

# 2023 PLAYBOOK



# INSTALL 2

# INSTALL 2

## (OPEN FIELD / BASE OFFENSE)

### RUN SCHEME

16/17  
MIZZ

### PROTECTIONS

RACE HOT/COLD

### PASS CONCEPTS

HONDA (PUMP)  
DAYTONA (SWITCH)  
BENZ  
MESH (MERCEDES)

### FORMATIONS

### RUN RELIEF & RPO

POP  
FUNGO

### PAP

LOCKS:  
-FUNGO (LOCK)  
-RACE SMASH

### MOTION

FREE  
ACROSS

### QUICK GAME

SLASH

### SCREENS (40/41)

ROSE/LINDA (BENZ)



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# MOTIONS

# 2023 PLAYBOOK



**FREE**

# FREE

X



Y

Z

T

Q

F



GREEN FAST

## COACHING POINTS:

**SNAP COUNT:** TWO WORDS, FIRST STARTS MOTION SECOND ALERTS CENTER TO SNAP BALL. T BEGINS MOTION FULL SPEED AND BALL WILL BE SNAPPED AT TACKLE.

**MOTION TO FIELD:** FIVE HARD STEPS AFTER BALL IS SNAPPED BEFORE TURNING  
**MOTION TO BOUNDARY:** THREE HARDS STEPS AFTER BALL IS SNAPPED BEFORE TURNING.

**EXAMPLE PLAY:** GREEN FREE HONDA

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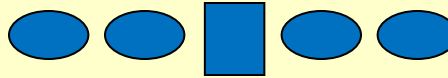


# ACROSS

# ACROSS

X

F



Y

Z



Q

T

DOUBLE RT ACROSS

## COACHING POINTS:

**SNAP COUNT:** MUST BE FAST SNAP, CENTER MUST SNAP BALL AS SOON AS THE QUARTERBACK CALLS FOR IT.

**MOTION:** MUST GIVE YOURSELF SPACE FROM THE TACKLE TO GET TO FULL SPEED. ONCE YOU GET TO TACKLE AIM FOR BEING HALFWAY BETWEEN CENTER AND QUARTERBACK. IF NOT A FLY SWEEP CONTINUE INTO COMET RELATIONSHIP.

**EXAMPLE PLAY:** DUAL F QUICK ZORRO ODD COMET

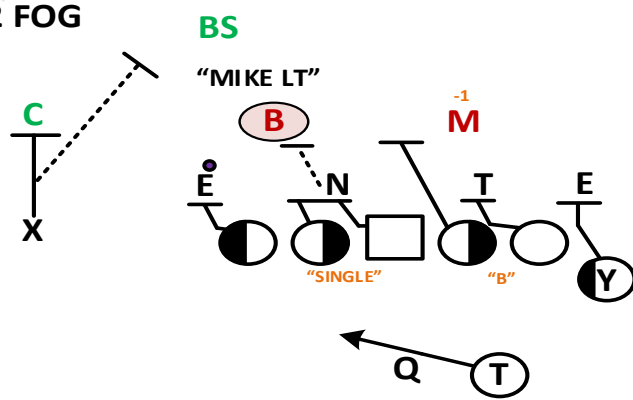
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# RUN GAME

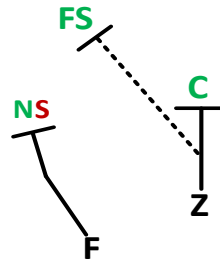


42 FOG

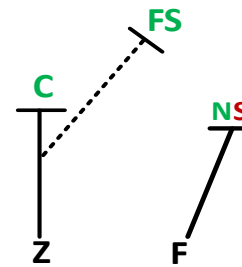


17

A

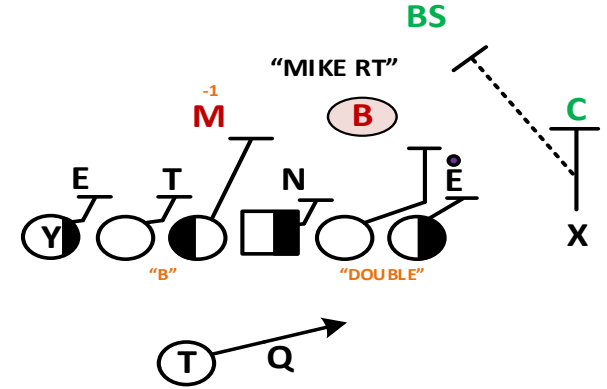


42 FOV



16

B



**DESCRIPTION:** MIDZONE TO THE OPEN SIDE

**DECLARATION:**

VS 4 DOWN = PLAYSIDE LB  
 VS 30 = 2 MIDDLE (NO OVERHANG)  
 2 LT/ RT (OVERHANG)

POS.

RULES / CALLS

ALERTS

COACHING POINTS

PST

BLOCK #2  
 "DOUBLE"

"SINGLE" = MAN (CHR)  
 "OPEN" = DECLARED ON L.O.S.  
 "DIP" = DL PINCH  
 "TRACKS" = +1 THREAT

PLAYSIDE # ON CHR (REACH)  
 PLAYSIDE ARM PIT ON COMBOS  
 UNCOVER = SCREWS TO SCREWS

PSG

BLOCK #1  
 "SINGLE" / "DOUBLE"

"A" = MAN (CHR)  
 "OPEN" = DECLARED ON L.O.S.  
 "DIP" = DL PINCH  
 "TRACKS" = +1 THREAT

CTR

BLOCK #0  
 "SINGLE" / "A"

"DIP" = DL PINCH  
 "TRACKS" = +1 THREAT  
 "OPEN" = DECLARED ON L.O.S.  
 "TRAIL" = INSIDE PRESSURE / BEAR FRONT

BSG

BLOCK #1  
 "A" / "B"

"TRAIL" = INSIDE PRESSURE / BEAR FRONT  
 "TRACKS" = +1 THREAT  
 "OPEN" = DECLARED ON L.O.S.  
 "MAN" = -1 SPOT ON THE L.O.S.

