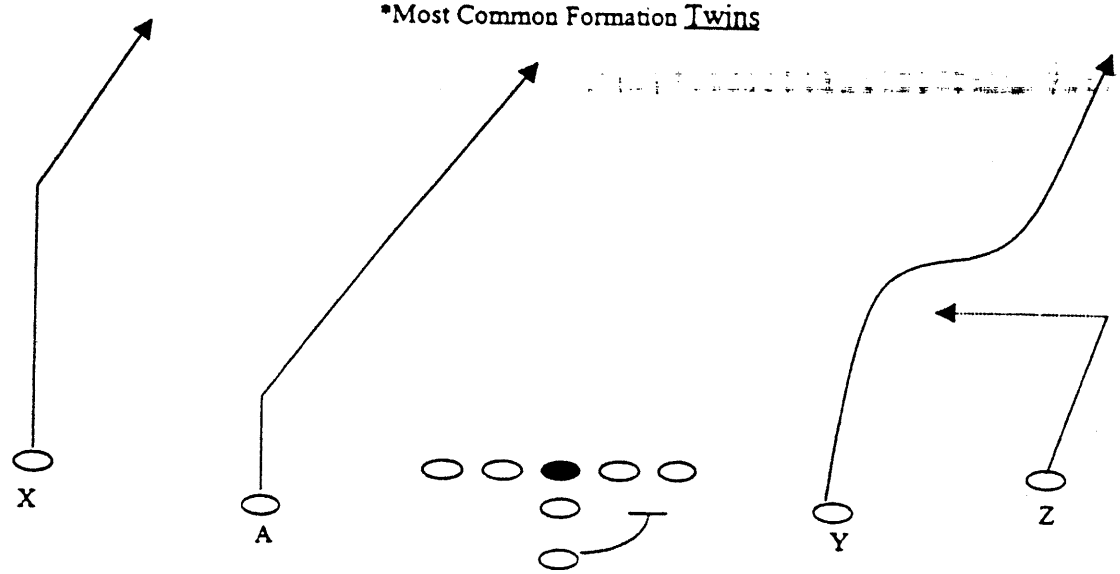


Spread RT R•

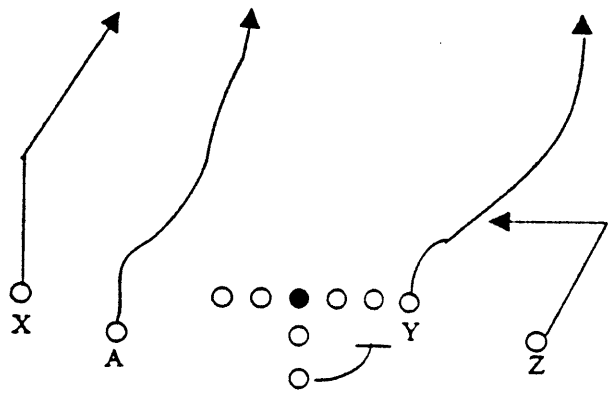
Play: 64Z / 74Z

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Smash	Fade	Landmark Seam	Corner	X Pole

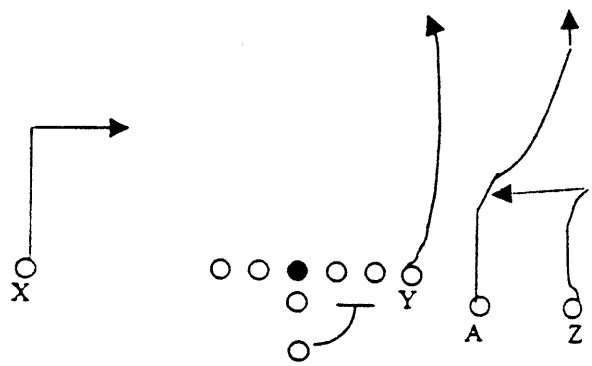
*Most Common Formation Twins



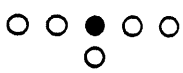
Twins Rt Y•74Z•X Pole

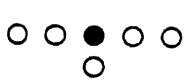


DBL's RT Y•74Z•X Pole



Trey RT Y•74Z•X Dig

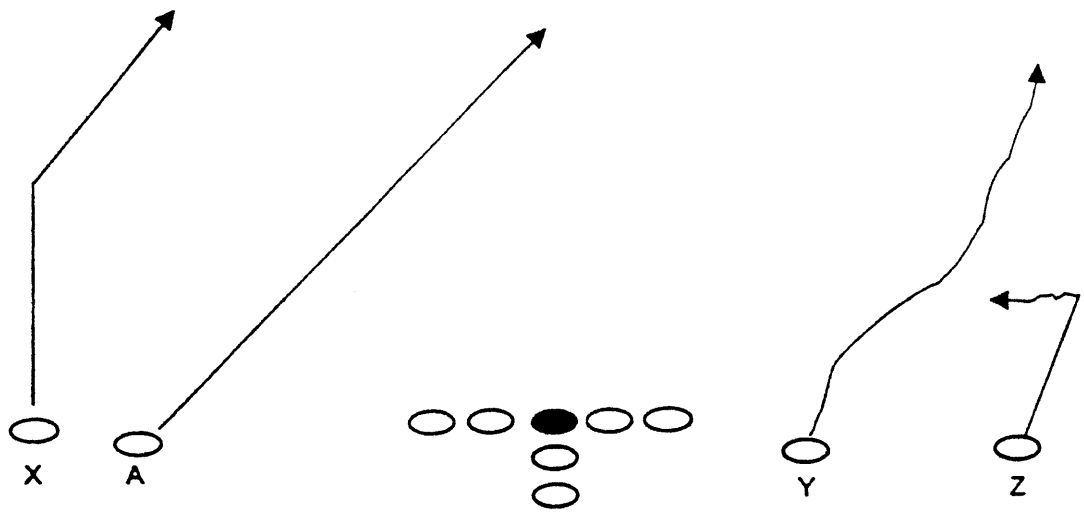




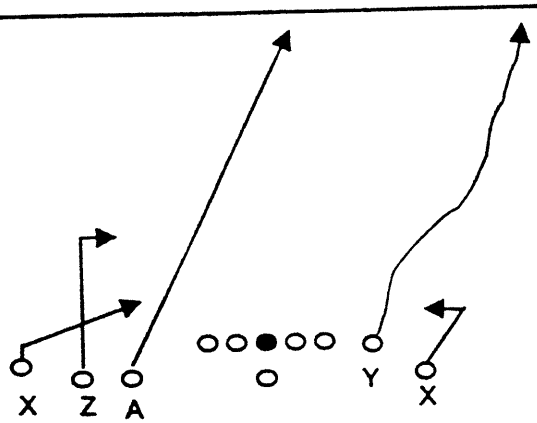
Play: 64Z/74Z

#1	#2	#3	Favorite Backside Combo
Smash	Fade	Landmark Seam	X-Pole

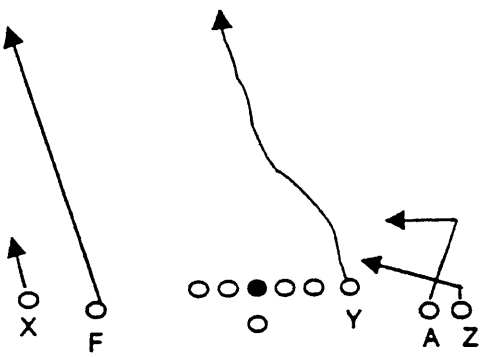
*Most common formation Twins



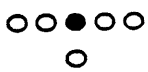
Twins Rt Y 74Z-X Pole

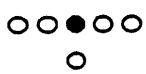


Spread Rt R-74 X-Under



Fox Rt R-74 Z-Under

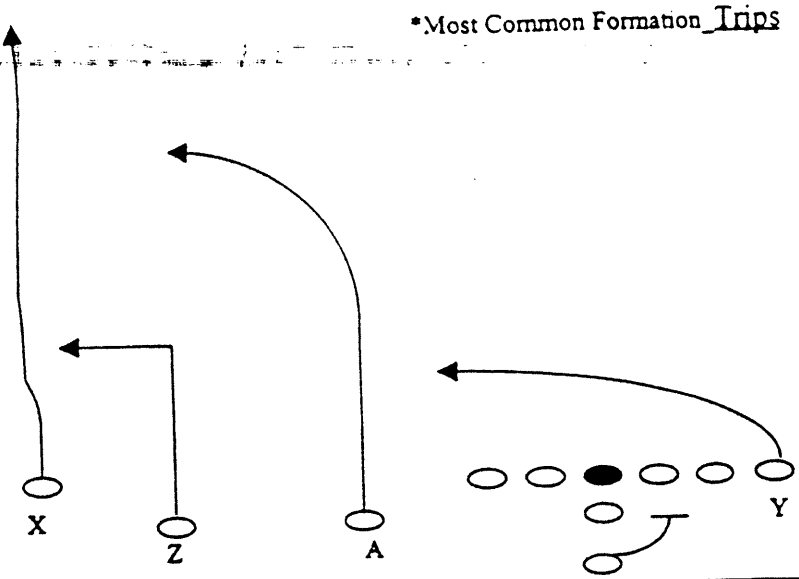




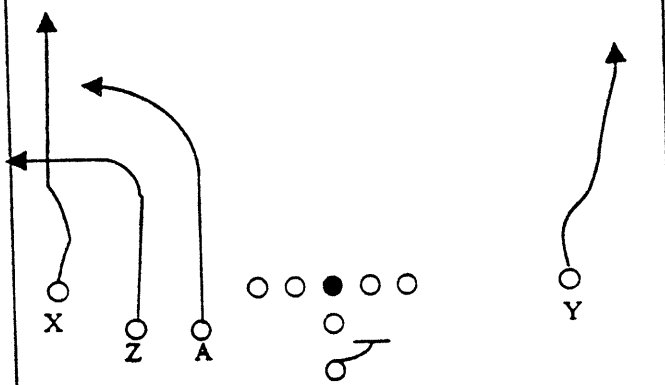
Play: 65 / 75

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Streak	Out	Sail	Cross	

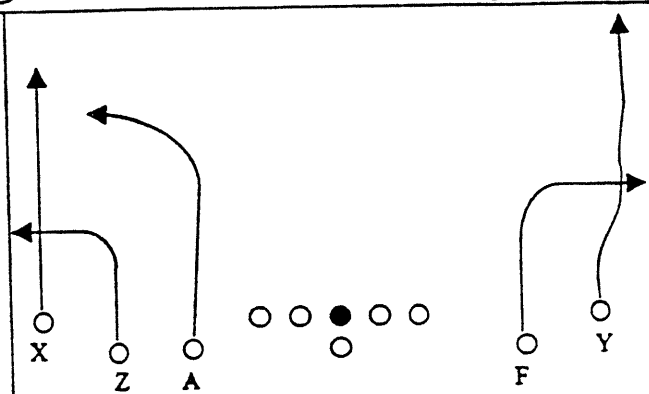
*Most Common Formation Trips



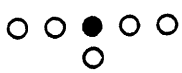
Trips RT Y•75

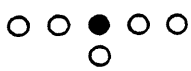


Trio RT Y•75•Y Under



Wolf RT R•75



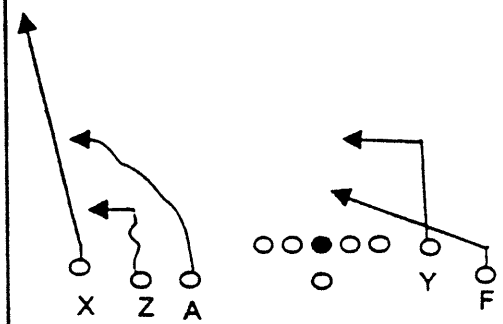


Play: 65/75

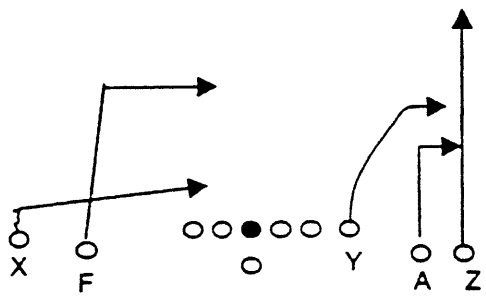
#1	#2	#3	Favorite Backside Combo
Streak	Out	Sail	

*Most common formation Trips

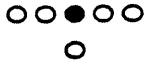
Trips Rt W-75

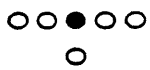


Spread Rt R-75 F-Under



Fox Rt R-75 X-Under

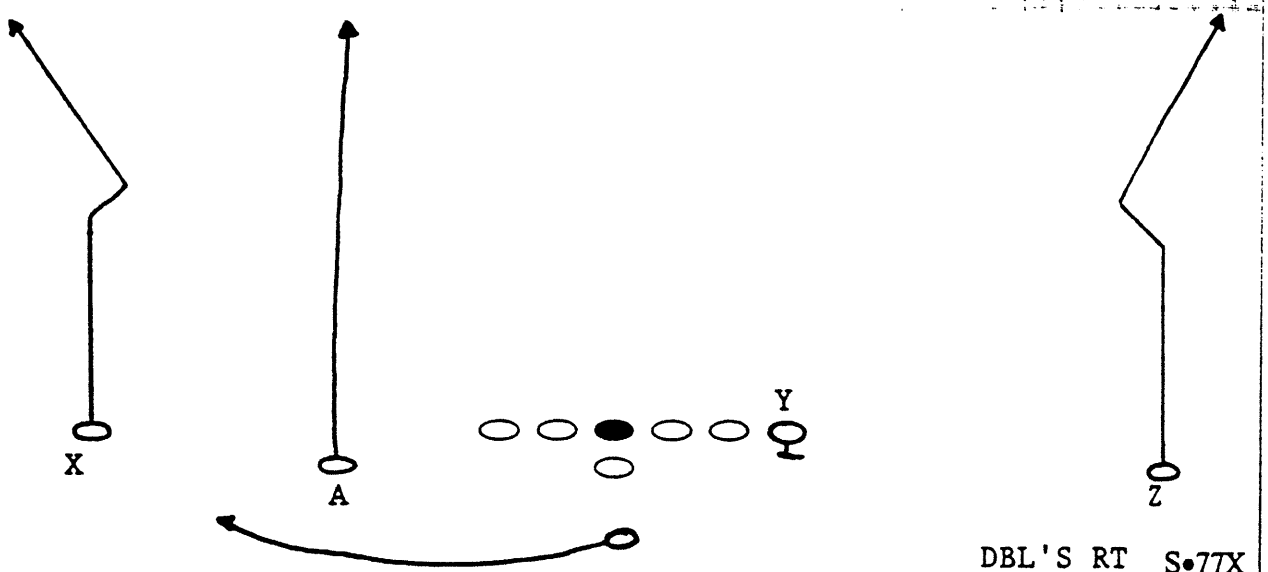




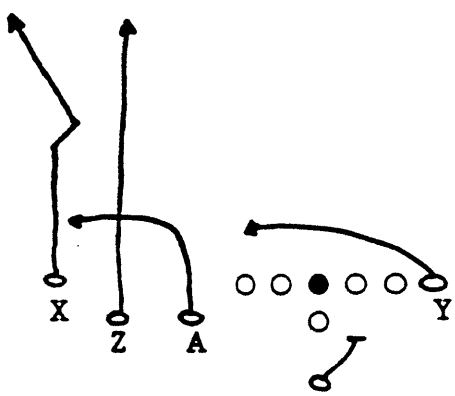
Play: 67X / 77X

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Post Corner	Seam	Out/Flare	Cross	

