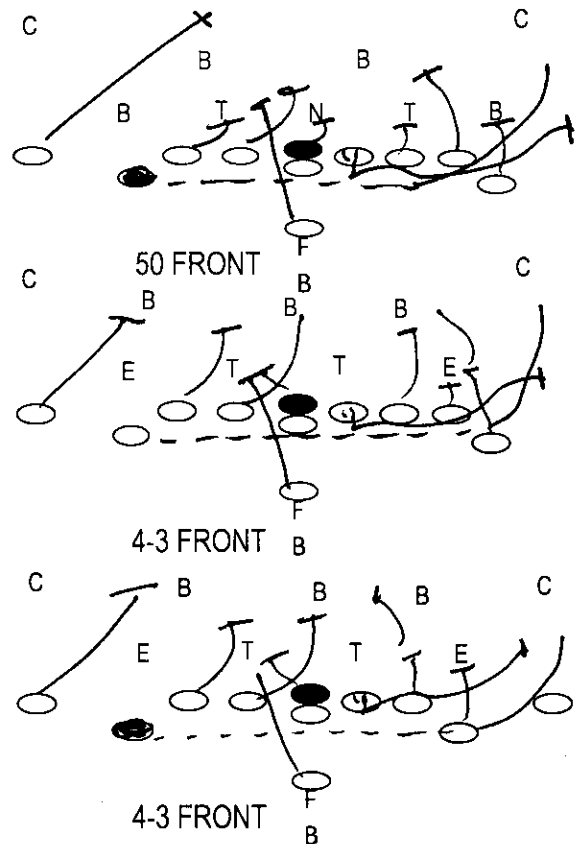
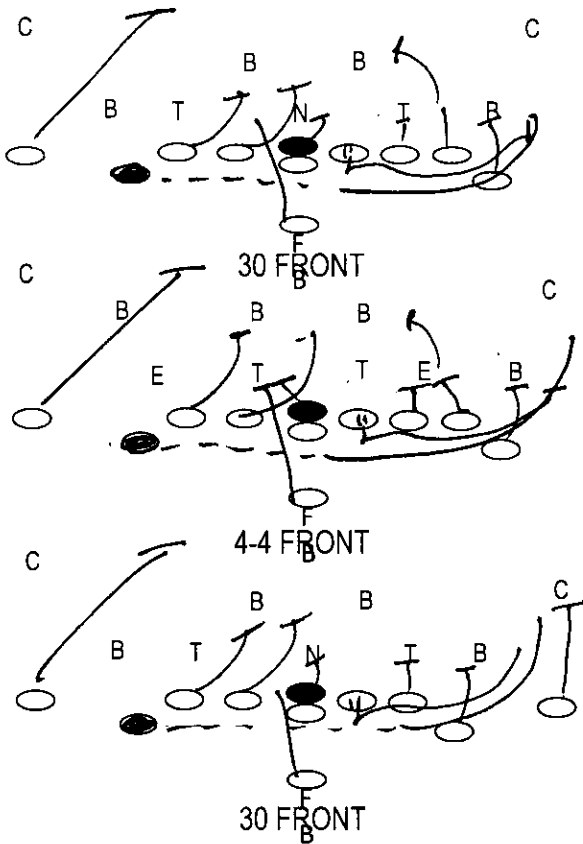