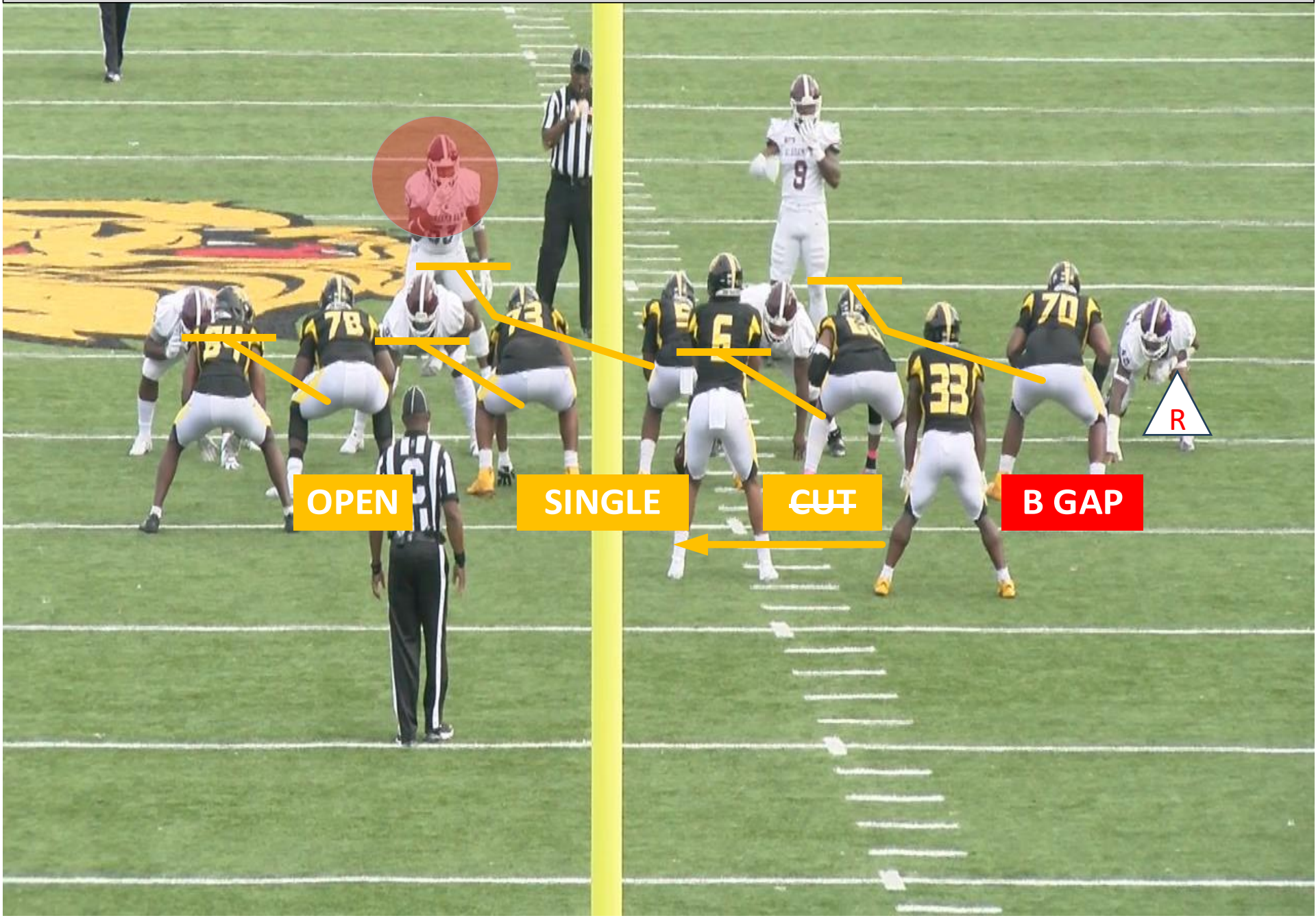
BST

BLOCK #2  
 "B" / "C"

"TRAIL" = INSIDE PRESSURE / BEAR FRONT  
 "TRACKS" = +1 THREAT  
 "OPEN" = DECLARED ON L.O.S.  
 "MAN" = -1 SPOT ON THE L.O.S.