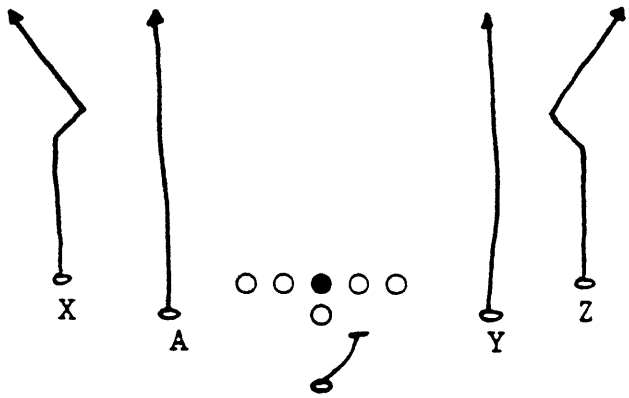
*Most Common Formation Twins



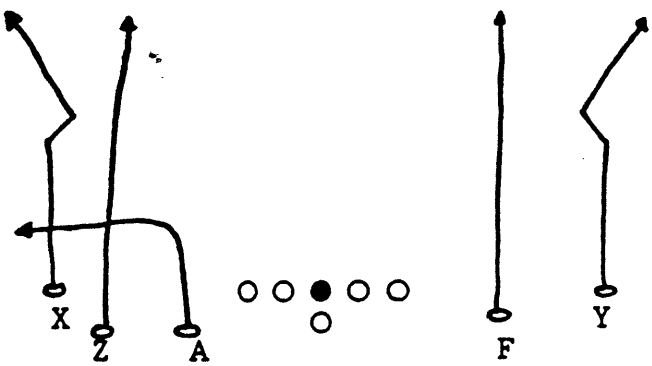
DBL'S RT S•77X



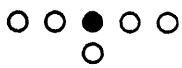
Trips RT Y•77



Twins RTY•77



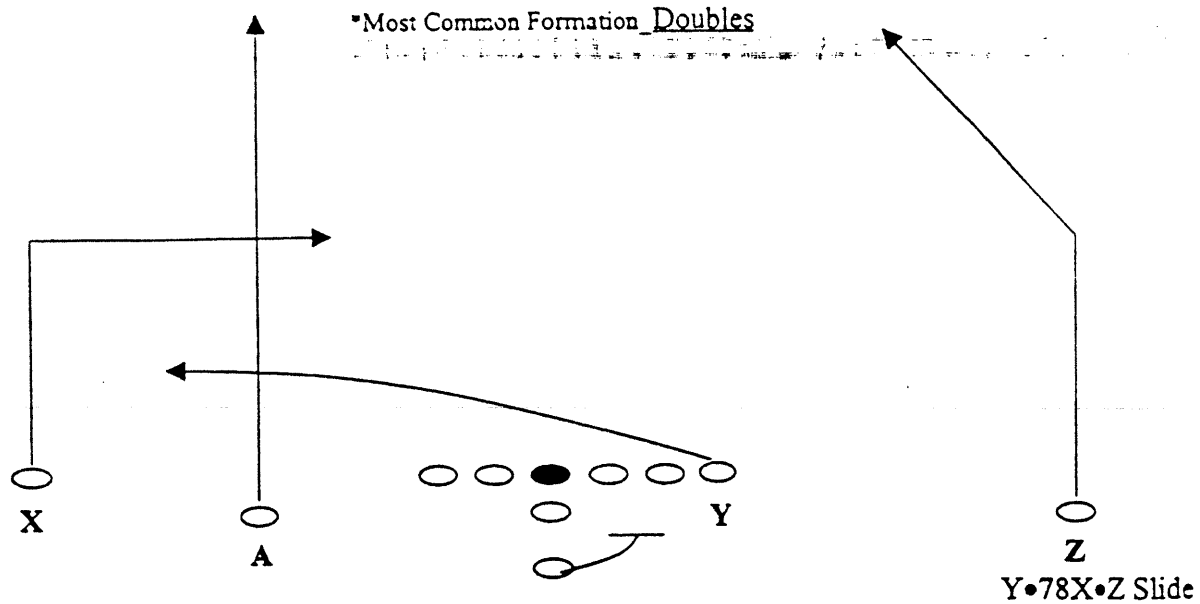
Wolf RT R•77



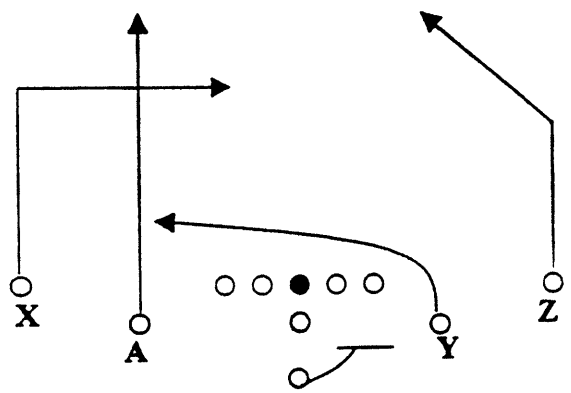
Play: 68X / 78X

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Dig	Seam			Z Slide

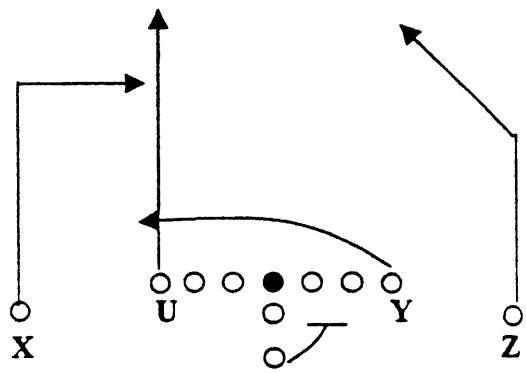
*Most Common Formation Doubles



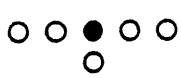
Y•78X•Z Slide

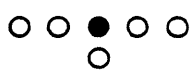


Twins Rt Y•78X•Z Slide



Ace Rt Y•78X•Z Slide

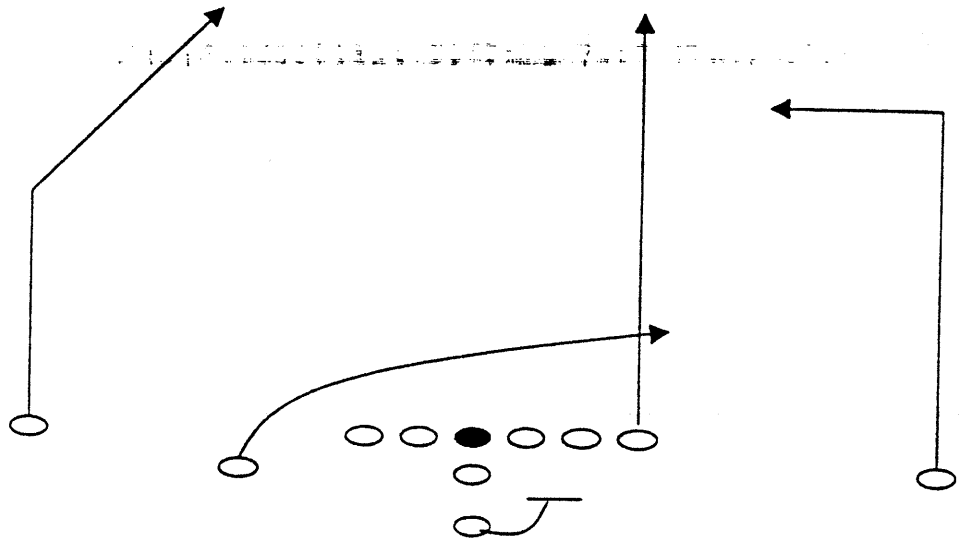




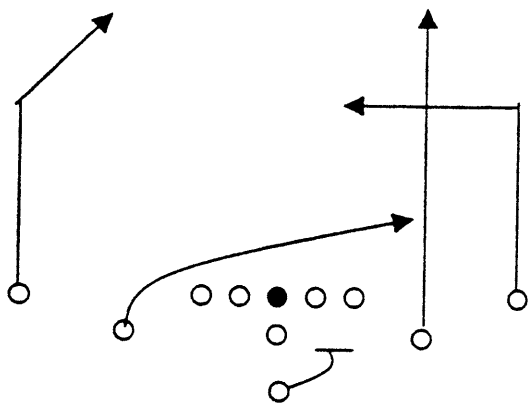
Play: 68Z / 78Z

#1	#2	#3	Trips/Triples Backside TE Rules	Favorite Backside Combo
Dig	Seam			X Slide

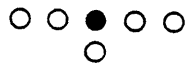
*Most Common Formation Doubles

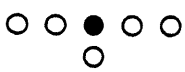


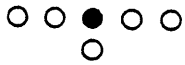
Y•78Z•X Slide



Twins Rt Y•78Z•X Slide



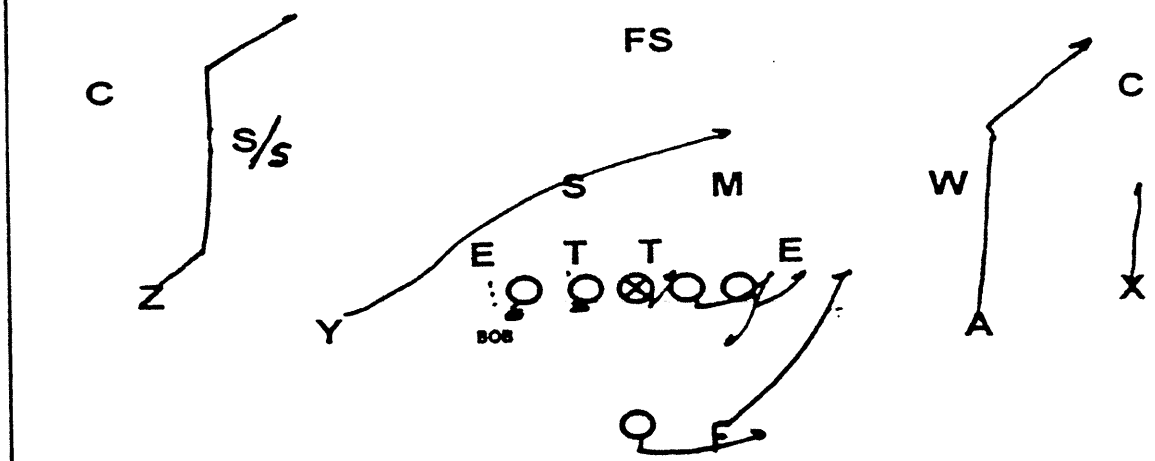




PLAY: SPRINT RT/LT RETURN

BASIC BLOCKING:

FORMATIONS:	BLOCKIN REACH: BLK SAME AS P-38/39
BASIC	BASIC
OTHERS:	OTHERS



RB	SECURE BLK EMLOS LOOK FOR ANY PRESSURE OFF THE EDGE	
WR PLAYSIDE	RUN "RETURN" COMBINATION	
WR PLAYSIDE	RUN "RETURN" COMBINATION	
WR BS	APPLY & EXECUTE RUN B.S. NAKED COMBINATION	
WR BS	RUN BS NAKED COMBINATIONE	
P.S. TACKLE	COVERED: BLK PLAYSIDE GAP - REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL BS IMMEDIATELY.	✓ DEEP
PS GUARD	COVERED: BLK PLAYSIDE GAP - REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL BS IMMEDIATELY.	"
CENTER	BLK PLAYSIDE GAP. IF NO THREAT DRILL THE BS GAP IMMEDIATELY. ALERT POSSIBLE RIP OR LIZ VS/ONSIDE SHADE	"
BS GUARD	BLK PLAYSIDE GAP. USE 34/35 TECH VS BS SHADE. ALERT Y/M OR BOB SCHEME VS BS EAGLE LOOKS	"
BS TACKLE	LINEMAN ON OVER *ALERT Y/M OR BOB SCHEME VS BS EAGLE LOOKS	"

PURDUE BOILERMAKERS

PLAY: SPRINT RT/LT RETURN

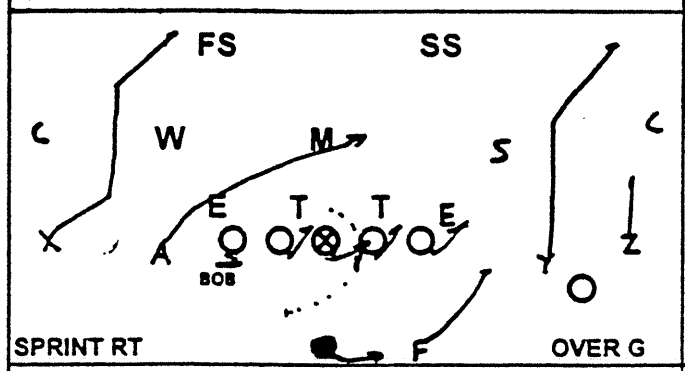
BASIC BLOCKING: REACH (P 38/39)