28 FLY



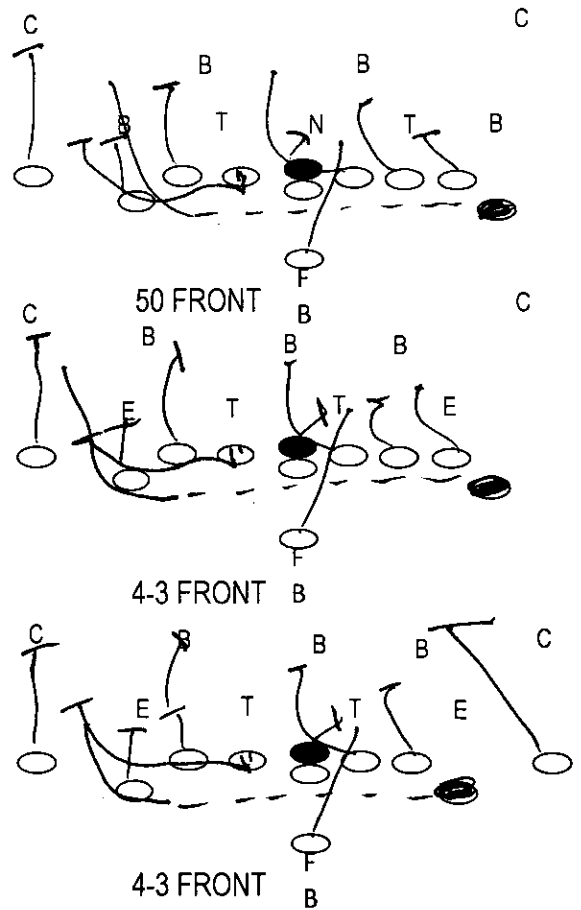
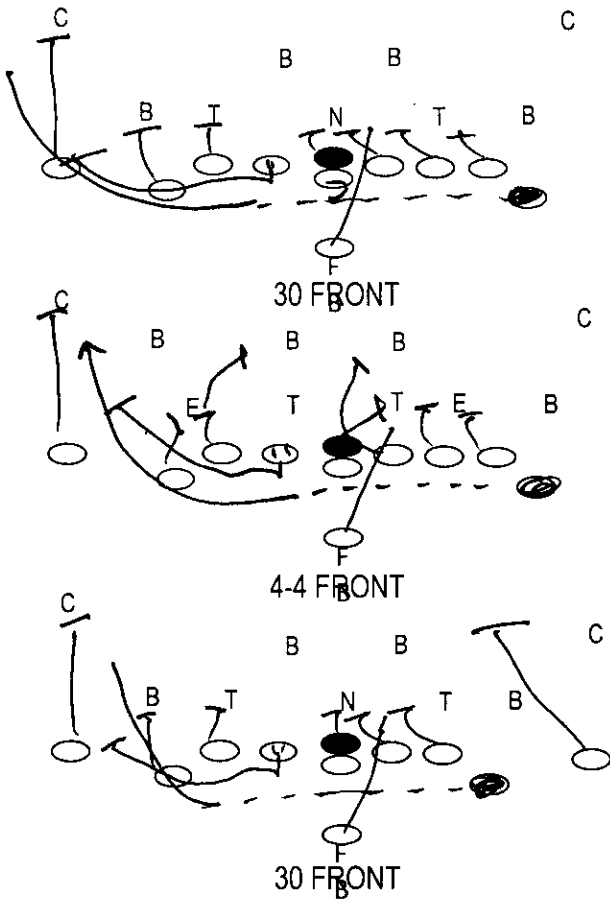
RULES / ASSIGNMENTS

| | LEFT TACKLE | LEFT GUARD | CENTER | RIGHT GUARD | RIGHT TACKLE | Y |
|-----|-------------|------------|-----------|--------------|---------------------------------|---------------------------------|
| 30 | Convoy | Zone | Base | Pull to read | Toe to crotch | Toe to crotch Stalk Block |
| 50 | Convoy | Zone | Base | Pull to read | Toe to crotch | Toe to crotch Stalk Block |
| 4-4 | Convoy | Fold block | Off block | Pull to read | Toe to crotch Near inside LB | Toe to crotch Near inside LB |
| 4-3 | Convoy | Fold block | Off block | Pull to read | Toe to crotch Near inside LB | Toe to crotch Near inside LB |

| | |
|--------|--|
| FB | Trap/Gut action. Give up midline. Carry out fake |
| H BACK | Hip motion on QB's command. Take ball, loop and read guards block. |
| Z BACK | Toe to crotch / combo block to near defender to level 2 |
| X REC | Block near safety |
| QB | Give motion command, reverse pivot handoff pass midline. Waggle fake |

COACHING POINT: Motion must be full speed.
Z back: Combo block with TE/T to level 2 defender.