# 17 vs FOG



OPEN

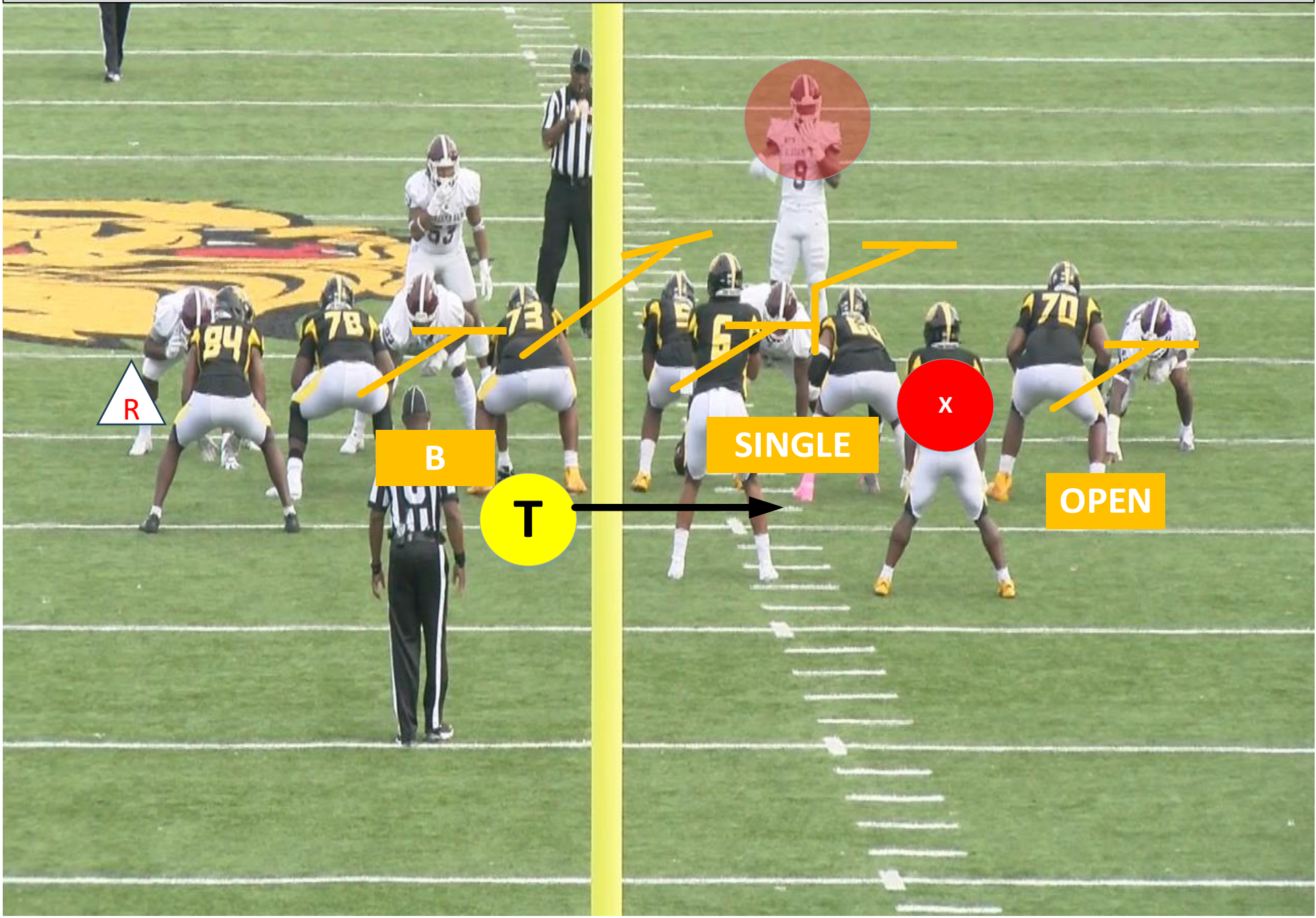
SINGLE

CUT

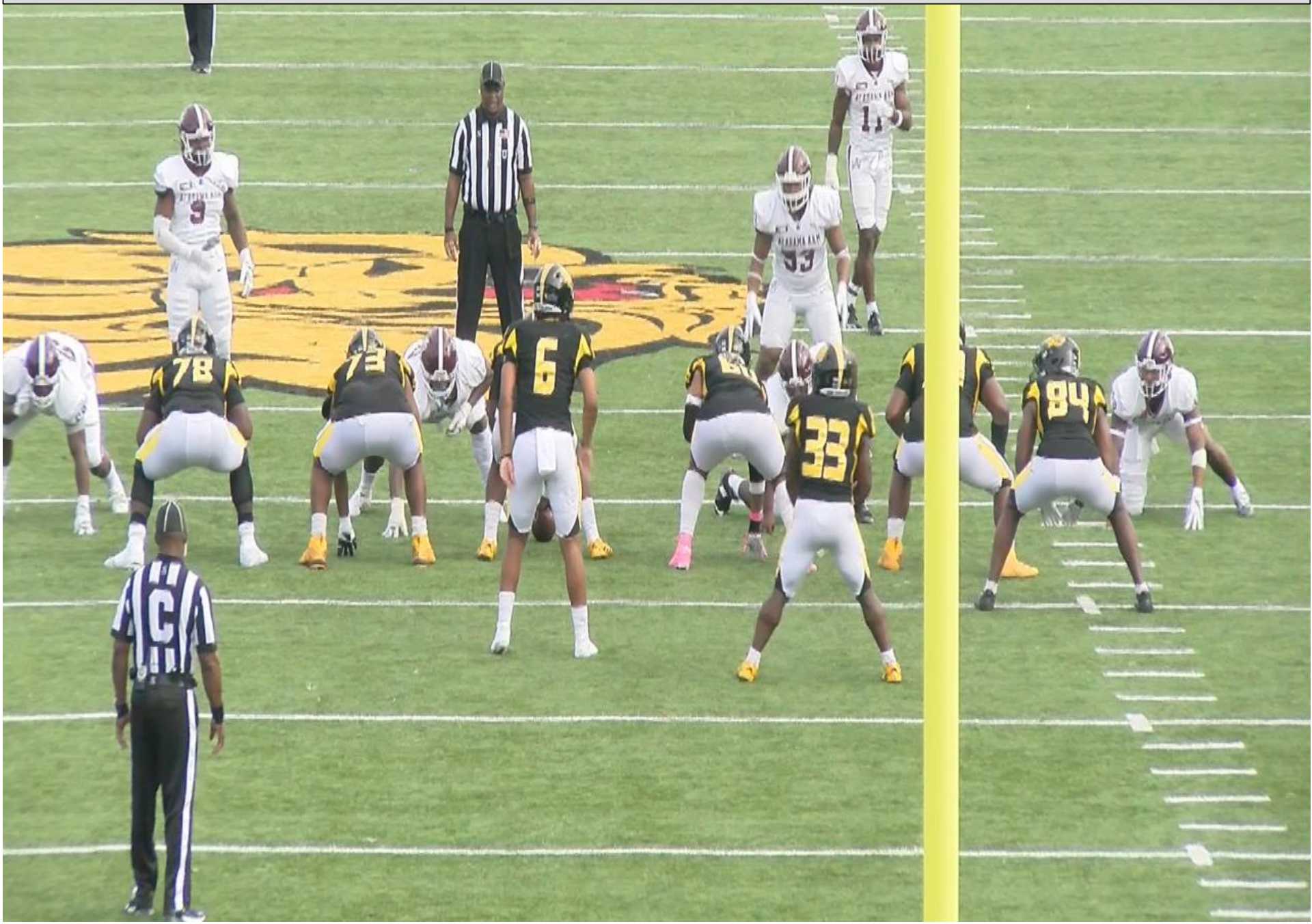
B GAP

R