QB ACTIONS & ALERTS

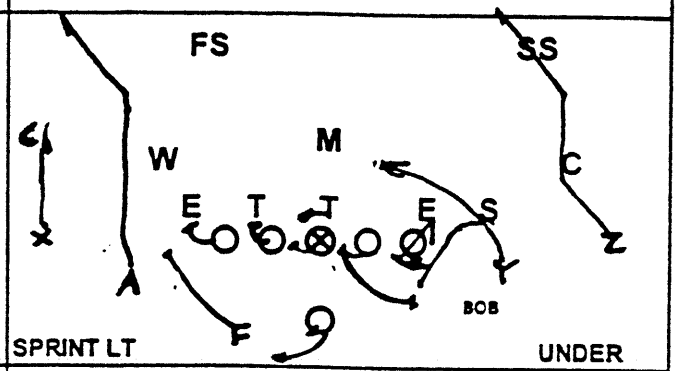
QB CHECK-OFF

INTO

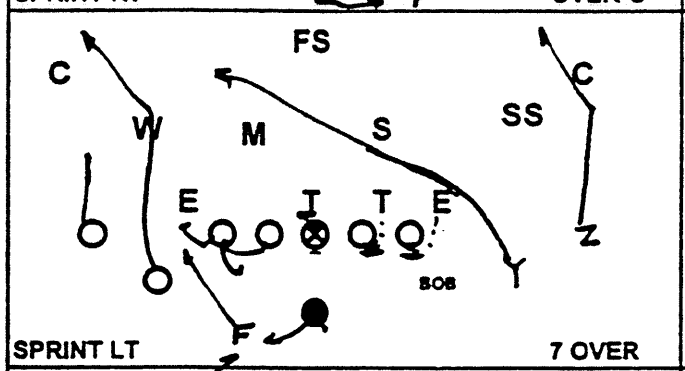
OUT OF



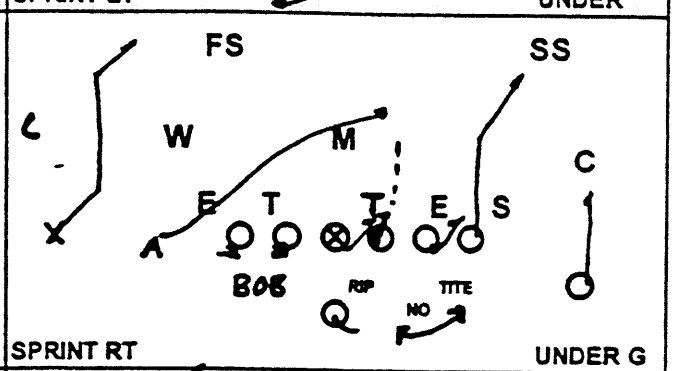
SPRINT RT — OVER G



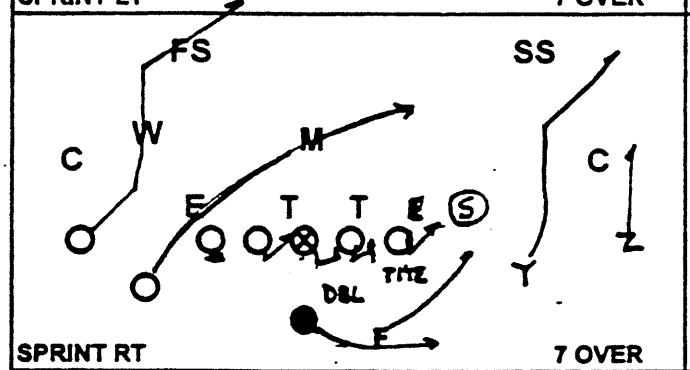
SPRINT LT — UNDER



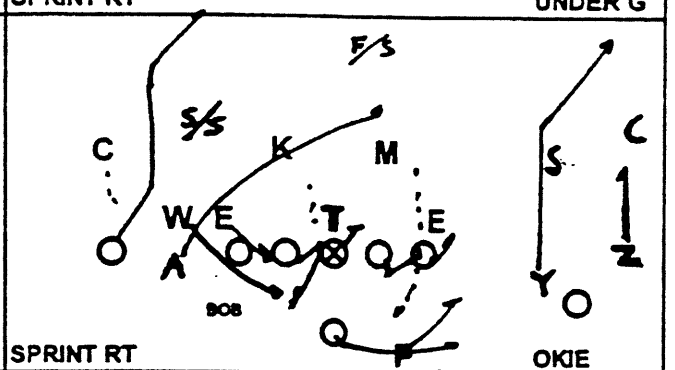
SPRINT LT — 7 OVER



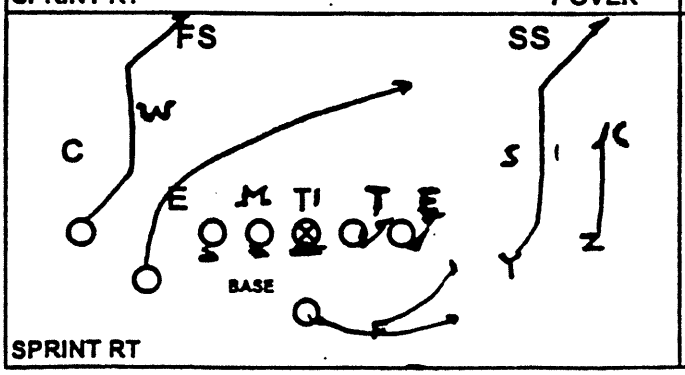
SPRINT RT — UNDER G



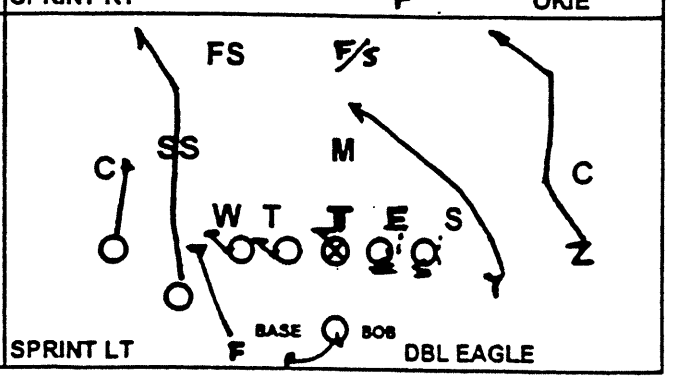
SPRINT RT — 7 OVER



SPRINT RT — OKIE



SPRINT RT



SPRINT LT — DBL EAGLE

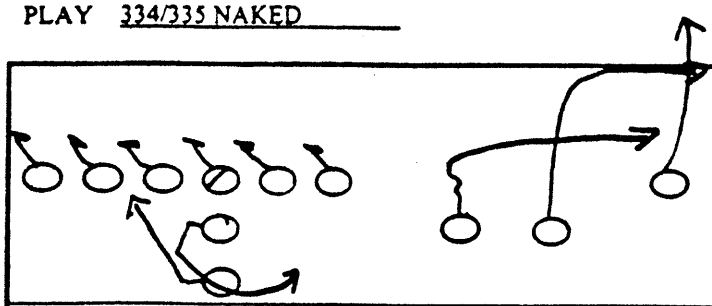
PLAYACTION PASS

PLAY ACTION PASS INDEX

	PAGE
334/5 NAKED	1101
334/5 NAKED O	1105
334/5 NAKED PIN O	1107
PASS 34/5 A POP	1109
331 A SEAM	1110
PASS 38/9	1111

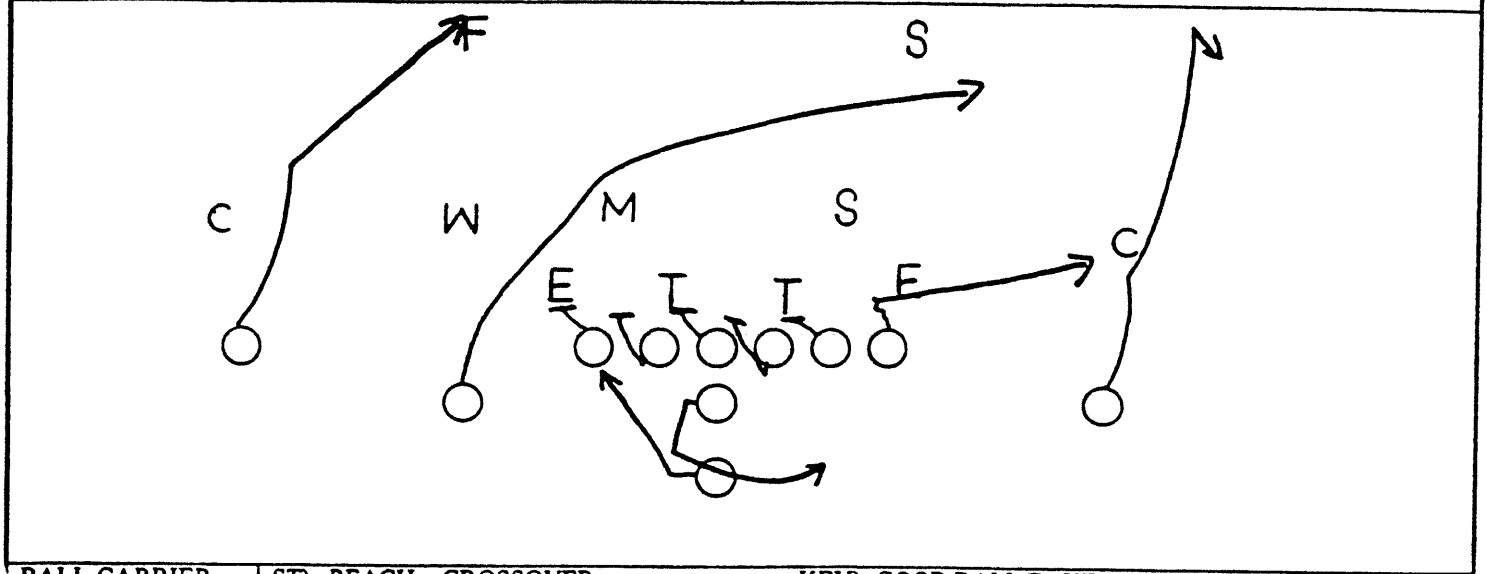
PLAY 334/335 NAKED

BASIC BLOCKING



BLOCKING:
BASIC:

OTHERS: EX: TRIPS LT 335 NK-RT

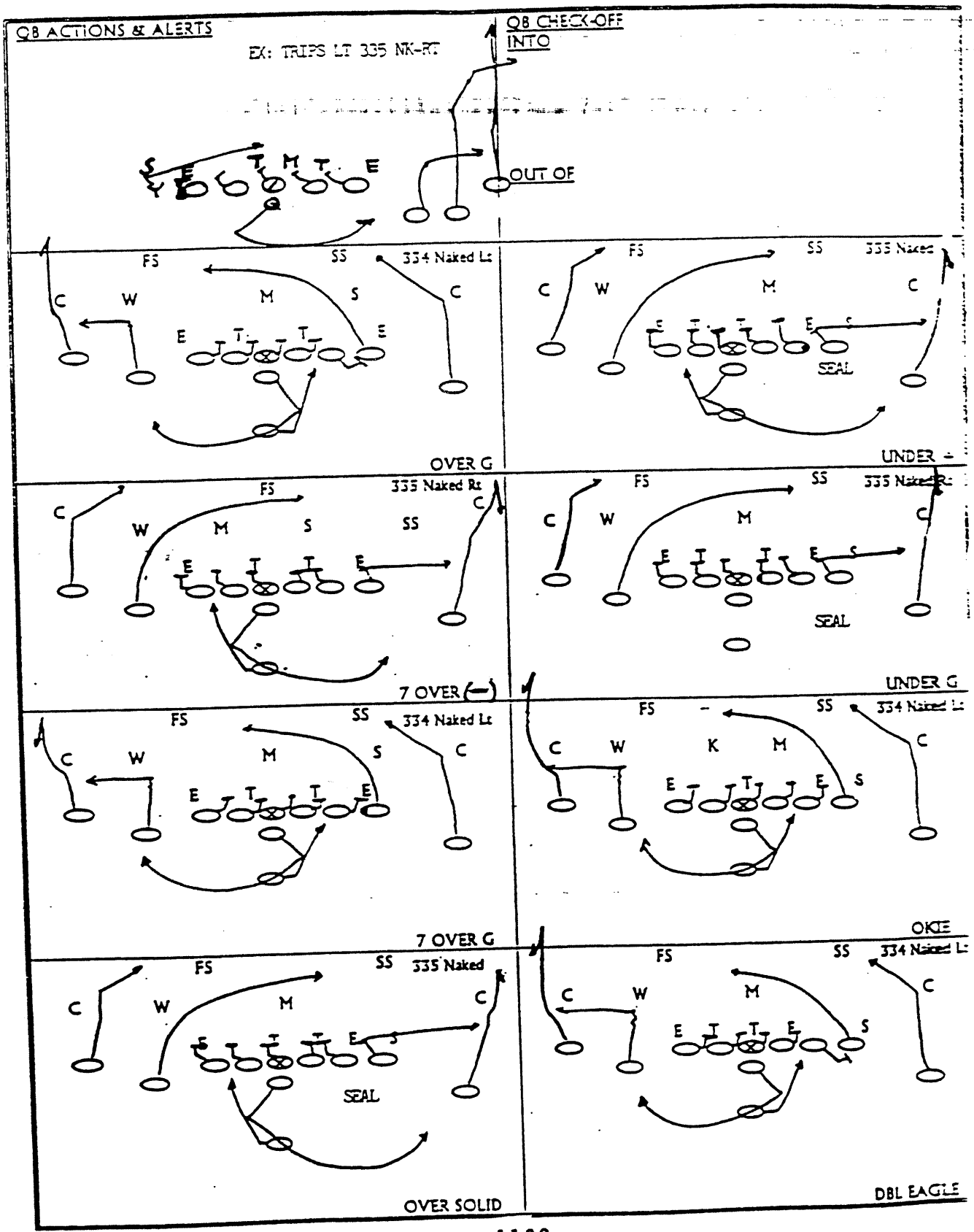


BALL CARRIER	ST) REACH – CROSSOVER AP) IS LEG OF OT	KEY) GOOD BALL FAKE
BACK	LOOK FOR LB RUN THROUGH	
SPLIT END (X)	P.S. = VS SINGLE SAFETY = RUN 18-20 YD COMEBACK. VS DOUBLE SAFETY – OUTSIDE RELEASE B.S. = 10-12 YD POST	
FLANKER (Z)	P.S. = VS SINGLE SAFETY – RUN 18-20 YD COMEBACK. VS DOUBLE SAFETY OUTSIDE RELEASE B.S. = RUN 10-12 YD POST	
A-BACK (A)	P.S. = RUN SLAM FLAT ROUTE B.S. = RUN 12-16 DRAG RT	
TE	P.S. = SLAM FLAT RT B.S. = RUN 12-15 DRAG RT C.P.: SLAM 1ST DEFENDER INSIDE ON FRONTSIDE RT.	C.P.: Make tite calls when needed.
PS TACKLE (FAKE SIDE)	COVERED: BLOCK MAN ON UNCOVERED: BLOCK EMLOS	DON'T GO DOWNFIELD
PS GUARD	RUN PLAY CALLED	DON'T GO DOWNFIELD
CENTER	RUN PLAY CALLED	DON'T GO DOWNFIELD
BS GUARD	RUN PLAY CALLED	DON'T GO DOWNFIELD
BS TACKLE (NAKED-SIDE)	RUN PLAY CALLED C.P.: ALWAYS ZONE THRU B-GAP-PROTECT AGAINST MIX & TRASH	DON'T GO DOWNFIELD

PURDUE BOILERMAKERS

PLAY 334/335 NAKED

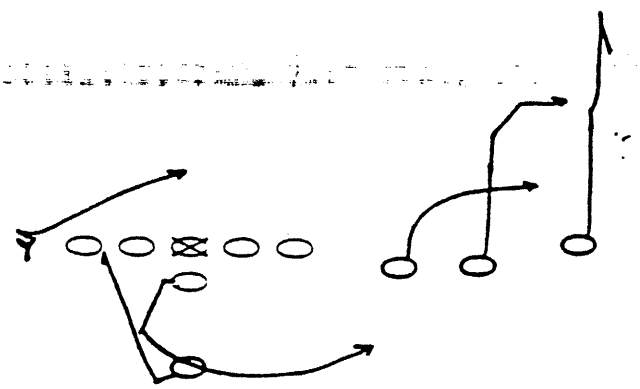
BASIC NAKEDS



LAY: 334/335

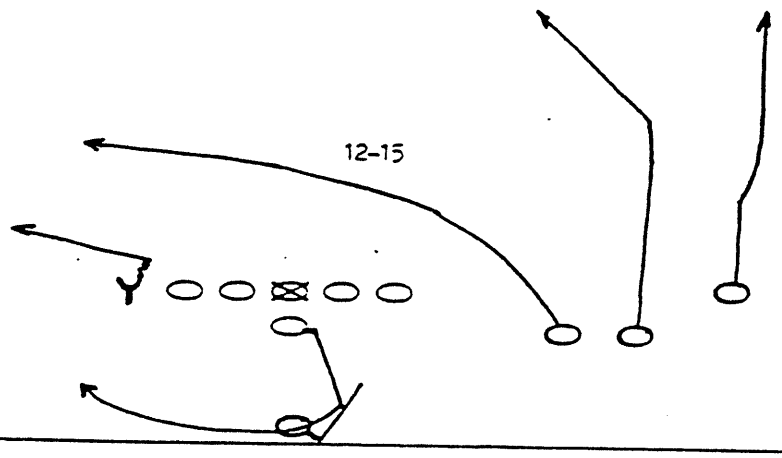
RATION: TRIPS LT 335 NAKEDS RT

* NAKED TO A 3X=SAIL

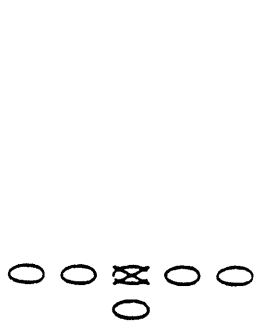


RATION: TRIPS LT 334 NAKED LT.

* NAKED AWAY FROM A 3X



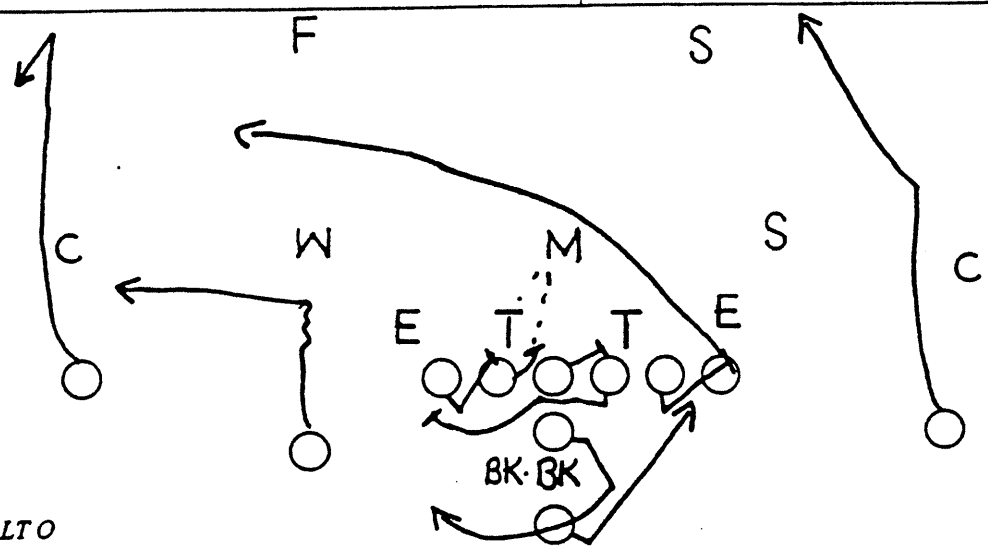
RATION:



PLAY 334/335 NAKED O

BASIC BLOCKING 34/35 SPRINT

FORMATIONS:	BLOCKING:
BASIC:	BASIC:
OTHERS:	*WHEN RUN INTO A 3X RUN SAIL AT COMBINATION OTHERS:



EX: 334 NK LT O

BALL CARRIER	ST) REACH CROSSOVER AP) FAKE PLAY CALLED	KEY) SELL SPRINT LOOK FOR MLB OR HELP O.L.
BACK	FILL THRU HOLE & CHECK FOR RUN THRU	
SPLIT END (X)	P.S. = OUTSIDE RELEASE & RUN CB B.S. = RUN POST ROUTE	C.P.: WHEN RAN TO A 3X OUR PASS ROUTE STRUCTURE IS SAIL
FLANKER (Z)	P.S. = OUTSIDE RELEASE & RUN CB B.S. = RUN POST ROUTE	C.P.: WHEN RAN TO A 3X OUR PASS ROUTE STRUCTURE IS SAIL.
A-BACK (A)	P.S. = RUN SLAM FLAT ROUTE B.S. = RUN 12-15 DRAG SLAM	
TE	P.S. = RUN SLAM FLAT ROUTE B.S. = RUN 12-15 DRAG ROUTE	
BS TACKLE (FAKE SIDE)	COVERED: BLOCK MAN ON UNCOVERED: BLOCK 1ST MAN OUTSIDE OF LOS C.P.: WHEN UNCOVERED-GAIN DEPTH ON SET STEP TO LET TE CLEAR VS 41 SLAM BEFORE BLOCK EMLOS.	
BACKSIDE GUARD	O PULL AND BLK M.D.M.	
CENTER	BLOCK MAN ON FILL BLOCK FOR PULLING OG C.P.: MAKE BACK-BACK CALL WHEN APPLICABLE	
PLAYSIDE GUARD	RUN PLAY CALLED C.P.: MAKE DOWN CALL VS DE & 46	
PLAYSIDE TACKLE	BLOCK RUN PLAY CALLED C.P.: ZONE THRU B-GAP – ALWAYS NEVER BLK DE OR EMLOS	