49 FLY



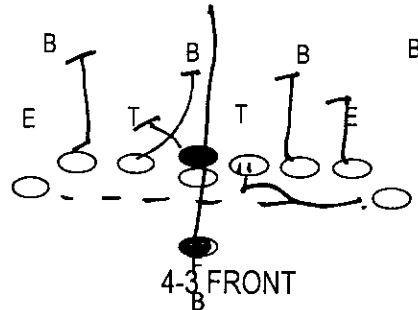
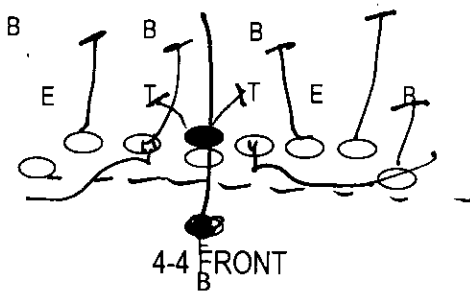
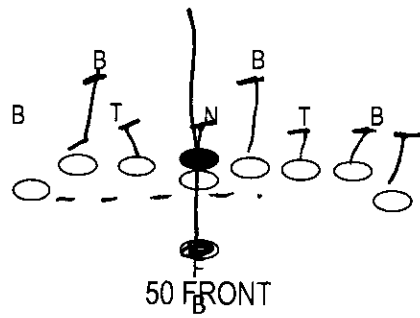
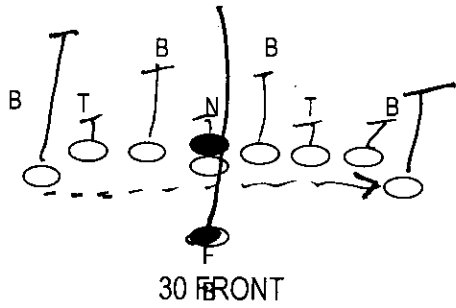
RULES / ASSIGNMENTS

| FRONT | LEFT TACKLE | LEFT GUARD | CENTER | RIGHT GUARD | RIGHT TACKLE | Y |
|-------|---------------------------------|--------------|-----------|-------------|--------------|-----------------------|
| 30 | Toe to crotch | Pull to read | Base | Zone | Convoy | Convoy Near Safety |
| 50 | Toe to crotch | Pull to read | Base | Zone | Convoy | Convoy Near Safety |
| 4-4 | Toe to crotch to near inside LB | Pull to read | Off Block | Fold Block | Convoy | Convoy Near Safety |
| 4-3 | Toe to crotch to near inside LB | Pull to read | Off Block | Fold Block | Convoy | Convoy Near Safety |

| | |
|--------|--|
| FB | Trap/Gut action. Give up midline. Carry out fake |
| H BACK | Toe to crotch / combo block to near defender to level 2 |
| Z BACK | Zip motion on QB's command. Take ball, loop and read guards block. |
| X REC | Stack block |
| QB | Give motion command, reverse pivot handoff pass midline. Waggle fake |

COACHING POINT: Motion must be full speed.
 H back: Combo block with TE/T to level 2 defender.
 H Back: Once you make contact with defender, must keep block

30 GUT



RULES / ASSIGNMENTS

| FRONT | LEFT TACKLE | LEFT GUARD | CENTER | RIGHT GUARD | RIGHT TACKLE | Y |
|-------|-------------|------------|-----------------------------|--------------|--------------|------|
| 30 | Base | Base | Base. Must make a base call | Base | Base | Slam |
| 50 | Jack Henry | Base | Base. Must make a base call | Base | Base | Slam |
| 4-4 | Jack Henry | Fold block | Off block | Pull to read | Jack Henry | Slam |
| 4-3 | Jack Henry | Fold block | Off block | Pull to read | Jack Henry | Slam |

| | |
|--------|--|
| FB | You have the midline. Read Center's block vs an odd front |
| H BACK | Hip motion on QB's command. Fly action and carry out your fake |
| Z BACK | Toe to crotch / combo block to near defender to level 2 |
| X REC | Near safety |
| QB | Give motion command, reverse pivot give up midline handoff to FB. Waggle |