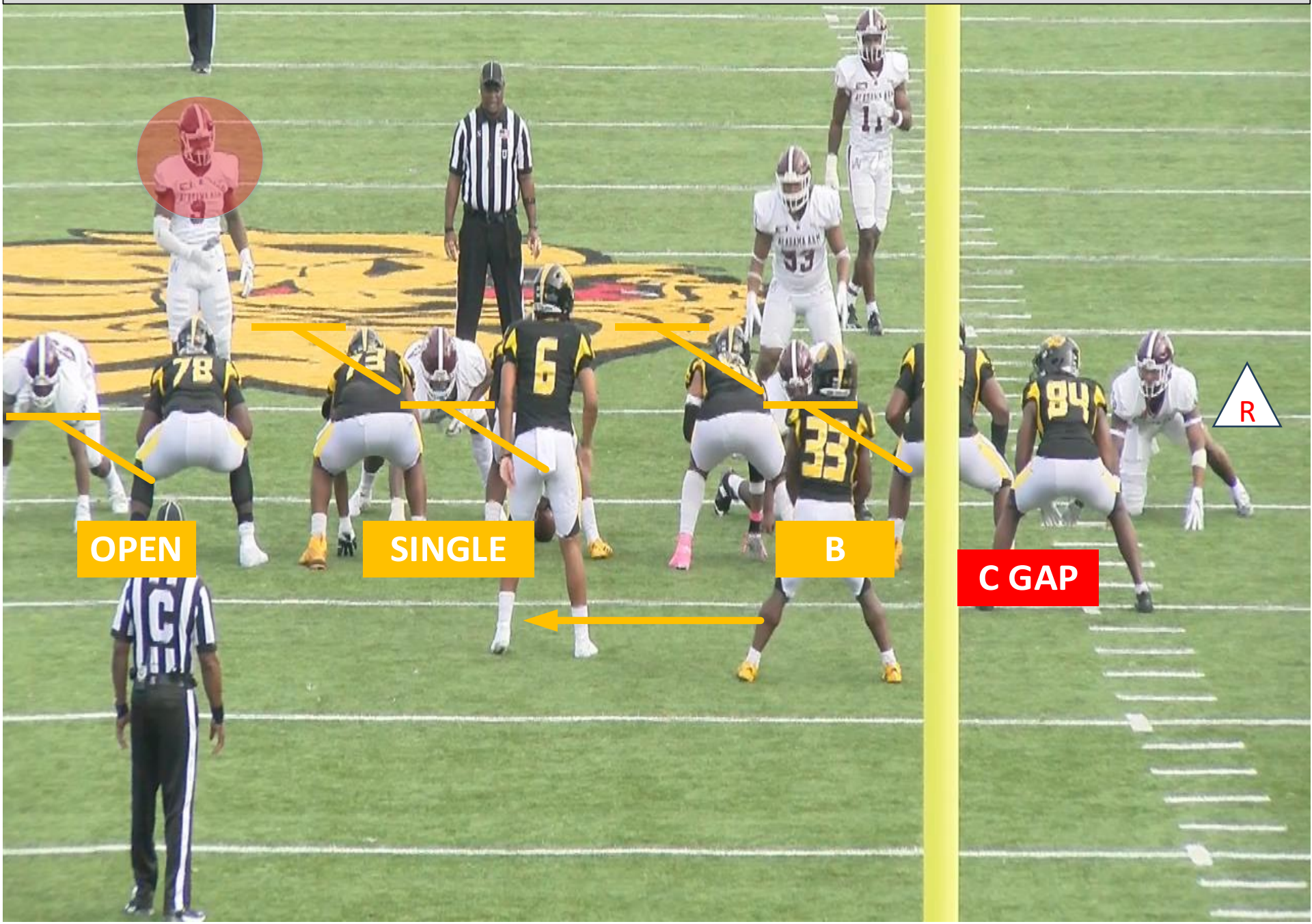
# 16 vs FOG



16.17.B



# 17 vs FUG



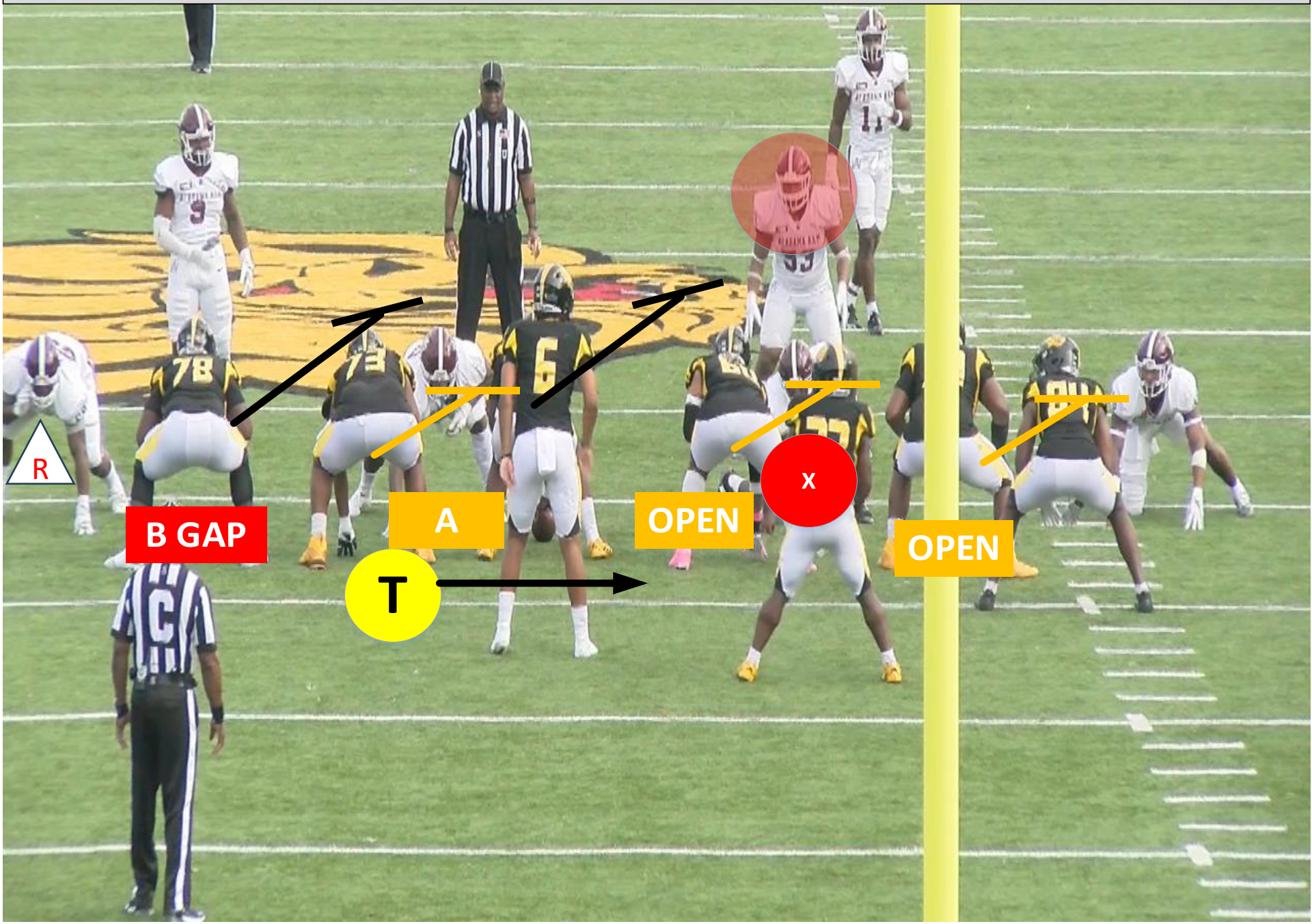
**OPEN**

**SINGLE**