PURDUE BOILERMAKERS

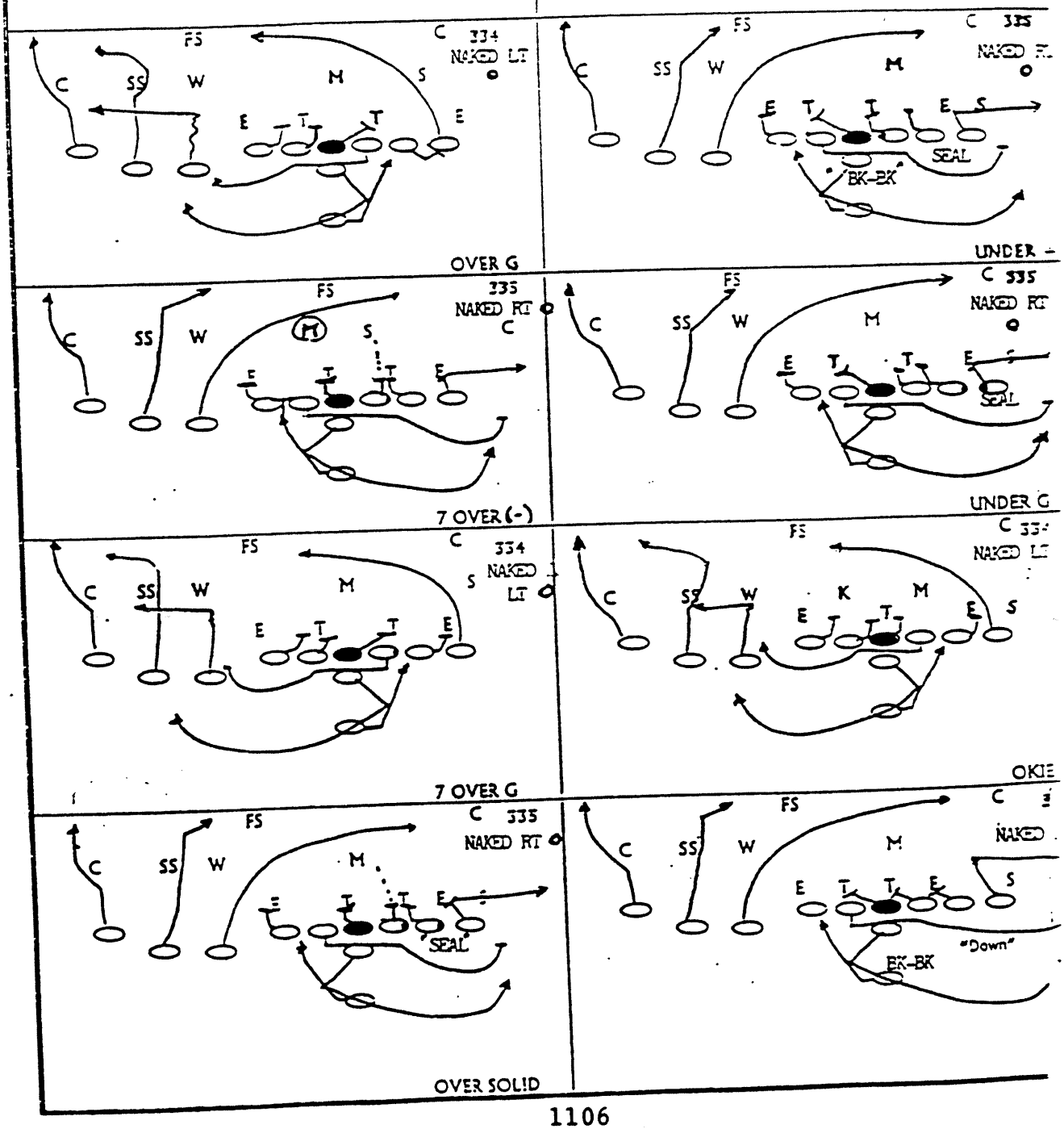
PLAY 334/335 NAKED O

BASIC BLOCKING

QB ACTIONS & ALERTS

QB CHECK-OFF INTO

OUT OF



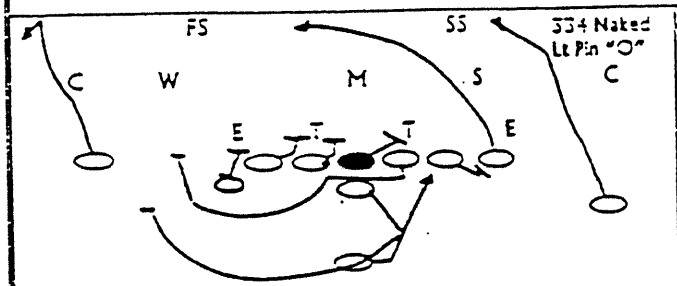
PURDUE BOILERMAKERS

PLAY 334/335 NAKED PIN "O" BASIC BLOCKING

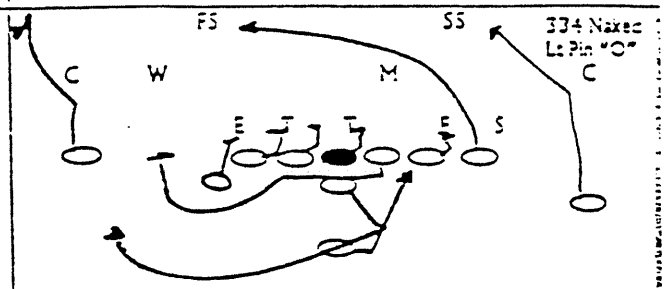
QB ACTIONS & ALERTS

QB CHECK-OFF
INTO

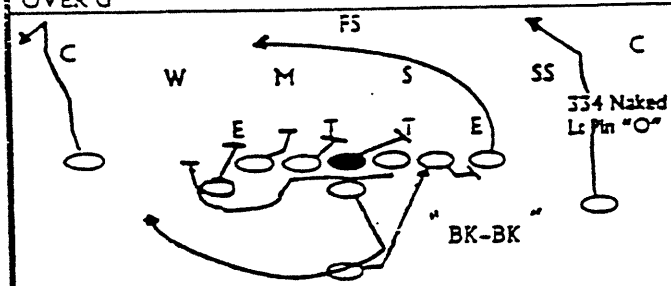
OUT OF



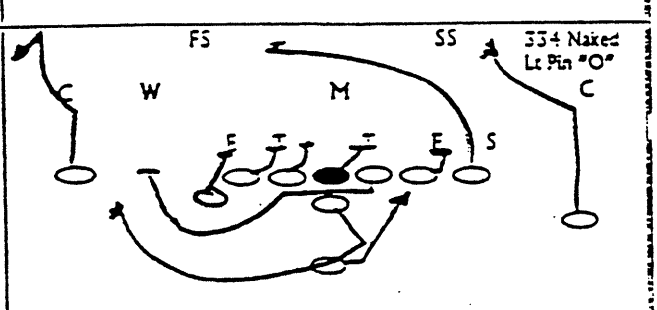
OVER G



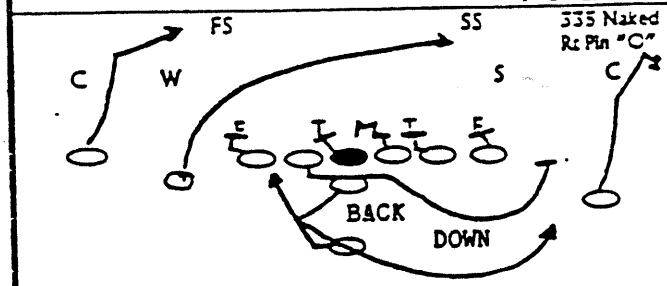
UNDER +



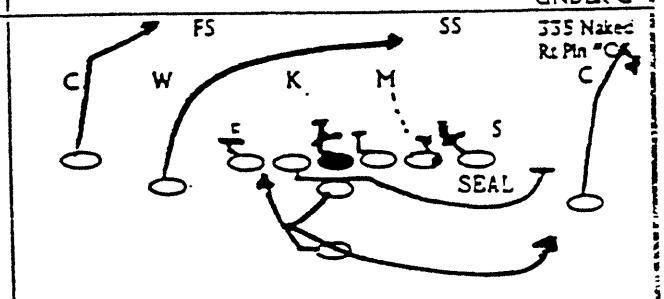
7 OVER –



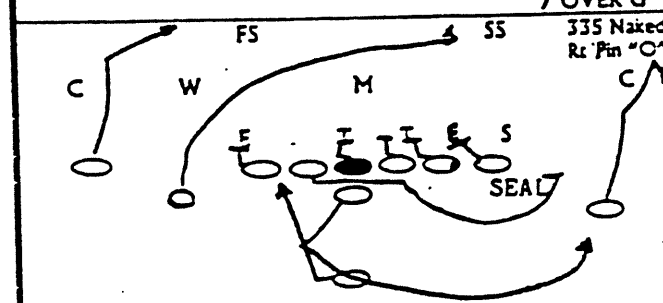
UNDER G



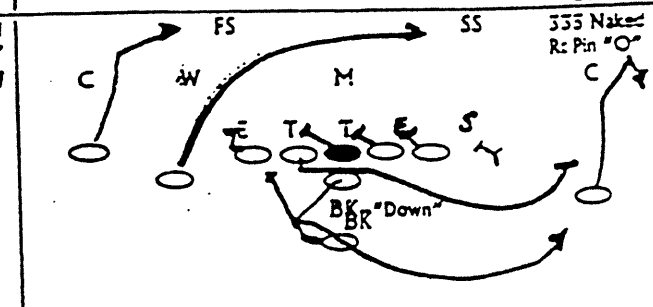
7 OVER G



OKIE



OVER SOLID

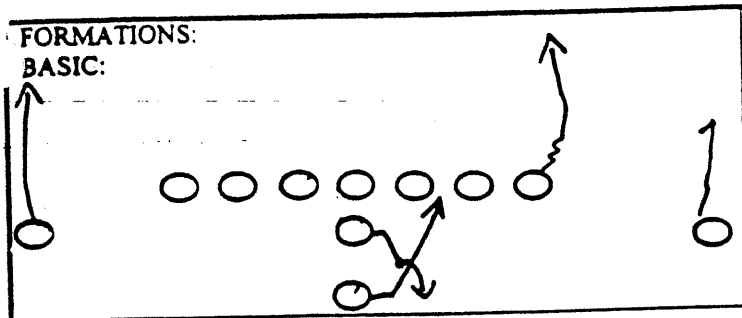


DBL EAGLE

PLAY PASS 34/35 A POP

BASIC BLOCKING

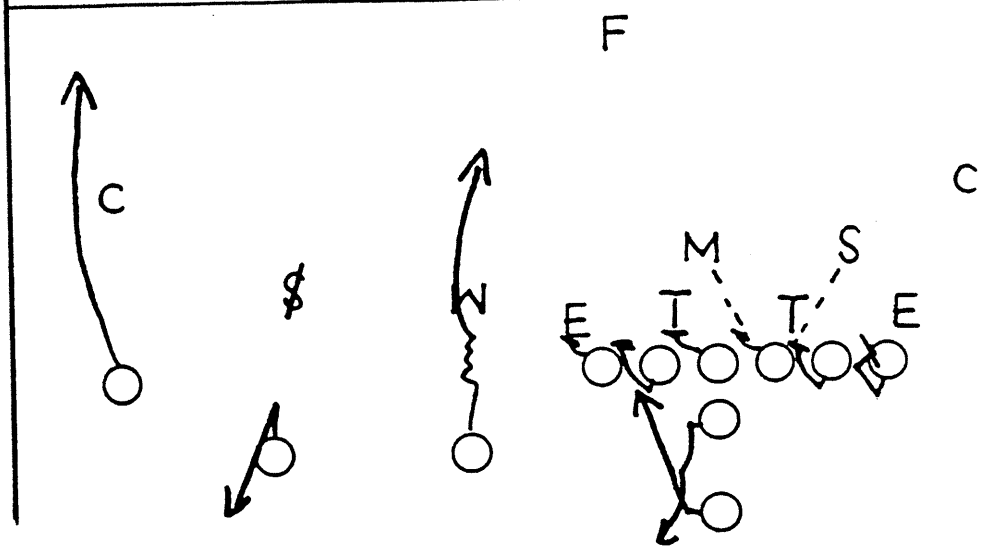
FORMATIONS:
BASIC:



BLOCKING:
BASIC: ACE

OTHERS: PASS 34/35 Y POP

PASS 35 A POP



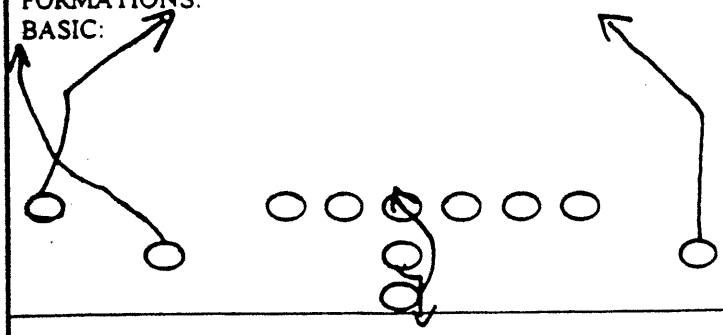
BALL CARRIER	ST) LEAD AP) O.S. LEG OF OG KEY) HIT LINE HARD AND QUICK	
BACK	SELL RUN – LOOK FOR MLB RUN THROUGH	
SPLIT END (X)	RUN 93	
FLANKER (Z)	RUN QUICK SCREEN	
A-BACK (A)	SELL RUN & THROTTLE IN SEAM	
TE	RUN PLAY CALLED	C.P.: You cannot sell play enough!!
PS TACKLE	RUN PLAY CALLED CP: VS EAGLE LOOK BLOCK B.O.B. W/JUMP TECH	
PS GUARD	RUN PLAY CALLED	Make tite calls when needed
CENTER	RUN PLAY CALLED	
BS GUARD	RUN PLAY CALLED CP: BLOCK B.O.B. IF YOU'RE ON THE OPPOSITE (NO Y)	
BS TACKLE	RUN PLAY CALLED CP: BLOCK B.O.B. IF YOU'RE ON THE OPEN-SIDE (NO-Y)	

PURDUE BOILERMAKERS

PLAY 311 A SEAM

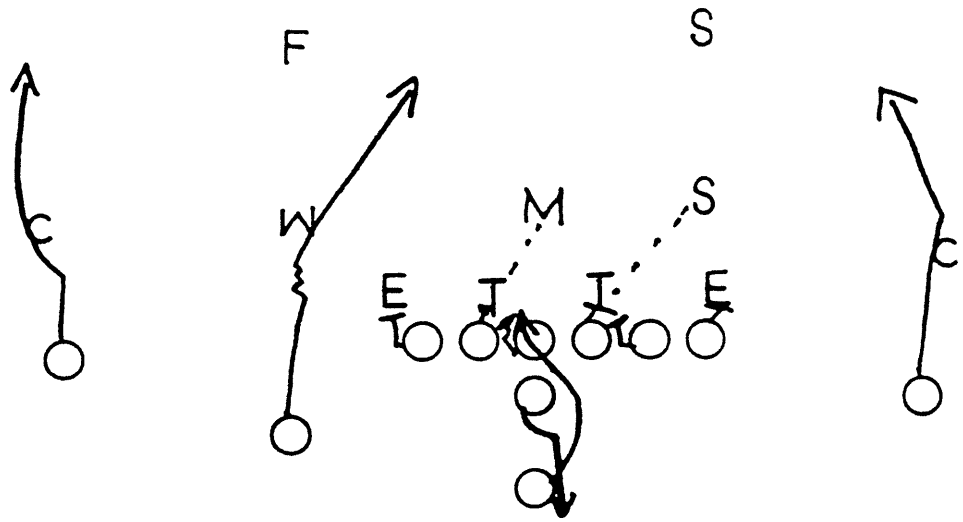
BASIC BLOCKING STAY PROT.

FORMATIONS:
BASIC:



BLOCKING:
BASIC:

OTHERS: 311 A WHEEL

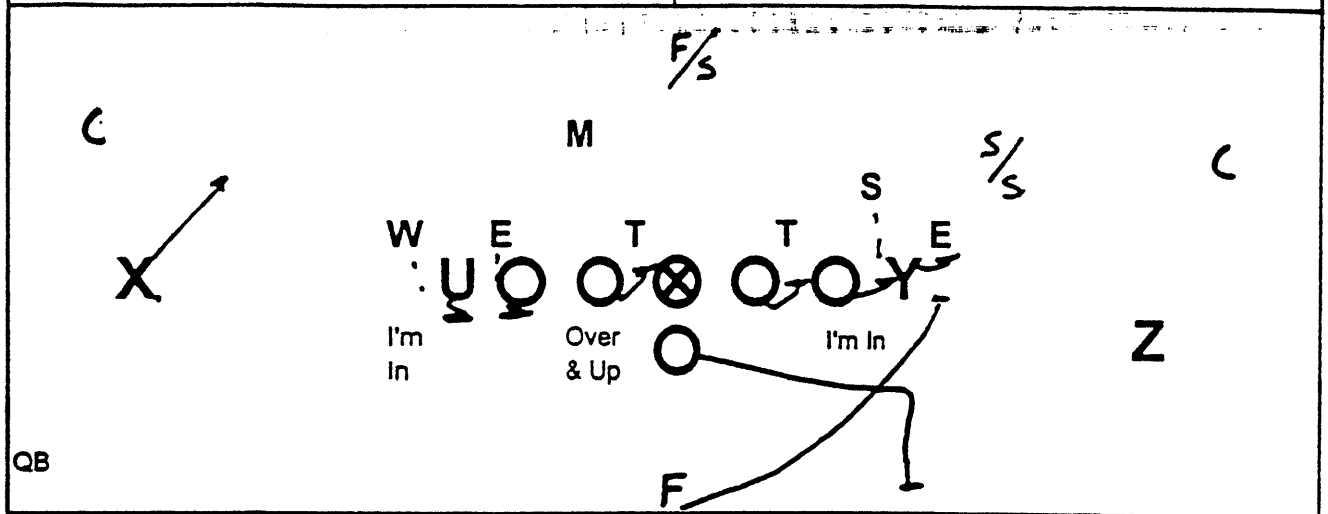


BALL CARRIER	ST) LEAD AP) CHEEK OF CENTER AWAY FROM HOLE KEY) SELL TRAP-LOOK FOR MLB IN "A" GAP.	
BACK	FILL THRU HOLE & CHECK FOR RUN THRU	
SPLIT END (X)	RUN 93	
FLANKER (Z)	RUN 5 STEP QUICK POST	
A-BACK (A)	SELL RUN PLAY & THROTTLE IN THE SEAM	
TE	BLK STAY PROTECTION	SEMI JUMP TECH
PS TACKLE	BLK STAY PROTECTION	SEMI JUMP TECH
PS GUARD	BLK STAY PROTECTION	SEMI JUMP TECH
CENTER	BLK STAY PROTECTION	SEMI JUMP TECH
BS GUARD	BLK STAY PROTECTION	SEMI JUMP TECH
BS TACKLE	BLK STAY PROTECTION	SEMI JUMP TECH