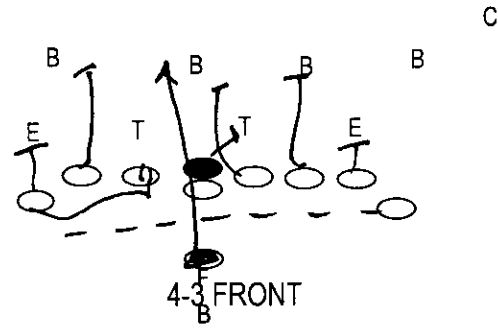
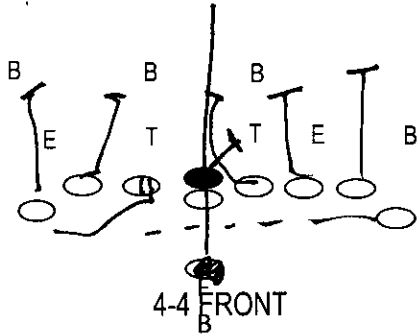
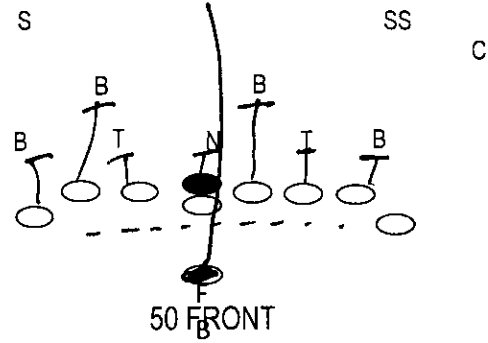
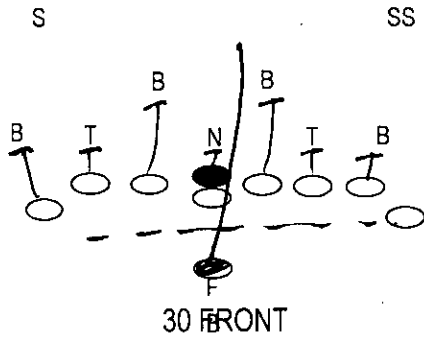
COACHING POINT:

Motion must be full speed.

Center must make a base block call anytime he is covered by a nose tackle.

FB must have midline on all Gut plays. Against even front, FB must attack inside gap and read Tackle's block. Against odd fronts, FB must read center's block

31 GUT



RULES / ASSIGNMENTS

| FRONT | LEFT TACKLE | LEFT GUARD | CENTER | RIGHT GUARD | RIGHT TACKLE | Y |
|-------|-------------|--------------|-----------------------------|-------------|--------------|------|
| 30 | Base | Base | Base. Must make a base call | Base | Base | Base |
| 50 | Jack Henry | Base | Base. Must make a base call | Base | Base | Base |
| 4-4 | Jack Henry | Pull to read | Off block | Fold block | Jack Henry | Slam |
| 4-3 | Jack Henry | Pull to read | Off block | Fold block | Jack Henry | Slam |

| | |
|--------|--|
| FB | You have the midline. Read Center's block vs an odd front |
| H BACK | Toe to crotch / combo block to near defender to level 2 |
| Z BACK | Zip motion on QB's command. Fly action and carry out your fake |
| X REC | Near safety |
| QB | Give motion command, reverse pivot give up midline handoff to FB. Waggle |