**B**

**C GAP**

# 16 vs FUG



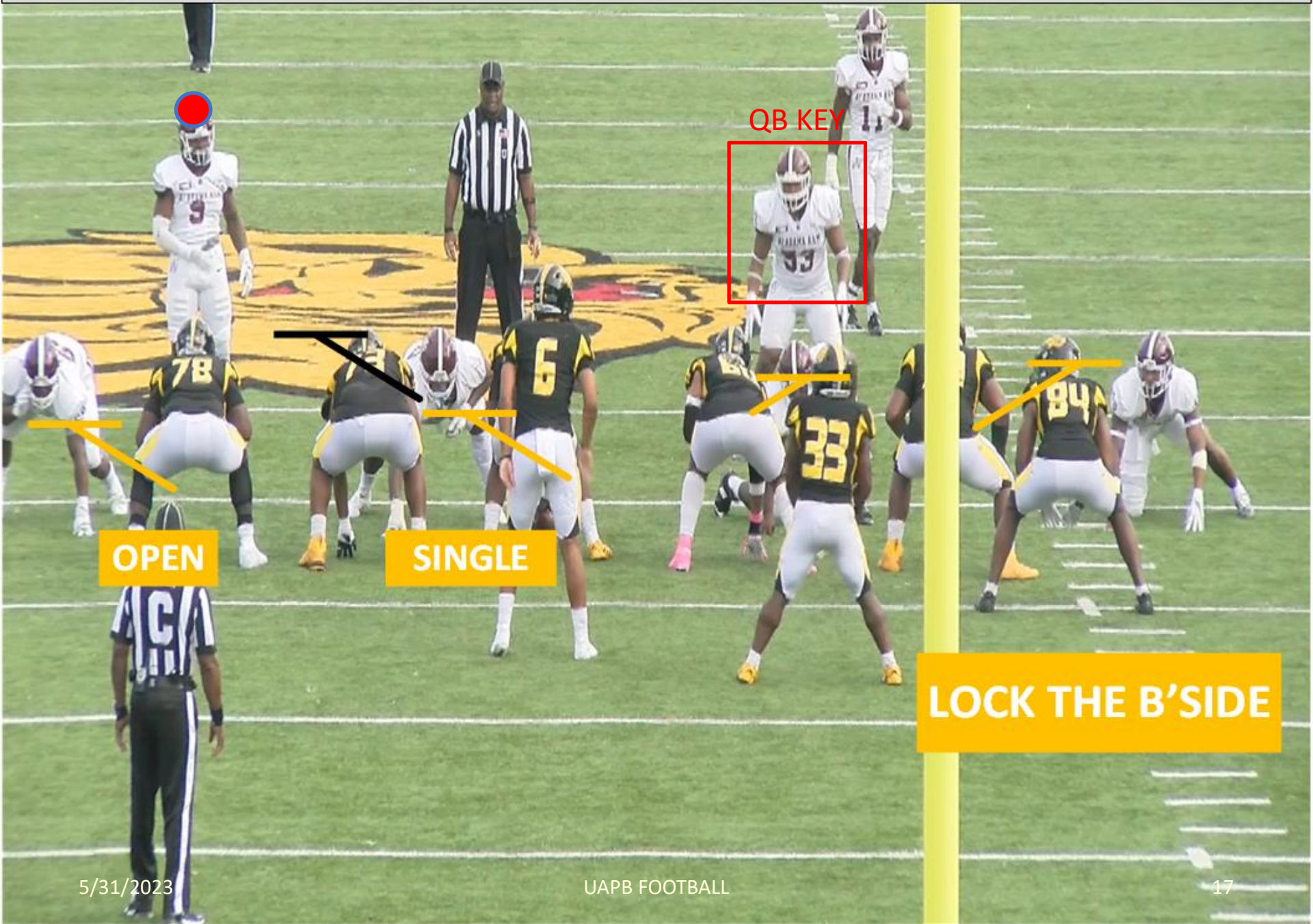
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**MIZZ**