PURDUE

PLAY: Pass 38/39

FORMATIONS:	BLOCKIN Reach
BASIC All but empty	BASIC
OTHERS:	OTHERS

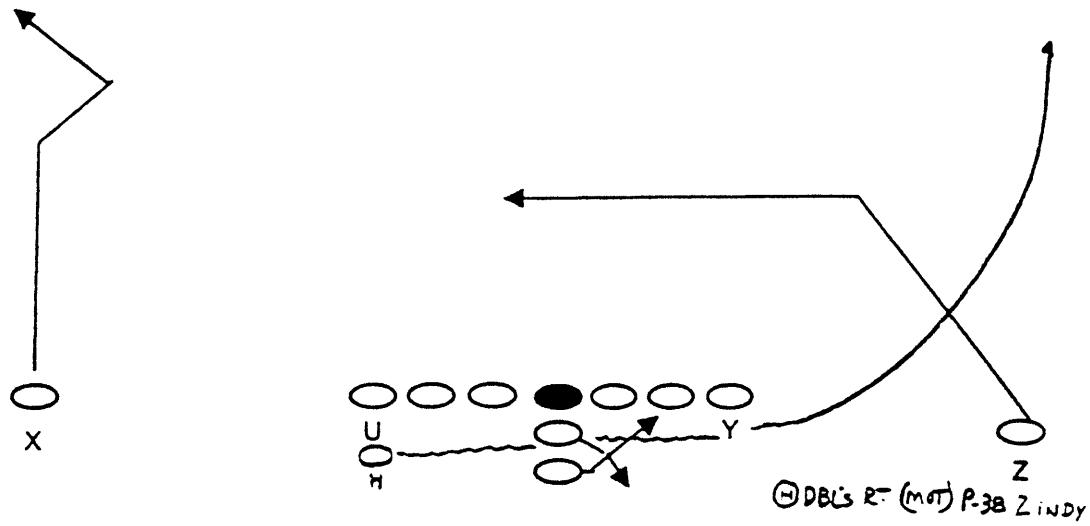


RB	SELL 38 SPRINT. SECURE BLK ON EMLOS. LOOK FOR ANY PRESSURE OFF THE EDGE.
SPLIT END (X)	RUN RT CALLED
FLANKER (Z)	RUN RT CALLED
U	P.S. BLK PLAYSIDE GAP. REACH & FIT B.S. RUN RT OR BLOCK (I'm In) LINEMAN ON OUTSIDE. ALERT FOR FAN SCHEME W/Y
TE	P.S. BLK PLAYSIDE GAP. REACH & FIT B.S. RUN RT OR BLOCK (I'm In) LINEMAN ON OUTSIDE. ALERT FOR FAN SCHEME W/Y
P.S. TACKLE	COVERED: BLK PLAYSIDE GAP. REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL THE B.S. GAP IMMEDIATELY
PS GUARD	COVERED: BLK PLAYSIDE GAP. REACH & FIT UNCOVERED: BLK PLAYSIDE GAP. IF NO THREAT DRILL THE B.S. GAP IMMEDIATELY
CENTER	BLK PLAYSIDE GAP. IF NO THREAT DRILL THE B.S. GAP IMMEDIATELY ALERT POSSIBLE RIP OR LIZ VS/ONSIDE SHADE
BS GUARD	BL PLAYSIDE GAP. USE 34/35 TECH VS B.S. SHADE ALERT Y/M OR BOB SCHEME W/B.S. EAGLE LOOKS
BS TACKLE	LINEMAN ON OVER ALERT Y/M, BOB, OR HEAVY SCHEMES. COMMUNICATE!

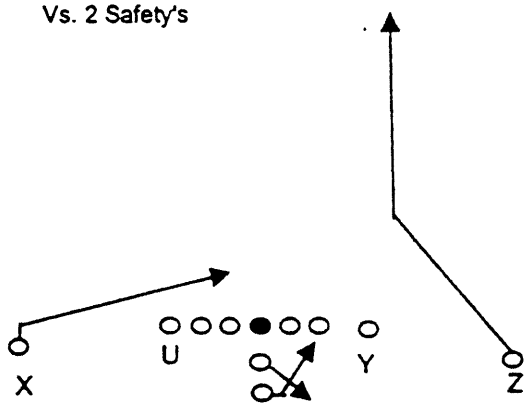
Play: Pass 38/9 Z-Indy

#1	#2	#3	Favorite Backside Combo

*Most common formation ACE Rt or (H) DBL's

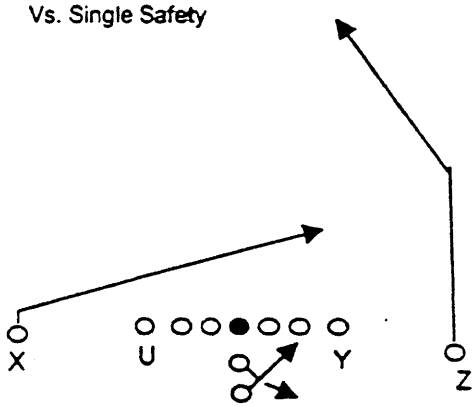


Vs. 2 Safety's

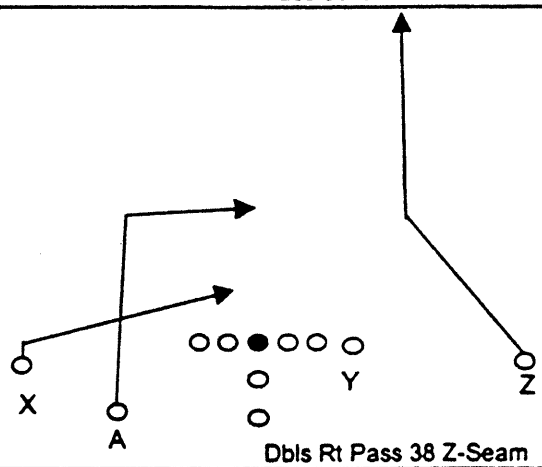


Pass 38 Z-Seam

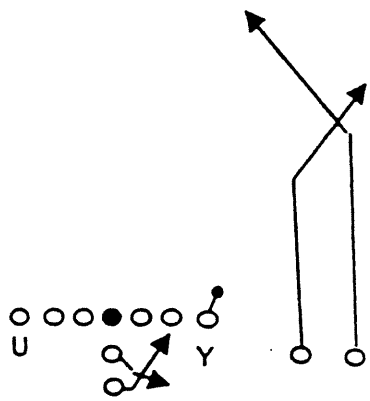
Vs. Single Safety



P-38 Z-SEAM



Dbls Rt Pass 38 Z-Seam



Triples Rt-Pass 38 Gator

SCREENS

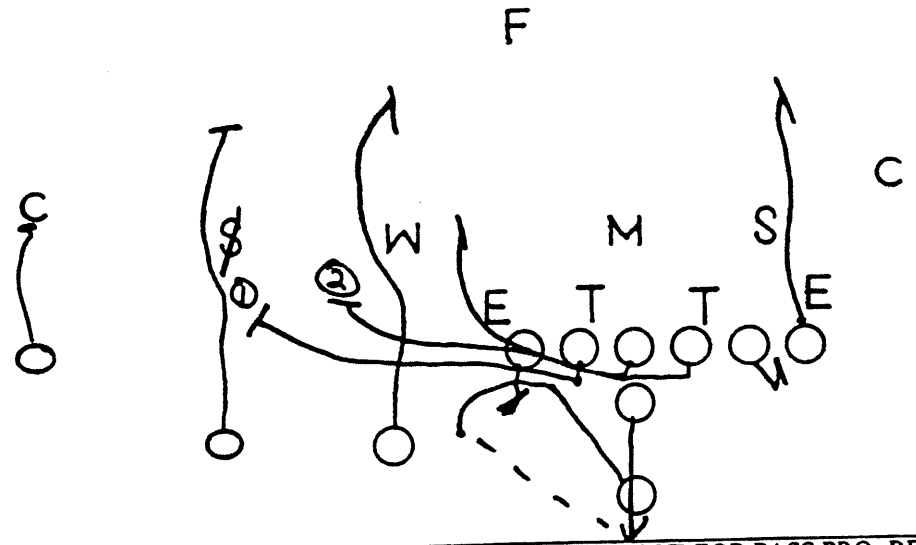
PURDUE BOILERMAKERS

PLAY RED 73-F-SCREEN RT/LT

BASIC BLOCKING

FORMATIONS: BASIC:	BLOCKING: BASIC:
OTHERS:	OTHERS:

RED 73F SCREEN L

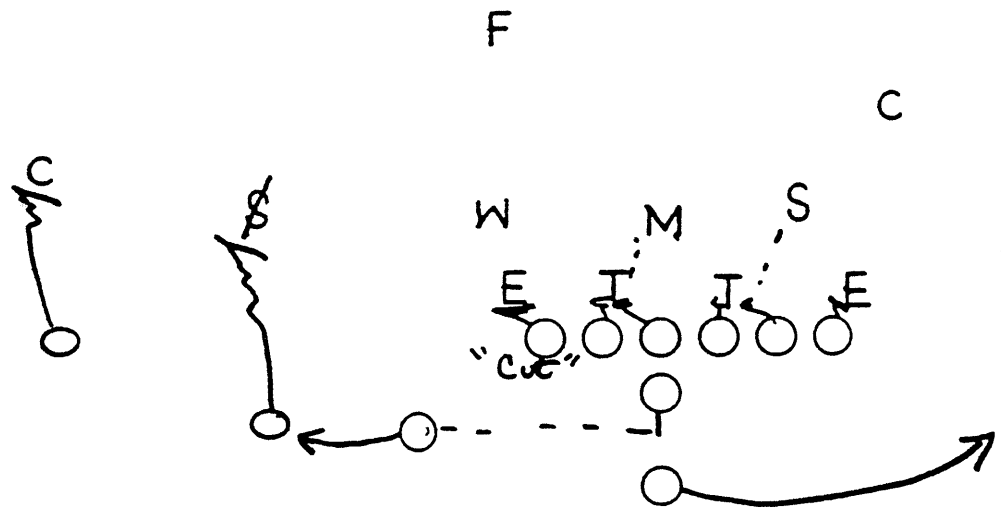


OVE

BALL CARRIER	ST) LEAD TECH) SET UP FOR PASS PRO- RELEASE AP) O.S. LEG OF OG INSIDE OF OT (3 x 2)	
BACK		
SPLIT END (X)	P.S. = RUN 73 ROUTE – BLOCK TOP OF DEFENSE B.S. = RUN 73 ROUTE – BLOCK TOP OF DEFENSE	
FLANKER (Z)	P.S. = RUN 73 ROUTE – BLOCK TOP OF DEFENSE B.S. = RUN 73 ROUTE – BLOCK TOP OF DEFENSE	
A-BACK (A)	P.S. = RUN 73 ROUTE – BLOCK TOP OF DEFENSE B.S. = RUN 73 ROUTE – BLOCK TOP OF DEFENSE	
TE	BLOCK NEAR SAFETY. C.P.: VS MAN COVERAGE BLOCK LB COVERING RB	
PS TACKLE	BLOCK RED PROTECTION, WORK MAN UPFIELD THEN CUT. EXECUTE 3-5-7 TECHNIQUE.	
PS GUARD	BLOCK RED PROTECTION. COUNT 1001, 1002, 1000, THEN RELEASE DOWN LOS, BLOCK 1ST MAN IN FLAT AREA – RELEASE DOWNFIELD. YOU ARE THE KICK OUT BLOCK.	
CENTER	BLOCK RED PROTECTION. COUNT 1001, 1002, 1000, FOLLOW PSG DOWN LOS TURN UP INSIDE OF KICK OUT BLOCK AND SECURE ALLEY.	
BS GUARD	BLOCK RED PROTECTION, COUNT 1001, 1002, 1000 RELEASE DOWN LOS. CHECK FOR TRASH BEHIND RB, THEN RELEASE UPFIELD AND LOOK INSIDE FOR LB.	
BS TACKLE	BLOCK RED PROTECTION	

PLAY RAM/LION BASIC BLOCKING

FORMATIONS:	BLOCKING:
BASIC:	BASIC:
OTHERS:	OTHERS:



BALL CARRIER	ST) AP)	
BACK	SWING AWAY FROM RAM OR LION CALL	
SPLIT END (X)	BLOCK CORNER - STAY LOCKED UP & LET THE BALL CARRIER MAKE HIS BREAK Block Count System	
FLANKER (Z)	BLOCK MAN ON OR MDM - DO NOT ALLOW PEENETRATION SEAL INSIDE Block Count System	
A-BACK (A)	EXECUTE J-STEP - PRESS THE BALL OUTSIDE AWAY FROM UNBLOCKED LB's When not the ball carrier, Block Count System	
TE	BLOCK BY FORMATION & COUNT SYSTEM	
PS TACKLE	BLOCK THE PROTECTION CALLED (RED OR STAY) COVERED: USE CUT TECH UNCOVERED: USE WRAP TECH	
PS GUARD	SAME	
CENTER	SAME	
BS GUARD	SAME	
BS TACKLE	SAME	

2-MINUTE OFFENSE THEORY

9. Finally, never take a sack if a TD is needed: whenever possible throw the ball in the endzone.

Things the QB must know that will be critical to the administration of the game:

When will the clock stop:

1. When a time out is called.
2. When an incomplete pass is thrown.
3. When the ball goes out of bounds.
4. When crowd noise forces a time out.
5. When the referee takes a discretionary time out.

When will the clock start:

1. Immediately after a penalty has been assessed on a live ball foul.
2. Immediately after the chains have been set on a live ball first down.
3. Immediately after an injury has been sufficiently attended to.
4. Immediately after a measurement.
5. Immediately after a referee's discretionary time is used up.

When to take a time out:

1. To get the FG team on the field.
2. When there are five seconds or less on the clock and you have one left (provided we need a TD to win, or FG and we are within range).
3. If there is a crucial situation that requires a coach's decision.
4. When a TD is the objective and you need to conserve time, not time outs. The following is a pretty good general rule of thumb: the first one at the first opportunity inside 90 seconds, the second one at the first opportunity inside 60 seconds, and the third one at the first opportunity inside 30 seconds (provided you have three time outs).
5. After a sack.
6. When you are faced with any fourth down situations, and you have only one time out left.

When to throw the intentional incomplete pass:

1. When it is first, second, or third down and the incomplete pass play allows you to run another play when a completely executed play is probably only going to allow you to run one (i.e., :10 seconds left on the clock).

2. When you are out of time outs and the intentional incomplete pass will allow an additional play if initiated with :15 seconds on a stopped clock or :25 seconds on a running clock.

TWO MINUTE COACHING CONSIDERATIONS

Things to practice in Two Minute offense:

1. Coordinating the offense with the FG team to set up a kick when there are no more time outs and the clock is running.

2. Aligning the victory offense to kill the clock or take a safety.

3. Understanding that taking a safety is only feasible when there is eminent possibility that a kick will be blocked. Knowing that a safety represents a potential loss of 2-5 points, whereas a blocked kick constitutes a 6-8 point loss.

4. When on the hash, run formation into the boundary, having a TE into always allows you to get a hat on a hat and there usually will not be a free defender to keep the ball from getting out of bounds. The RB must sprint to the sideline, then upfield to get as mush yardage as he can before getting out of bounds.

5. All receivers, when close tot he sideline, must concentrate on making the catch while keeping one foot in bounds.

TWO MINUTE FINAL THOUGHTS

QB keep 2 minute offense by yelling "on the ball, on the ball". Everyone lines up on the LOS in Twins Right Formation.

- Huddle up only when the ball is dead, after incomplete pass or time out has been called.
- The ball is snapped on sound.
- Receivers do not flip sides – become Right and Left receivers. Receivers must come within the numbers between plays.
- Remember, don't panic. Efficiency and execution are the keys. The pressure is on the defense to stop us.
- If QB calls a play, then changes it at LOS – ball is still snapped on sound.
- Get Maximum yardage and get the ball out of bounds.
- Our goal is to score.

SPECIAL ALERT: If QB yells "Clock", we are trying to stop the clock without using a time out. Everyone must get set on the ball. When the QB sees that everyone is set in a legal formation, the ball will be snapped on 1st sound. The QB will take one step and ground the ball to stop the clock.