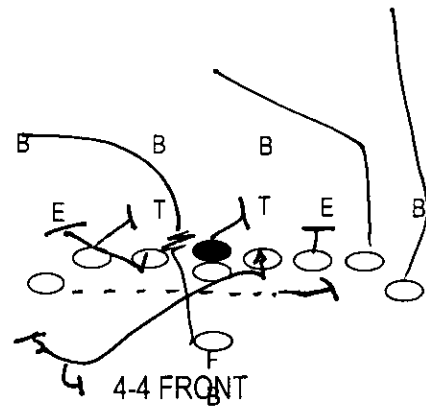
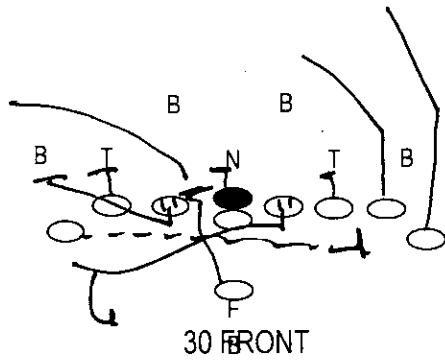
COACHING POINT:

Motion must be full speed.

Center must make a base block call anytime he is covered by a nose tackle.

FB must have midline on all Gut plays. Against even front, FB must attack inside gap and read Tackle's block. Against odd fronts, FB must read center's block

CK 28

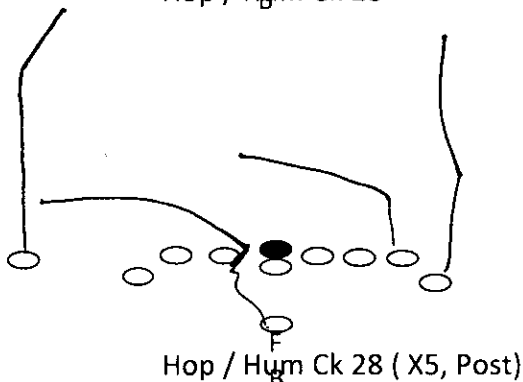
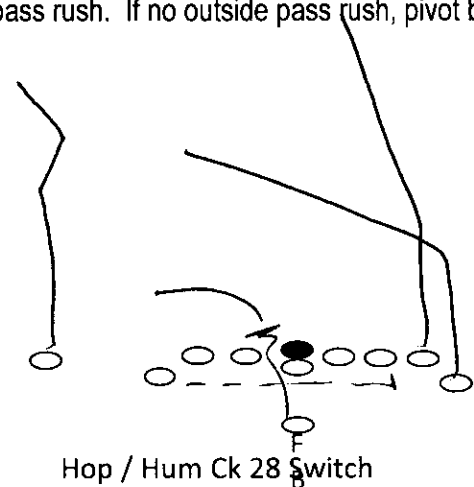
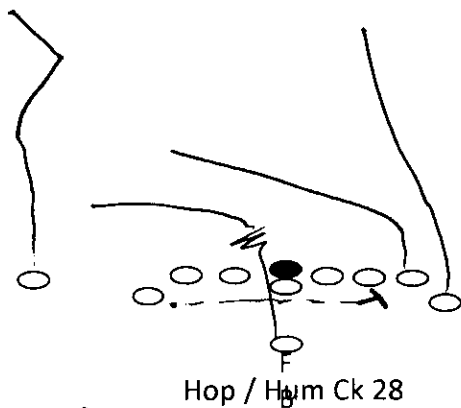