# MIZZ COLD



# MIZZ HOT

QB KEY



SINGLE

OPEN

LOCK THE B'SIDE

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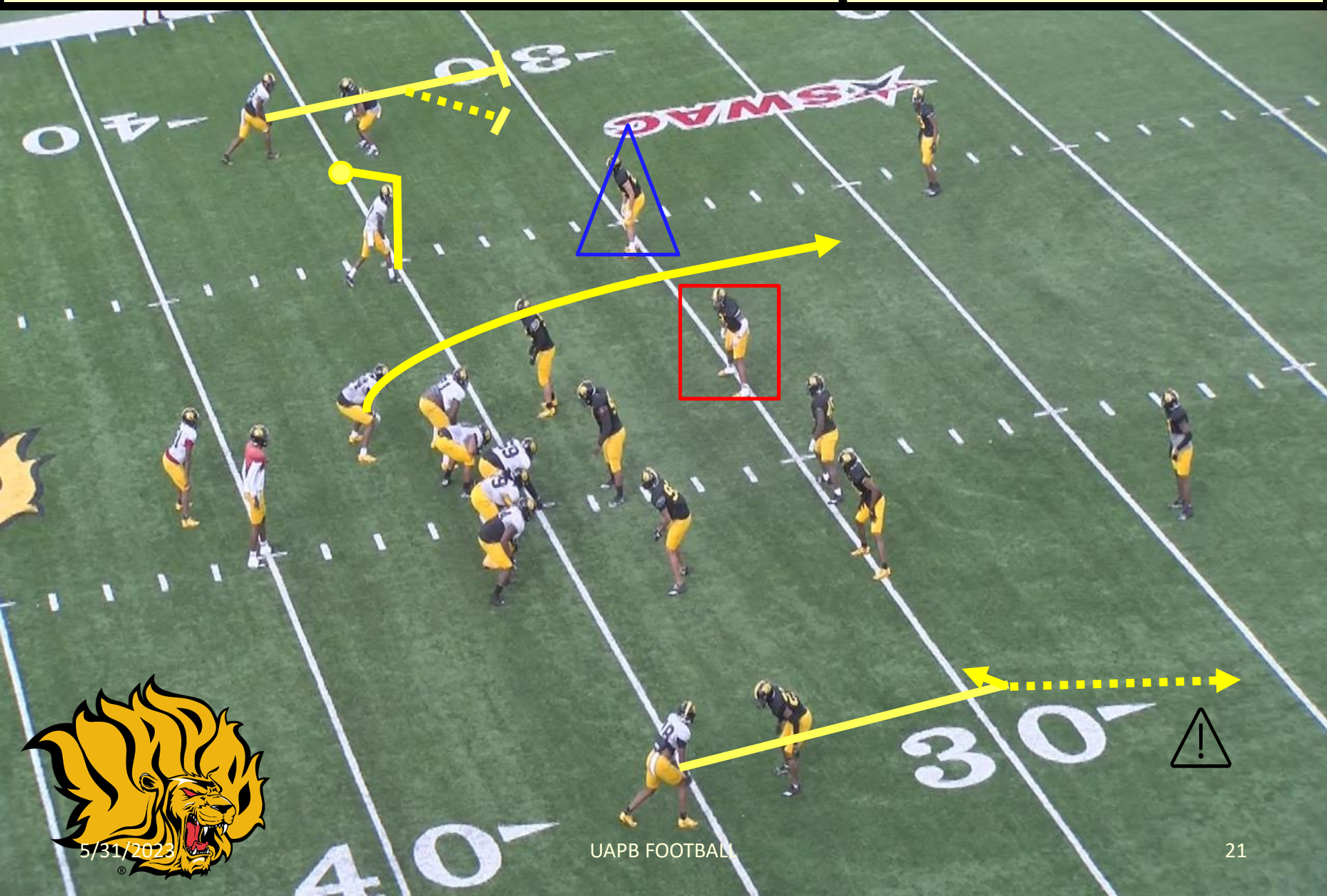