DECEPTIVES

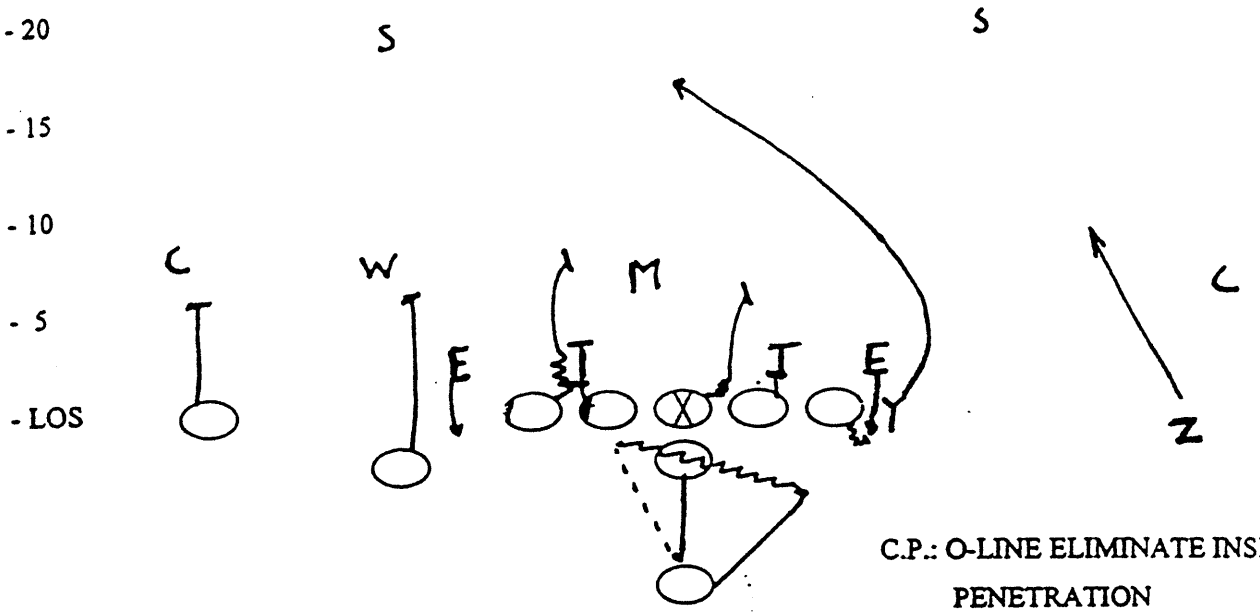
PURDUE BOILERMAKERS

Play: SHOVEL PASS Protection:

Formations: , TRIPS, TRIO, DBLS

Motions:

Variations:



C.P.: O-LINE ELIMINATE INSIDE PENETRATION

QB	SELL 5 STEP DROP LOOK, SHOVEL PASS THE BALL TO THE FB. •PREFER TOO RUN @ SHADE OR 1 TECHNIQUE, PREFER TO RUN AWAY FROM AN OVERHANG. •RUN OUT OF GUN	
OT	SECURE B GAP; CLIMB TO FIRST LB IN BOX. USE SHOVEL TECHNIQUES. ALERT BINGO's	ALERT POSSIBLE HEAVY SCHEME WHEN RAN STRON VS/OVER C-1,C-3.
OG	BLK LINEMAN ON (JUMP TECHNIQUE) – UNCOVERED COMBO TO LB.	
C	BLK LINEMAN ON TO BSLB, EXECUTE COMBINATION BLK W/OG. UNCOVERED:SECURE BS A GAP TO BSLB. CP: DISREGARD BINGO WHEN RUNNING SHOVEL AWAY FROM BINGO.	
BG	BLK LINEMAN ON (JUMP TECHNIQUE). UNCOVERED SURGE W/OC TO BSLB.	PREFER UP STANC BY OL.
BT	CP: DISREGARD BINGO WHEN RUNNING SHOVEL AWAY FROM BINGO BLK D.E. W/ DRAW TECH.	
X	BLOCK CORNER	
Z	BLOCK SAFETY	
A	BLOCK DEFENDER OVER YOU	
Y	TO BLOCK STUD. ALERT TO COMMUNICATE HEAVY SCHEME. AWAY: RELEASE & BLK SAFETY AT PT. OF ATTACK.	
RB	SELL YELLOW PROTECTION –AWAY FROM PLAY CALL SIDE. NOW RUN 44/45 PATH (DOWNHIL AIMING POINT @ INSIDE LEG OF PLAYSIDE TKL.	
FB	SELL YELLOW PROTECTION AWAY FROM PLAY CALL SIDE. NOW RUN 44/45 PATH (DOWN-HILL) AIMING PT. @ INSIDE LEG OF PLAYSIDE TKL. LOOK FOR SHOVEL PASS FROM QB.	

PURDUE BOILERMAKERS

Play: SHIFT SPECIAL

Formations: (H) ACE

Motions: Z/X HITCH

Variations: HEAVY

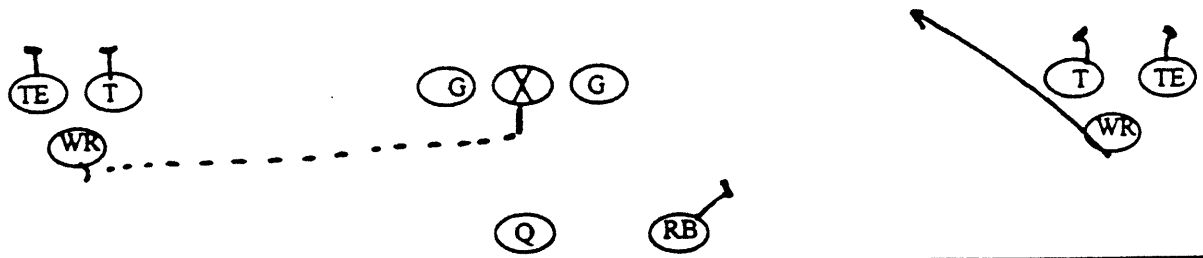
- 20

- 15

- 10

- 5

- LOS



QB	2 STEP DROP & THROW TO SIDE BASED ON DEFENSIVE NUMBERS.
TKL TE	ON QB's COMMAND OF "SHIFT" SPRINT & LINE UP IN FRONT OF WR TO YOUR SIDE. BLK MDM, SEARCH OUTSIDE IN. *LINE UP ON THE L.O.S.
OC OG	BLK RED PROTECTION. EXECUTE BUTTER TECHNIQUE.
X	OPEN AND SHOW NUMBERS TO QB. IF BALL IS THROWN TO YOU, KEY TE & T's BLOCK. IF BALL IS THROWN AWAY – WORK CROSSFIELD TECHNIQUE
Z	OPEN AND SHOW NUMBERS TO QB. IF BALL IS THROWN TO YOU, KEY TE & T's BLOCK. IF BALL IS THROWN AWAY – WORK CROSSFIELD TECHNIQUE
A	N/A
Y	SEE ABOVE
TB	N/A
FB	OFFSET TO THE FIELD BLKTO THE FIELD

DOUBLE PASSES PURDUE BOILERMAKERS

Play: Y-MID Z QUICK DOUBLE PASS / Z HITCH DBL PASS QB Protection: STAY, RED

Formations: TRIPS, SPREAD, TRIPLES, TREY

Motions: MID

Variations: Z HITCH DOUBLE PASS-DOUBLE/TREY

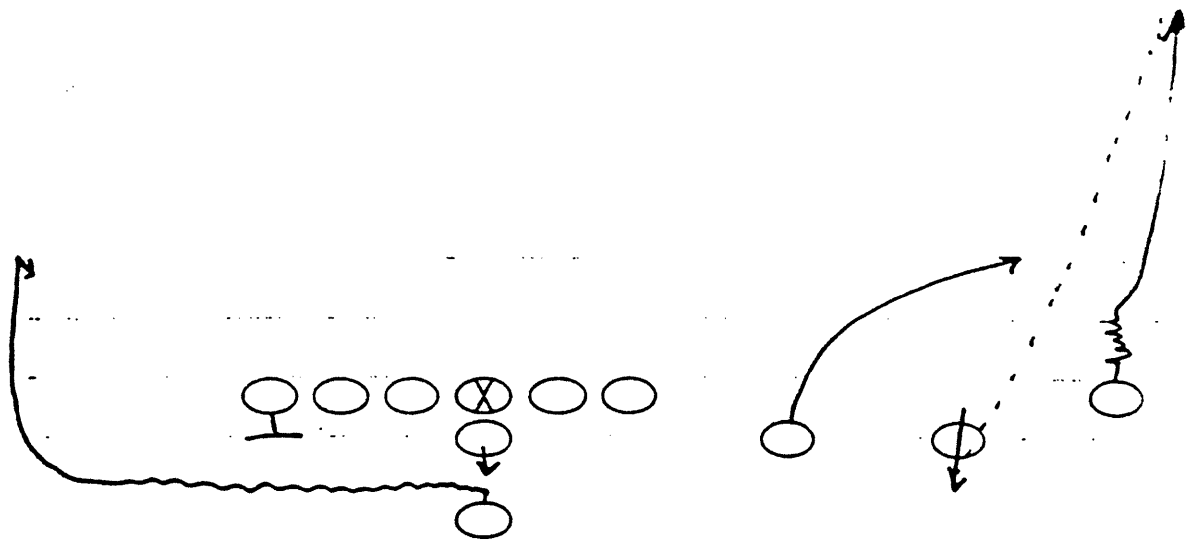
- 20

- 15

- 10

- 5

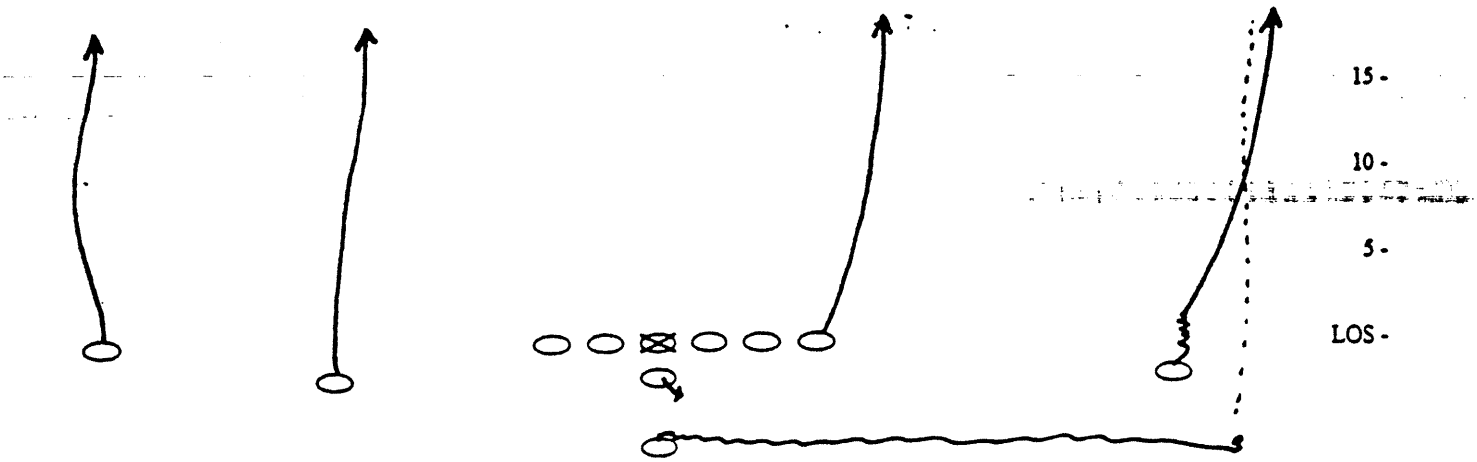
- LOS



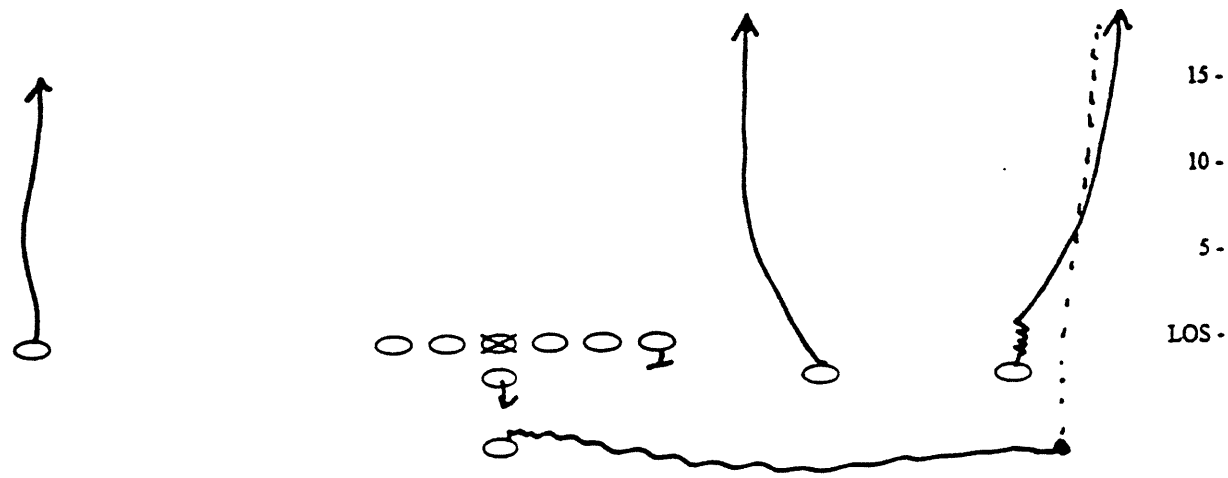
QB	1 STEP DROP READ COVERAGE ALIGNMENT, CHECK PLAY IF Z IS PRESSED. BLITZ: CHECK TO STAY 90, 96,97
X	SHOVE OFF BALL, SELL STALK TECH ON CORNER. BURST PAST AND LOOK FOR THE DBL-PASS FROM Z. BE PATIENT.
Z	SELL Z QUICK SCREEN - 1 STEP UPFIELD AND 2 STEPS BACK BEHIND THE L.O.S. THROW THE BALL TO X IF OPEN.
A	SELL 97 SPEED OUT, DRIVE THROUGH UPFIELD SHOULDER OF DEFENDER OVER Z.
Y	BLOCK PROTECTION CALLED.
TB	EMPTY OUT OF BACKFIELD, TO MOTION CALLED, I.E. MID.
FB	

PLAY: DOUBLES RT RED 73 Z-HITCH-DOUBLE PASS

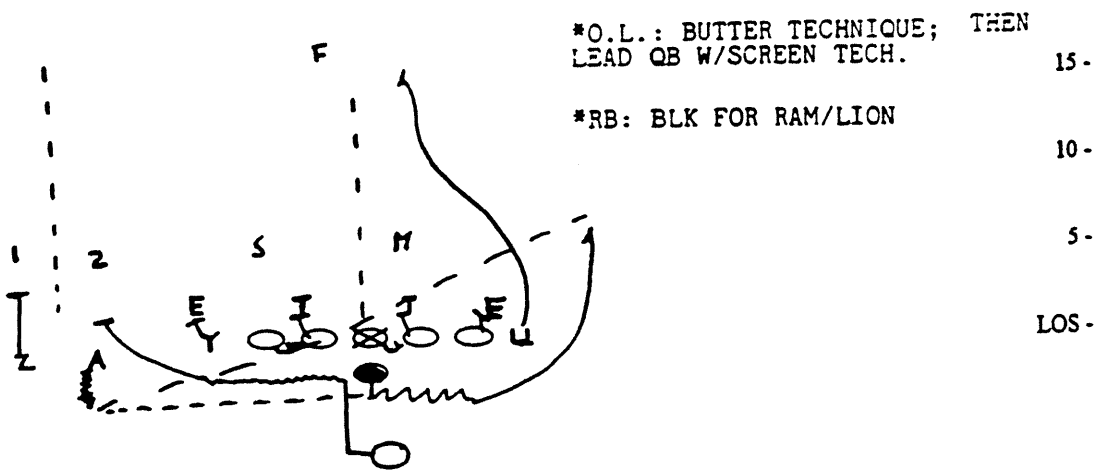
VARIATION:



VARIATION: TREY RT STAY 73 Z-HITCH DOUBLE PASS



VARIATION: ★ TRIPLES LT Z HITCH DBL PASS RT QB

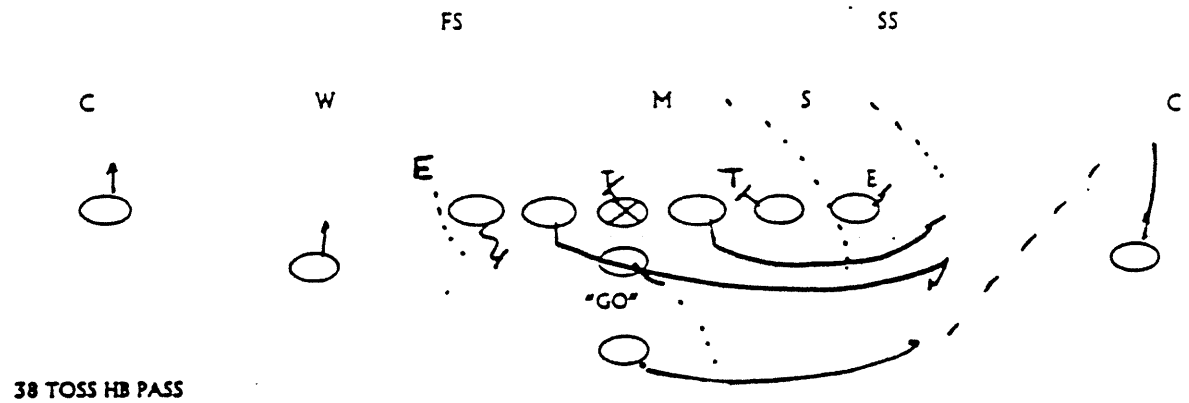


PURDUE BOILERMAKERS

PLAY 38 TOSS PASS

BASIC BLOCKING BLOCK 38 TOSS

FORMATIONS: (ANY) BASIC OTHERS:	BLOCKING: BASIC: OTHERS



38 TOSS HB PASS

OVER

BALL CARRIER	ST) LATERAL CROSS OVER AP) 3 YARDS O.S. TE	KEY) END MAN ON LOS DB COV RECEIVER
BACK		
SPLIT END (X)	RUN DESIGNED ROUTES	
FLANKER (Z)	RUN DESIGNED ROUTES	
A-BACK (A)	RUN DESIGNED ROUTES	
TE	BLOCK 38 TOSS	C.P.: HB pass we must eyecute man block schemes. Pulling linemen eyeball your LB
PS TACKLE	BLOCK 38 TOSS * TOM BLK 3 TECH EAGLE	C.P.: HB pass we must eyecute man block schemes. Pulling linemen eyeball your LB
PS GUARD	BLOCK 38 TOSS * TOM BLK 3 TECH. EAGLE	C.P.: HB pass we must eyecute man block schemes. Pulling linemen eyeball your LB
CENTER	BLOCK 38 TOSS C.P.: VS/SHADES & G'S GIVE SHADE OR DT TO THE OL THAT BEST OUT FLANKS HIM FROM HOLE # DT. ALERT POSSIBLE BS GO CALL. OR PLAYSIDE "GRACE" BLK.	C.P.: HB pass we must eyecute man block schemes. Pulling linemen eyeball your LB
BS GUARD	BLOCK 38 TOSS: IF UNCOVERED PULL & EYEBALL MAC LB. C.P.: ALERT "GO" CALL. PULL & EYEBALL YOUR LB	C.P.: HB pass we must eyecute man block schemes. Pulling linemen eyeball your LB
BS TACKLE	HINGE & BLOCK MOST DANGEROUS DEFENDER. C.P.: VS/ BS EAGLE LOOK EYE EAGLE ?B & ALERT BLITZ RUN THRU	C.P.: HB pass we must eyecute man block schemes. Pulling linemen eyeball your LB