RULES / ASSIGNMENTS

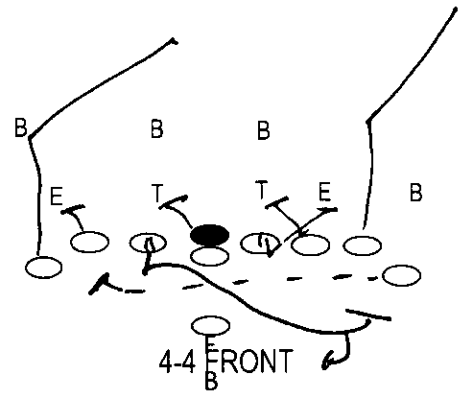
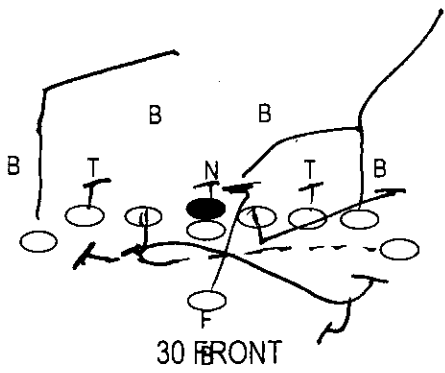
| FRONT | LEFT TACKLE | LEFT GUARD | CENTER | RIGHT GUARD | RIGHT TACKLE | Y |
|-------|-------------|------------------------|-----------|-------------|--------------|------------|
| 30 | Block # 1 | Cross block log to # 2 | Base | Waggle pull | Base Block | Drag route |
| 4--4 | Block # 1 | Cross block log to # 2 | Off block | Waggle pull | Base Block | Drag route |

| | |
|--------|---|
| FB | 30 Gut action, Check for A gap blitz, no blitz run an arrow route to flat |
| H BACK | Hip/Hop motion, Fake handoff, block outside defender |
| Z BACK | Post Route |
| X REC | Post corner route |
| QB | 28 Fly action to Waggle drop. Progression X, TE, FB, Z |

COACHING POINT: Back side guard must check outside pass rush. If no outside pass rush, pivot back to check pass rush from inside.



CK 49

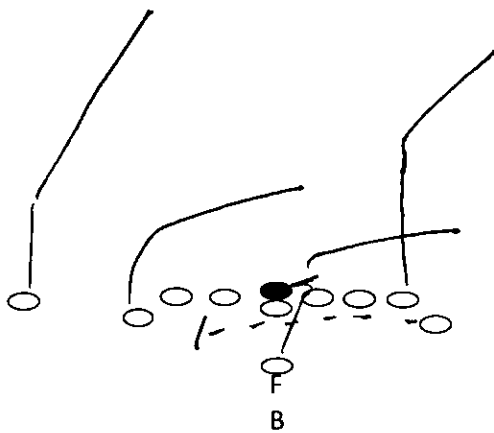


RULES / ASSIGNMENTS

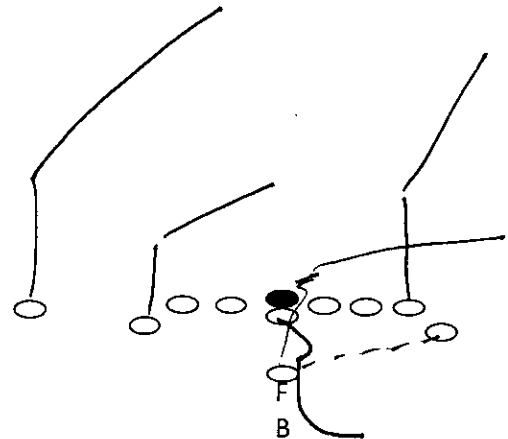
| FRONT | LEFT TACKLE | LEFT GUARD | CENTER | RIGHT GUARD | RIGHT TACKLE | Y |
|-------|-------------|---------------------------|-----------|-------------|--------------|--------------|
| 30 | Block # 1 | Cross block log to # 2 | Base | Waggle Pull | Base block | Corner route |
| 4-4 | Block # 1 | Cross block log to # 2 | Off block | Waggle Pull | Base block | Corner route |

| | |
|--------|---|
| FB | 31 Gut action, Check for A gap blitz, no blitz run an arrow route to flat |
| H BACK | Drag route |
| Z BACK | Zip/Zoom motion, Fake handoff, block outside defender |
| X REC | Post route |
| QB | 49 Fly action to Waggle pull. Progression TE, H, FB, X |

COACHING POINT: Back side guard must check outside pass rush. If no outside pass rush, pivot back to check pass rush from inside.



ZOOM CK 49 WAGGLE



ZIP CK 49 WAGGLE