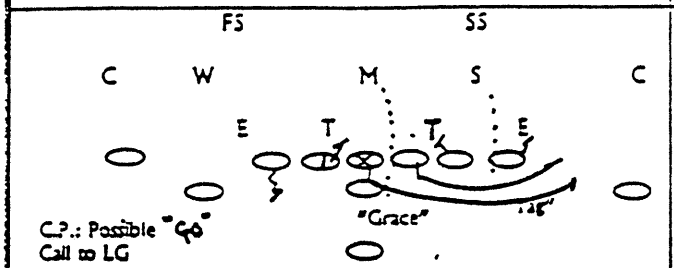
PURDUE BOILERMAKERS

PLAY 38 TOSS PASS BASIC BLOCKING

QB ACTIONS & ALERTS

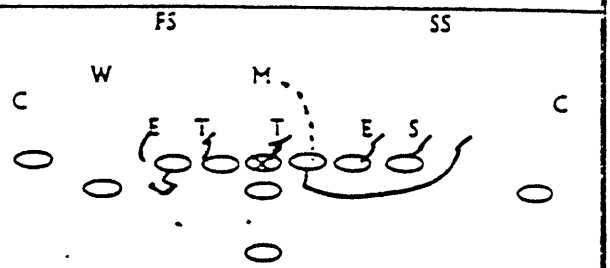
QB CHECK-OFF
INTO

OUT OF



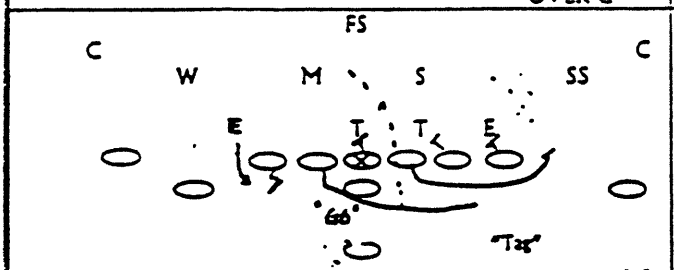
38 Toss HB Pass

OVER G



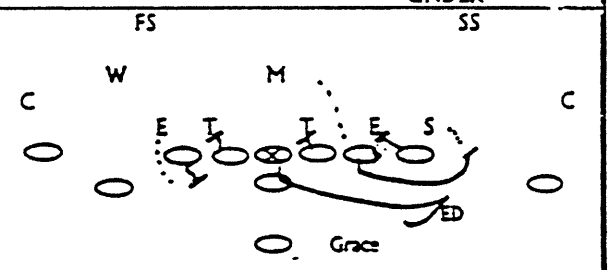
38 Toss HB Pass

UNDER



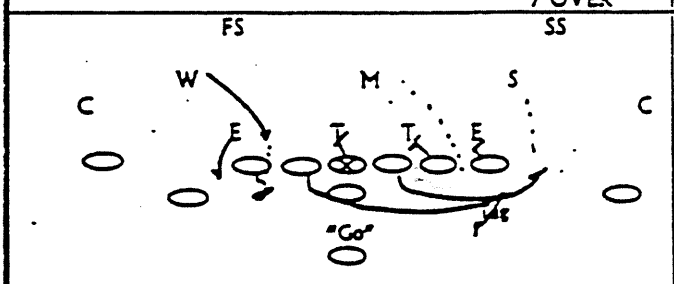
38 Toss HB Pass

7 OVER



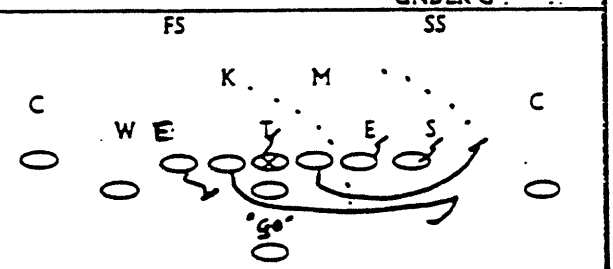
38 Toss HB Pass

UNDER G



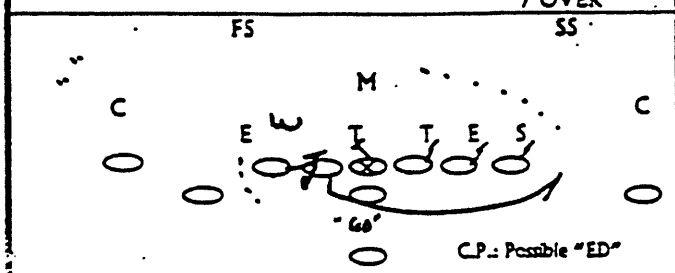
38 Toss HB Pass

7 OVER



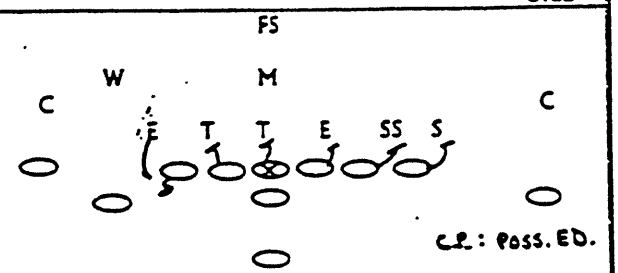
38 Toss HB Pass

OKIE



38 Toss HB Pass

OVER SOLID IN

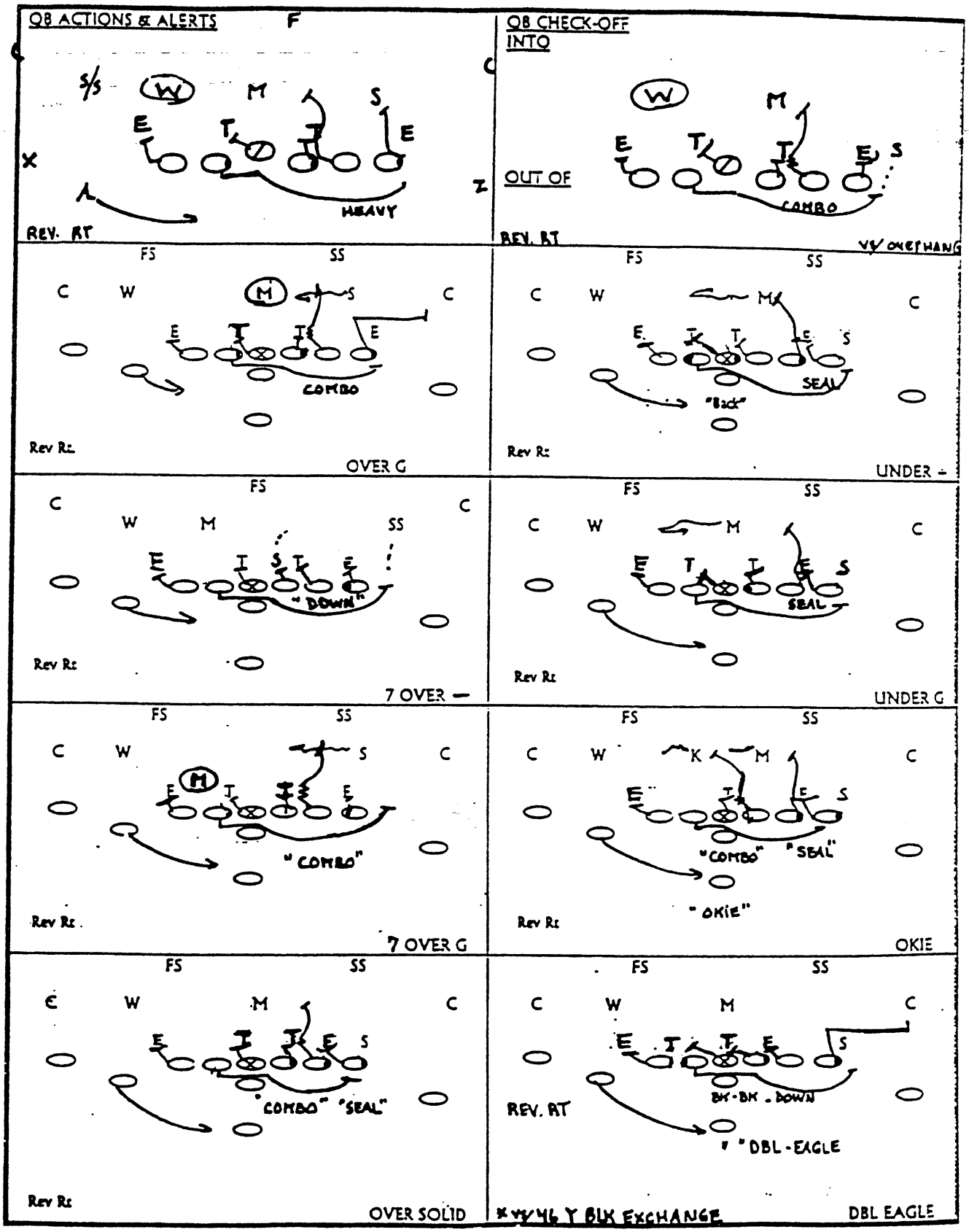


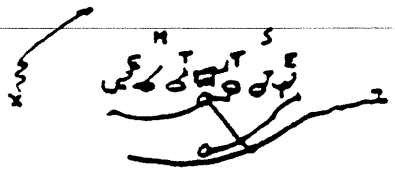
38 Toss HB Pass

DBL EAGLE

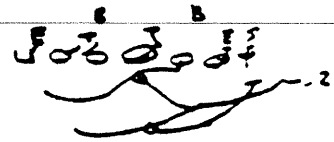
PURDUE BOILERMAKERS

PLAY REVERSE'S BASIC BLOCKING





PURDUE BOILERMAKERS



PLAY: 38-39A-REVERSE PASS

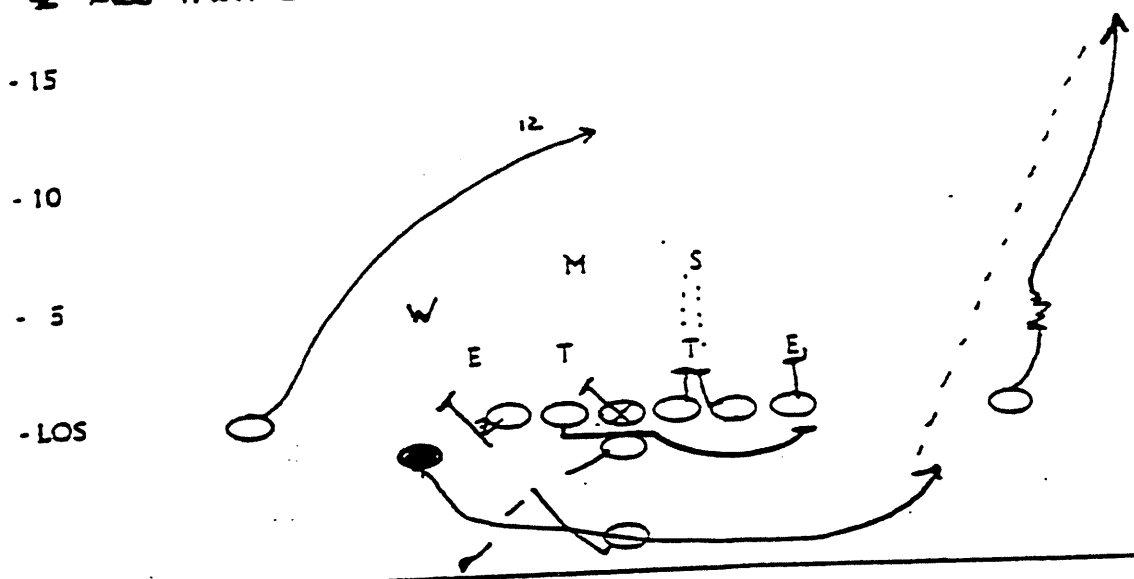
PROTECTION: REVERSE

FORMATIONS: DOUBLES, TRIPLES

MOTIONS:

VARIATIONS: SHOT GUN

* ALSO HEAVY ACE Z W 38 Z REV. LT PASS.



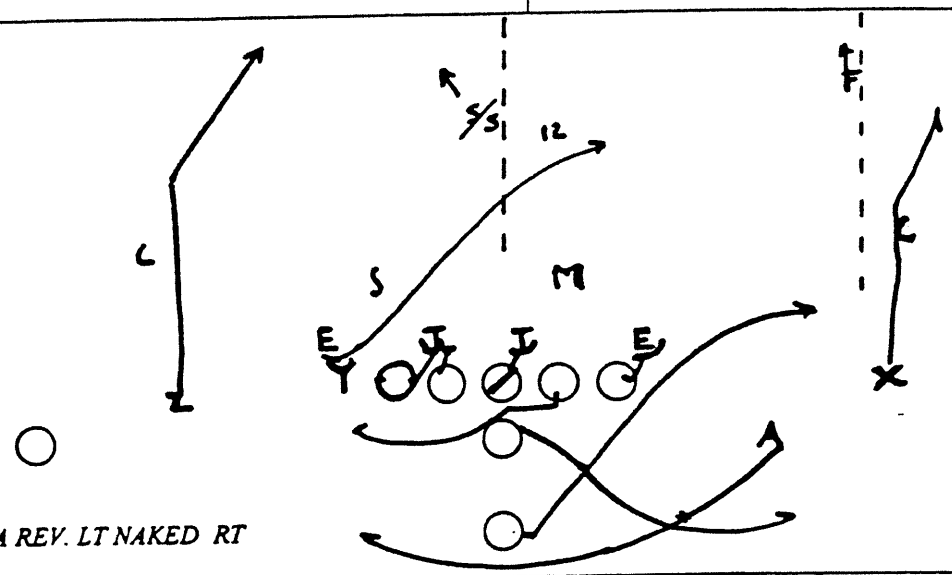
QB	EXECUTE 38/39 SPRINT TECHNIQUE BLITZ LOOK - GET OFF PLAY!
OL	RUN REVERSE : DON'T GO DOWNFIELD.
X	DRAG RT
Z	EXPLODE OFF LOS TO 7 YARDS. SET DOWN TO SELL STALK BLOCK, FEEL THE CORNER COME UP. EXPLODE PAST HIM TO A TAKE-OFF ROUTE
A	CHEAT SPLIT IN. LOOK BALL IN FROM QB. RUN OUTSIDE TE BLOCK, IF CORNER BITES ON REV THROW THE BALL TO Z
Y	BLOCK MAN ON W/ REVERSE TECHNIQUE. - SEAL AND SUSTAIN W/ S TECH.
TB	FAKE 38/39 SPRINT. BLOCK ISN'T THREAT OFF THE EDGE

PURDUE BOILERMAKERS

PLAY 39/38 A REV LT/RT NAKED RT/LT

BASIC BLOCKING REVERSE

FORMATIONS: BASIC: DBLS OTHERS:	BLOCKING: BASIC: OTHERS:



(N) DBLS LT 38A REV. LT NAKED RT

QB	ST) AP) SELL THE REVERSE AND RUN NAKED WK.	
BACK	SELL 38/39 SPRINT (PLAY FAKED) & RUN ARROW RT.	
SPLIT END (X)	RUN C-BK (NAKED TO)	
FLANKER (Z)	RUN POST. RT (NAKED AWAY)	
A-BACK (A)	- SELL THE REVERSE	
TE	RELEASE AND RUN RT (NAKED AWAY)	
PS TACKLE	BLK RUN PLAY FAKED (38/39) W/OVER & UP TECHNIQUE. WALL DEFENDER LATE FROM THE NAKED CALL SIDE.	DON'T GO DOWNFIELD
PS GUARD	O PULL AND BLK M.D.M. TO THE REVERSE CALL SIDE	DON'T GO DOWNFIELD
CENTER	FILL FOR PULLING GUARD. WALL THE DEFENDER LATE FROM THE NAKED CALL SIDE.	DON'T GO DOWNFIELD
BS GUARD	SELL THE REVERSE THEN WALL DEFENDER FROM THE NAKED CALL SIDE.	DON'T GO DOWNFIELD
BS TACKLE	SELL THE REVERSE THEN WALL THE DEFENDER FROM THE NAKED CALL SIDE.	DON'T GO DOWNFIELD

PURDUE BOILERMAKERS

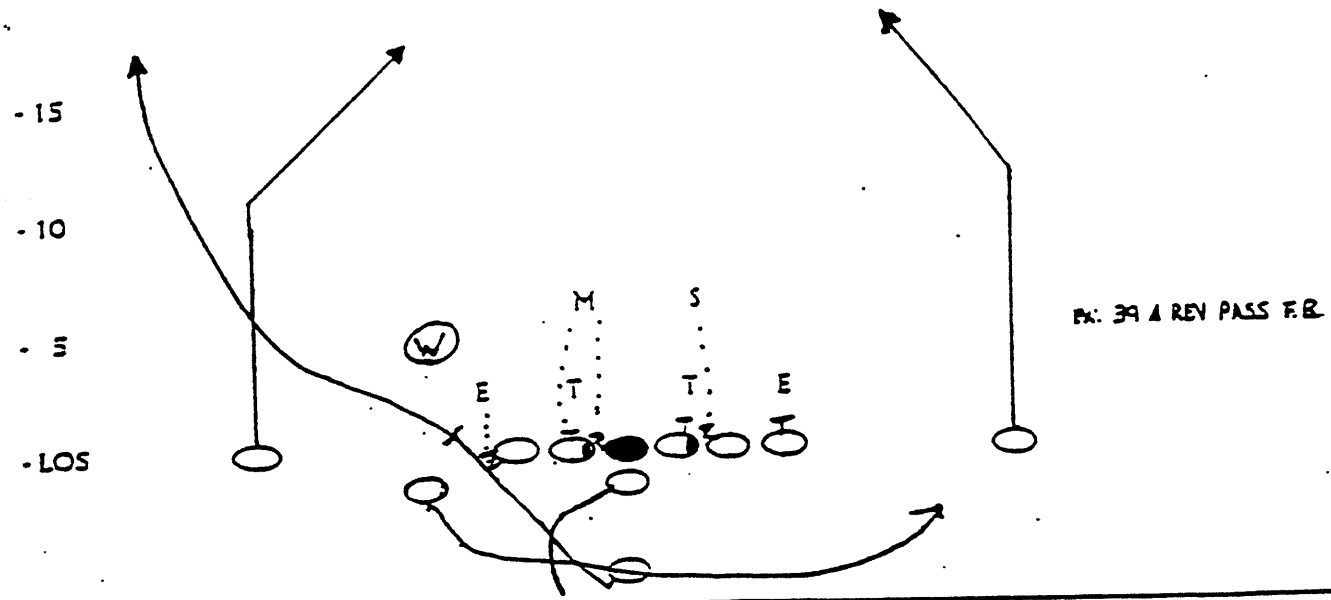
PLAY: FAKE 38/39 A REVERSE PASS F.B.

PROTECTION:

FORMATIONS DOUBLES, TRIPLES

MOTIONS:

VARIATIONS: SHOT GUN

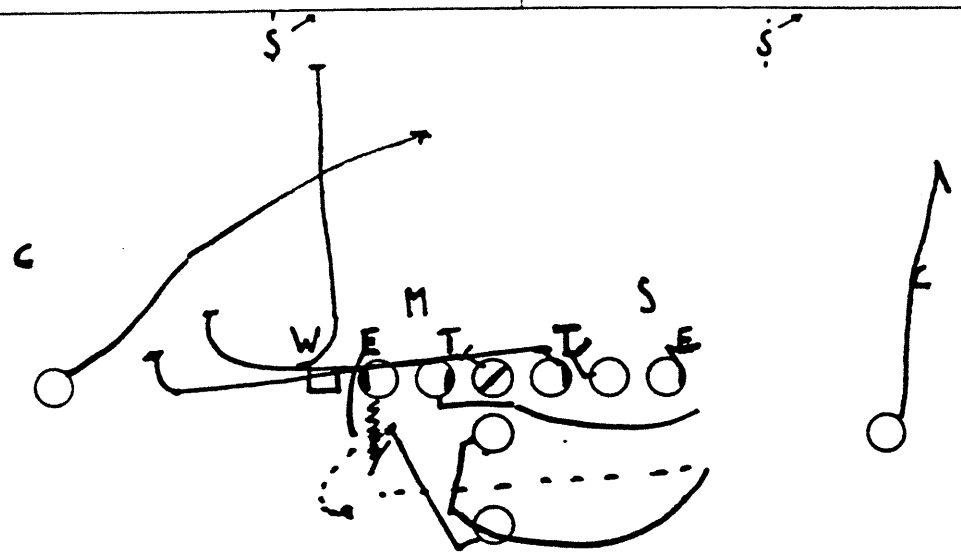


QB	EXECUTE 38/39 SPRINT TECHNIQUE. FK. THE REVERSE. PIVOT AND DRIFT BACK BEHIND CENTER. BLITZ LOOK - GET OFF PLAY!
RG	"REVERSE-PASS FB WHEEL" GIVE "WHITE" CALL COMING OUT OF HUDDLE.
O.L	BLK WHITE PROTECTION. 5 STEP TECHNIQUE.
Y	BLK WHITE PROTECTION
X	POST.
Z	POST
A	CHEAT SPLIT IN. LOOK BALL IN FROM QB. RUN OUTSIDE TE THROW THE BALL TO Z.
FB	FAKE 38/39 SPRINT. BLK WHITE PROTECTION. BLK ANY THREAT OFF THE EDGE. SLAM RELEASE (YOU ARE PRIMARY RECIEVER).

PLAY 334/335 NAKED LT/RT THROWBACK

BASIC BLOCKING NAKED THROWBACK

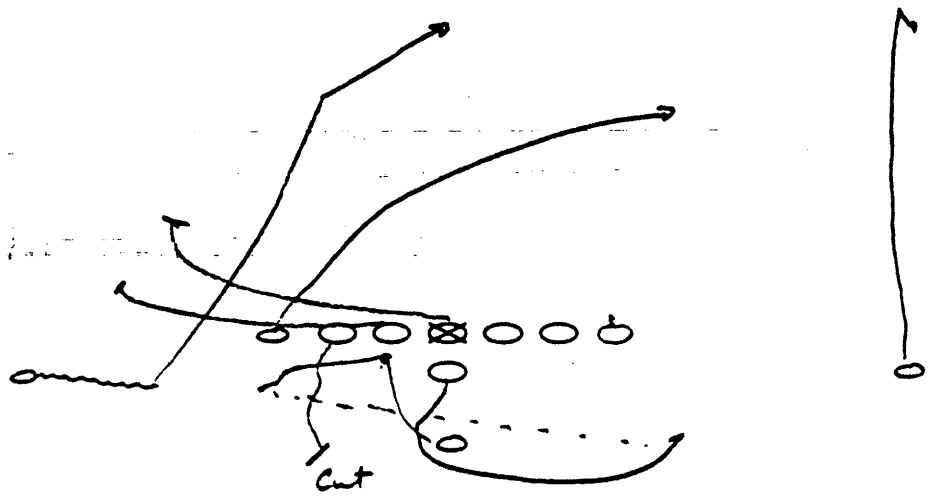
FORMATIONS:	BLOCKING:
BASIC:	BASIC:
OTHERS:	OTHERS:



BALL CARRIER	ST) KEY) AP)	
BACK	SELL PLAY CALLED (34/35) HIDE IN O.L. EXECUTE SCREE TECH.	
SPLIT END (X)	P.S. = RUN NAKED AWAY (POSSIBLE "IN" MOTION) B.S. = RUN PIN O (C-BK)	
FLANKER (Z)	P.S. = RUN NAKED AWAY (POSSIBLE "IN" MOTION) B.S. = RUN PIN O (C-BK)	
U	P.S. = RELEASE AND BLK SAFETY – GIVE "I'M-OUT" CALL TO OT. B.S. = BLK MAN ON – SEAL & SUSTAIN VS/5 TECHNIQUES	
TE	P.S. = RELEASE AND BLK SAFETY. GIVE "I'M-OUT" CALL TO OT. B.S.= BLK MAN ON. SEAL & SUSTAIN VS/5 TECHNIQUE.	
PS TACKLE	SCREEN TECH. 3-5-7 CUT! •VS/DIG – DRIVE DEFENDER DOWN. REDUCE PENETRATION.	
PS GUARD	O PULL BLK M.D.M.	
CENTER	FILL FOR PULLING GUARD. LOSE DEFENDER BS & LEAD RB W/SCREEN TECHNIQUE GIVE BK-BK CALL WHEN APPROPRIATE.	
BS GUARD	EXECUTE PLAY CALLED (34/35) ALERT "BK-BK" CALL BY O.C. THEN LEAD RB W/SCREEN TECHNIQUE & RULES.	
BS TACKLE	EXECUTE PLAY CALLED (34/35). GIVE SEAL CALL TO Y VS/5. •NEVER BLK EMLOS •SUSTAIN BLK ON ANY B-GAP DEFENDER	

PLAY: 334/335 NK LT/RT THROWBACK

VARIATION: X OR Z "IN" (TO PLAY CALL (THROWBACK SIDE)



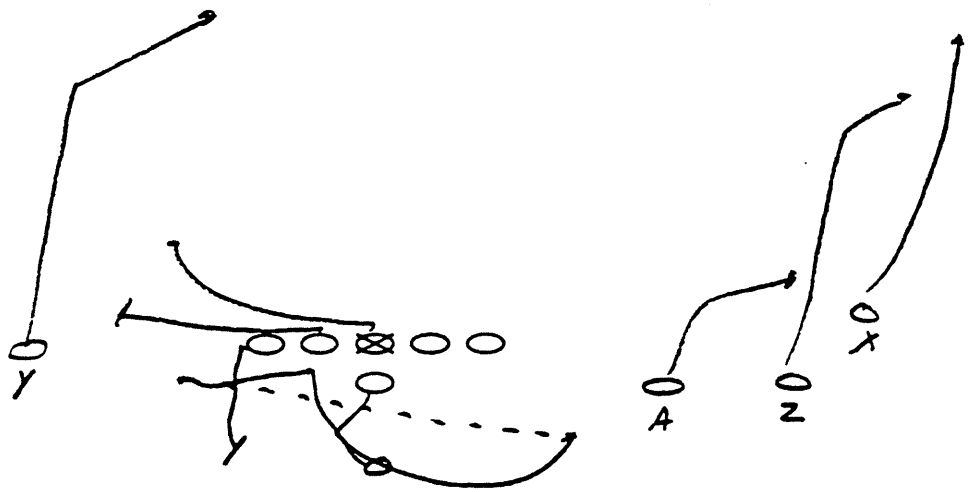
15 -

10 -

5 -

LOS -

VARIATION: TRIO : RUN STRG: THROWBACK TO STRENGTH(Y)



15 -

10 -

5 -

LOS -

VARIATION:

15 -

10 -

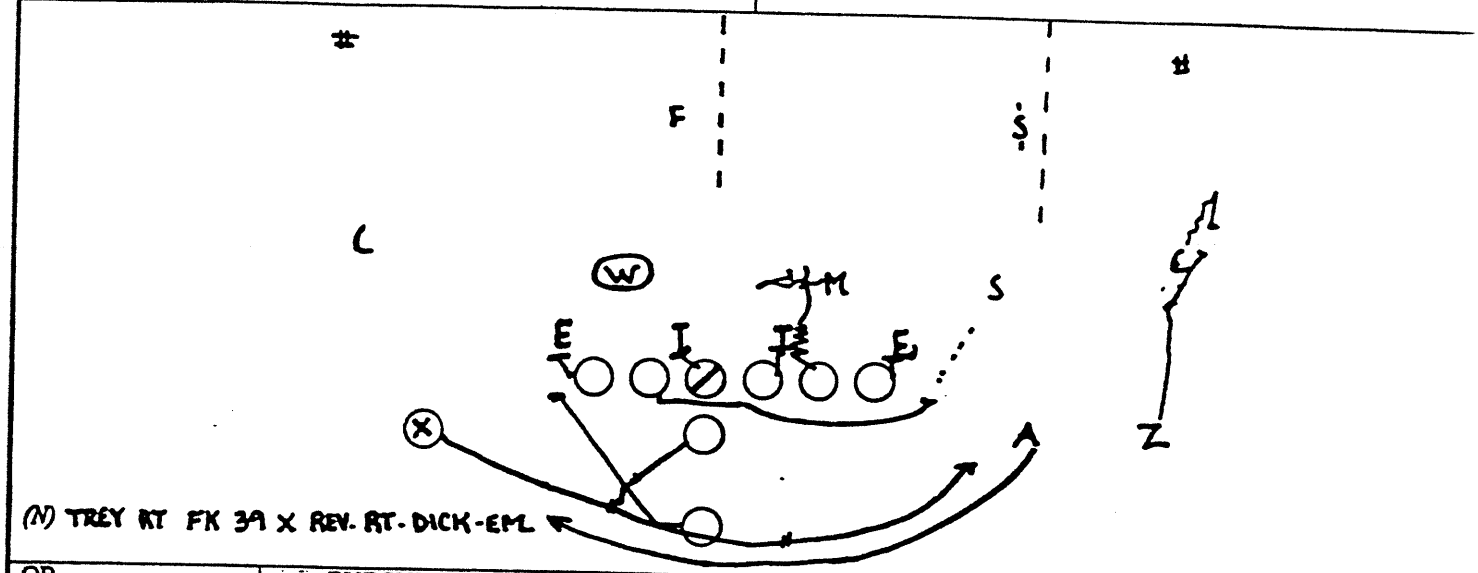
5 -

LOS -

PLAY 39/38 X REV RT/LT "DICK-EM"

BASIC BLOCKING _____

FORMATIONS:	BLOCKING:
BASIC: TREY	BASIC:
OTHERS:	OTHERS:



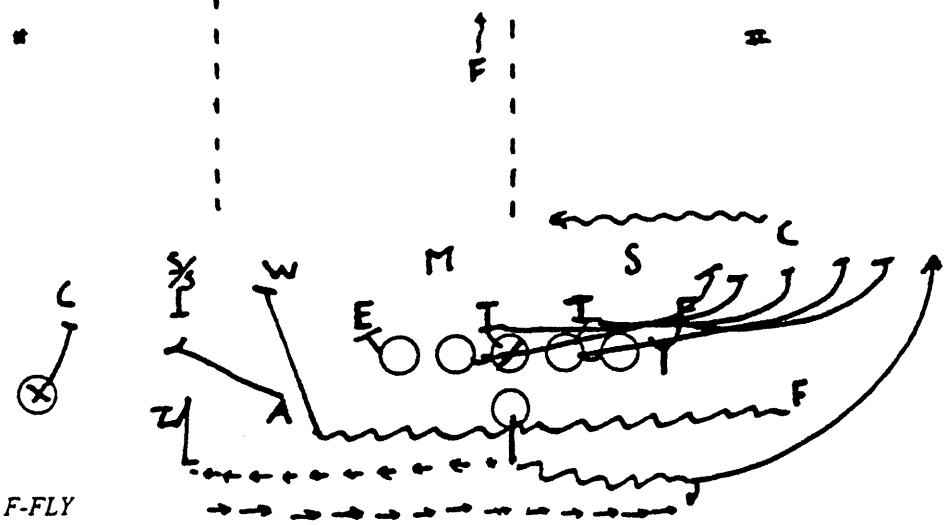
QB	EXECUTE REVERSE TO X THEN BLK ANY PRESSURE OFF THE EDGE FROM THE RUN FAKE (38/39) SIDE.	
BACK	SELL THE RUN PLAY FAKED 38/39 AND BLK ANY PRESSURE COMING OFF THE EDGE. ALERT WK LB BLITZ.	
SPLIT END (X)	REDUCE SPLITS. RUN THE REVERSE FAKE OVER-THE-TOP. HAND OFF TO A AND CONTINUE RUNNING THE REVERSE.	
FLANKER (Z)	DRIVE OFF THE DEFENDER OVER YOU. BLK HIM WHEN HE BEGINS TO FORCE THE RUN.	
A-BACK (A)	EXECUTE A REVERSE TECH. FAKE AN OVER-THE-TOP ACQUISITION OF THE FOOTBALL. CONTINUE TO SELL THE REVERSE AND BLK ANY RUN THRU DEFENDERS, OR ANY OFF EDGE.	
TE	BLK MAN ON – SEAL AND SUSTAIN VS/5 TECH	
PS TACKLE	BLK REVERSE RULES & TECHNIQUES.	
PS GUARD	BLK REVERSE RULES & TECHNIQUES.	
CENTER	FILL FOR PULLING GUARD. WALL THE DEFENDER FROM REVERSE CALLED SIDE.	
BS GUARD	O PULL AND BLK M.D.M.	
BS TACKLE	BLK RUN PLAY FAKED (38/39) W/OVER & UP TECH. SUSTAIN BLK & WALL OFF FROM THE "DICK-EM" (REVERSE) SIDE CALLED.	

PURDUE BOILERMAKERS

PLAY F-FLY QB SPECIAL RT/LT

BASIC BLOCKING _____

FORMATIONS:	BLOCKING:
BASIC: SPREAD	BASIC:
OTHERS:	OTHERS:



(N) SPREAD RT F-FLY
QB SPECIAL RT

QB	ST) EXECUTE BUBBLE SCREEN TO Z. DRIFT AWAY RECEIVE PASS FROM Z AP) AND FOLLOW BLOCKERS INTO THE END-ZONE.	
BACK	UTILIZE "FLY" MOTION & EXECUTE BUBBLE SCREEN RULES & TECHNIQUES. BLK #3 COUNTING OUTSIDE IN.	
SPLIT END (X)	EXECUTE BUBBLE SCREE RULES & TECHNIQUES – BLK #1	
FLANKER (Z)	JAB STEP & THROW LATERAL TO QB	
A-BACK (A)	EXECUTE BUBBLE SCREEN RULES & TECHNIQUES & BLK #2 (DEFENDER OVER Z)	
TE	EXECUTE BUBBLE SCREEN RULES & TECHNIQUES, THEN LEAD QB W/SCREEN RULES & TECHNIQUES.	
PS TACKLE	EXECUTE BUBBLE SCREEN RULES & TECHNIQUES, THEN LEAD QB W/SCREEN RULES & TECHNIQUES.	
PS GUARD	EXECUTE BUBBLE SCREEN RULES & TECHNIQUES, THEN LEAD QB W/SCREEN RULES & TECHNIQUES.	
CENTER	EXECUTE BUBBLE SCREEN RULES & TECHNIQUES, THEN LEAD QB W/SCREEN RULES & TECHNIQUES.	
BS GUARD	EXECUTE BUBBLE SCREEN RULES & TECHNIQUES, THEN LEAD QB W/SCREEN RULES & TECHNIQUES.	
BS TACKLE	EXECUTE BUBBLE SCREEN. KEEP BUTTERING.	