# RUN-PASS TAGS

# 2023 PLAYBOOK

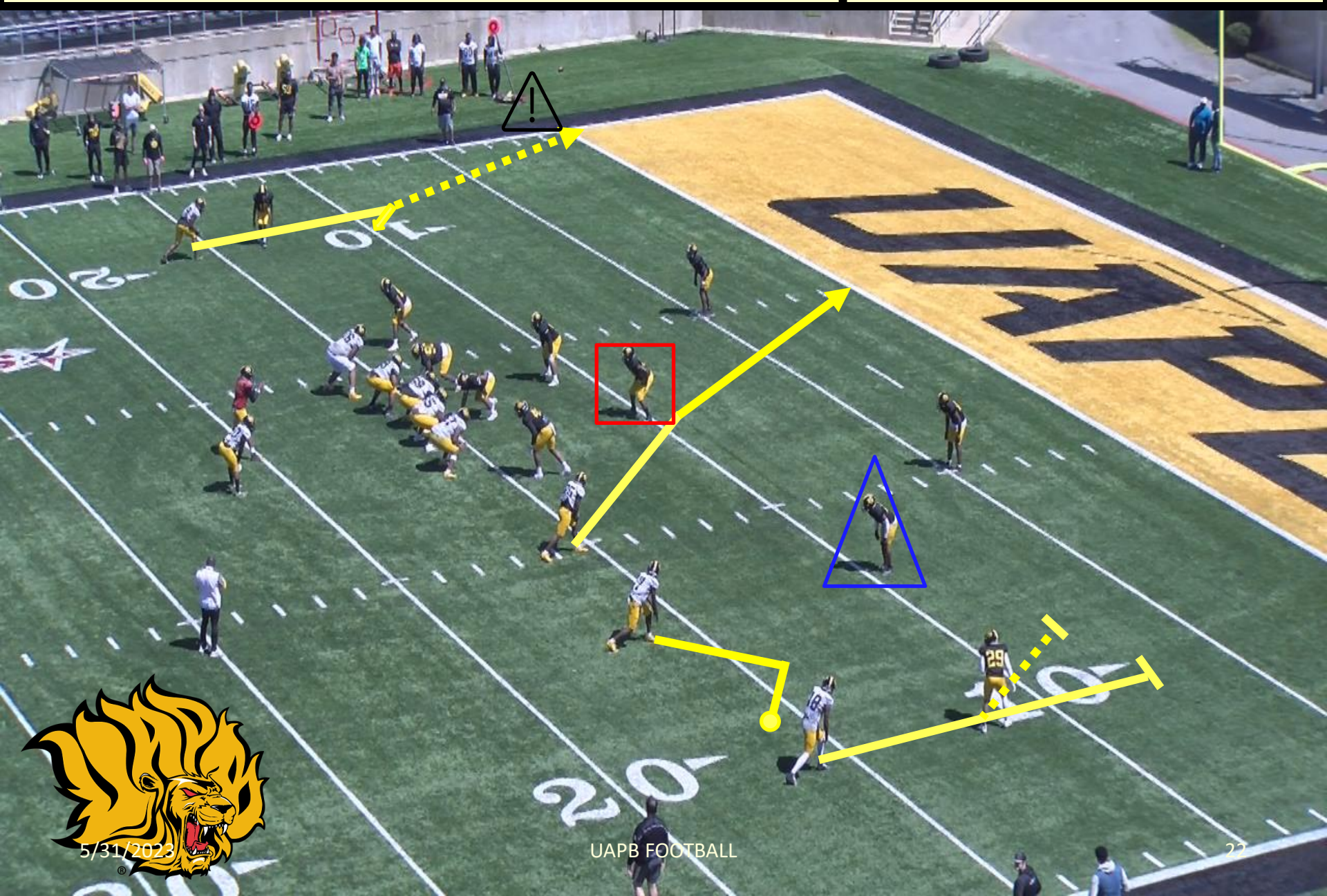


# POP



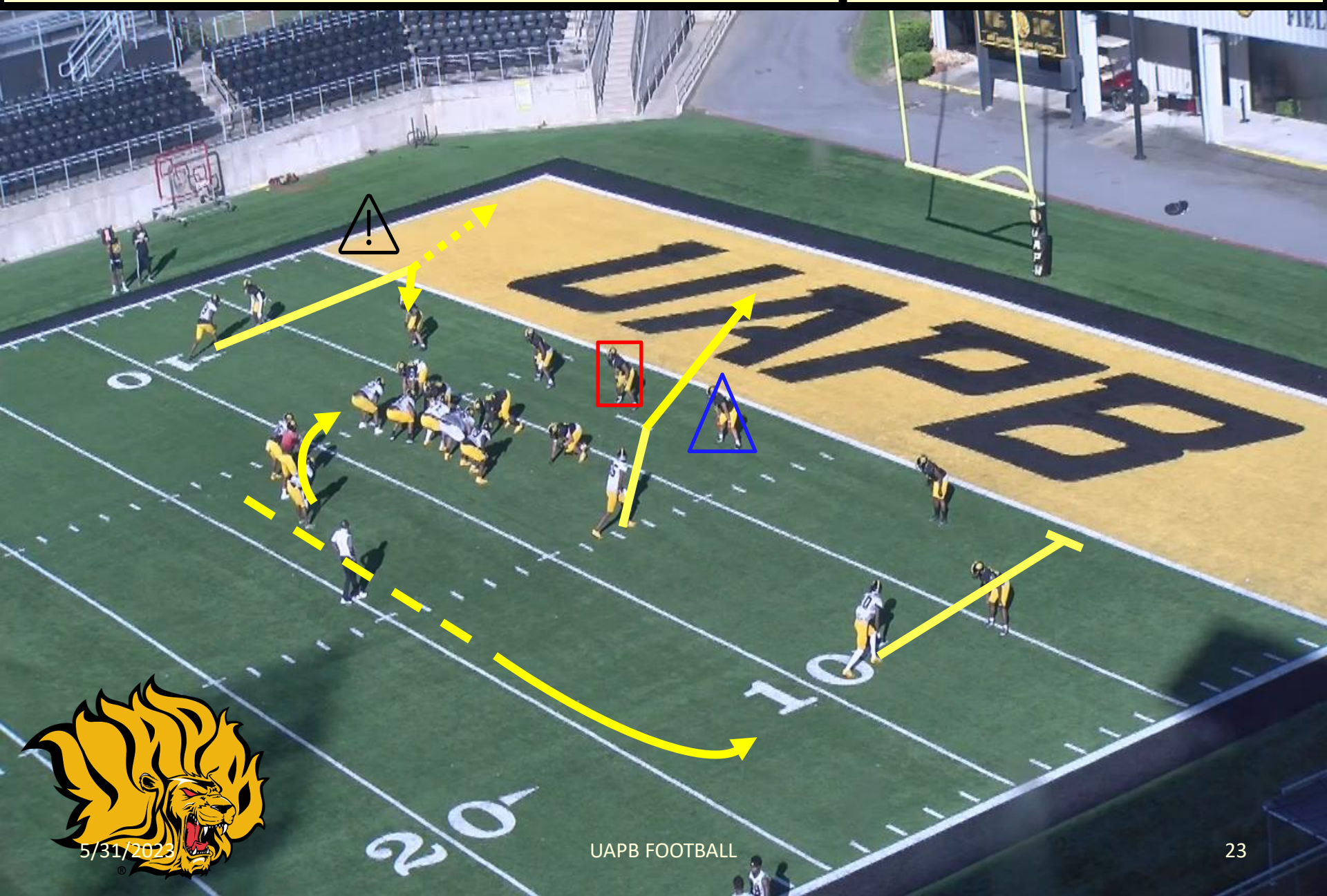
PLAY: TRIO MIZZOU COLD Y POP

RUN/PASS TAG: POP



PLAY: GREEN TEAR MIZZOU COLD Y POP KEY 2

RUN/PASS TAG: Y POP



# 2023 PLAYBOOK

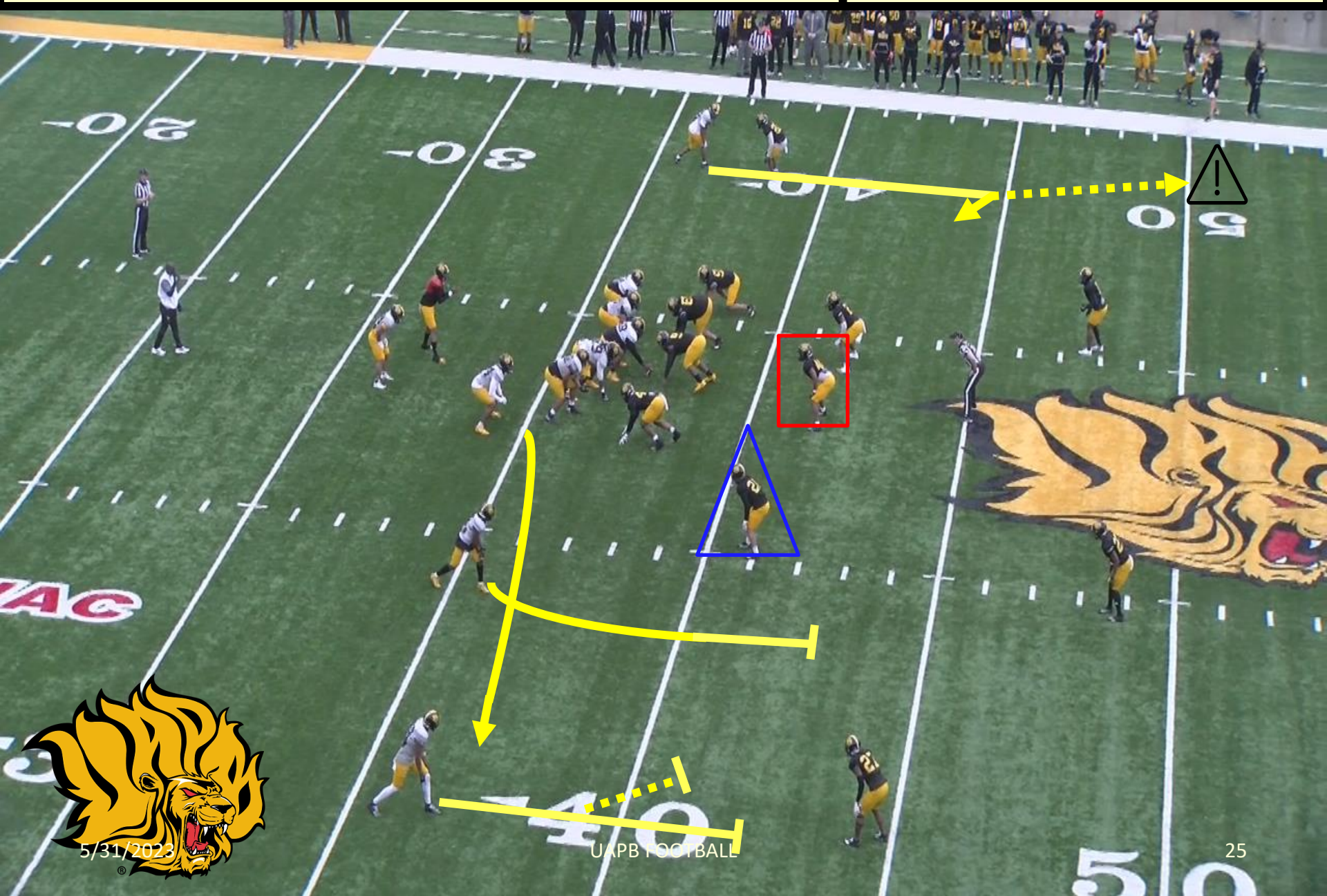


# FUNGO



PLAY: KING RT 17 FUNGO

RUN/PASS TAG: FUNGO



5/31/2023

UAPB FOOTBALL

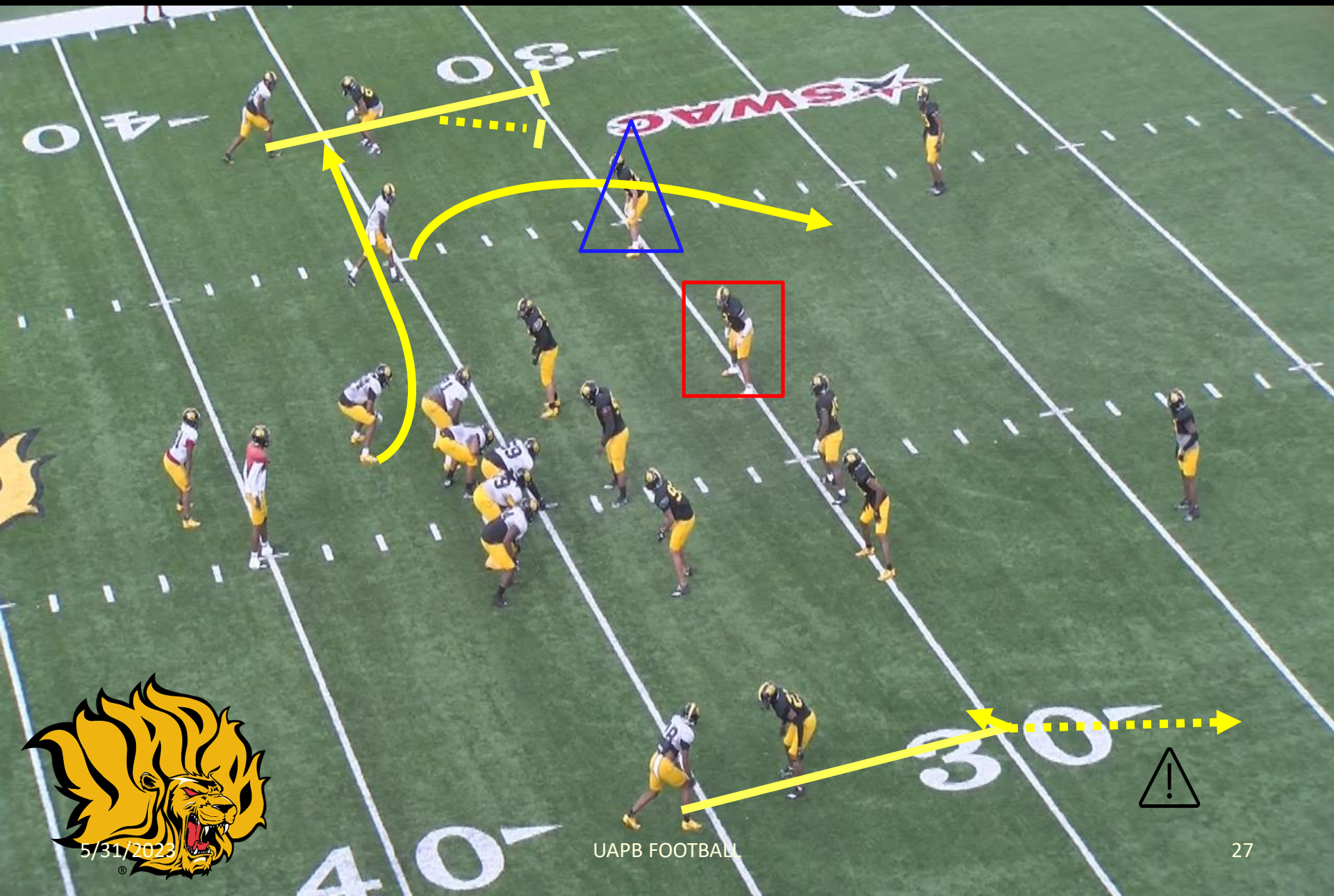
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**FUNGO H POP**

PLAY: KING LT MIZZOU HOT FUNGO H POP

RUN/PASS TAG: FUNGO H POP



# 2023 PLAYBOOK



# DROP BACK

# DROP BACK GAME

- **HONDA: CURL FLAT (Y CHOICE)**
- **DAYTONA: VERTS**
- **BENZ: SHALLOW CROSS**
- **MERCEDES: MESH**



# DROPSBACK GAME

## BUILDING THE DROPSBACK GAME

**DROPSBACK:** WHEN CALLING THE DROPSBACK GAME CONCEPTS ARE DESIGNED TO BE EITHER STRONG SIDE OR WEAK SIDE FLOODS (CADDY/SEATTLE/MERCEDES), MIDDLE READS (HONDA), OR 4 WR CONCEPTS (DAYTONA, SHACK). THE FLOODS ALONG WITH HONDA ARE CREATING TRIANGLE READS FOR THE QUARTERBACK SIMILAR TO CHEVRON.

USUALLY PAIRED WITH RON/LOU 6 MAN PROTECTION.

THESE CONCEPTS CAN BE USED WITH MULTIPLE PASS PROTECTIONS INCLUDING PLAY ACTION.



# 2023 PLAYBOOK



# HONDA

# HONDA

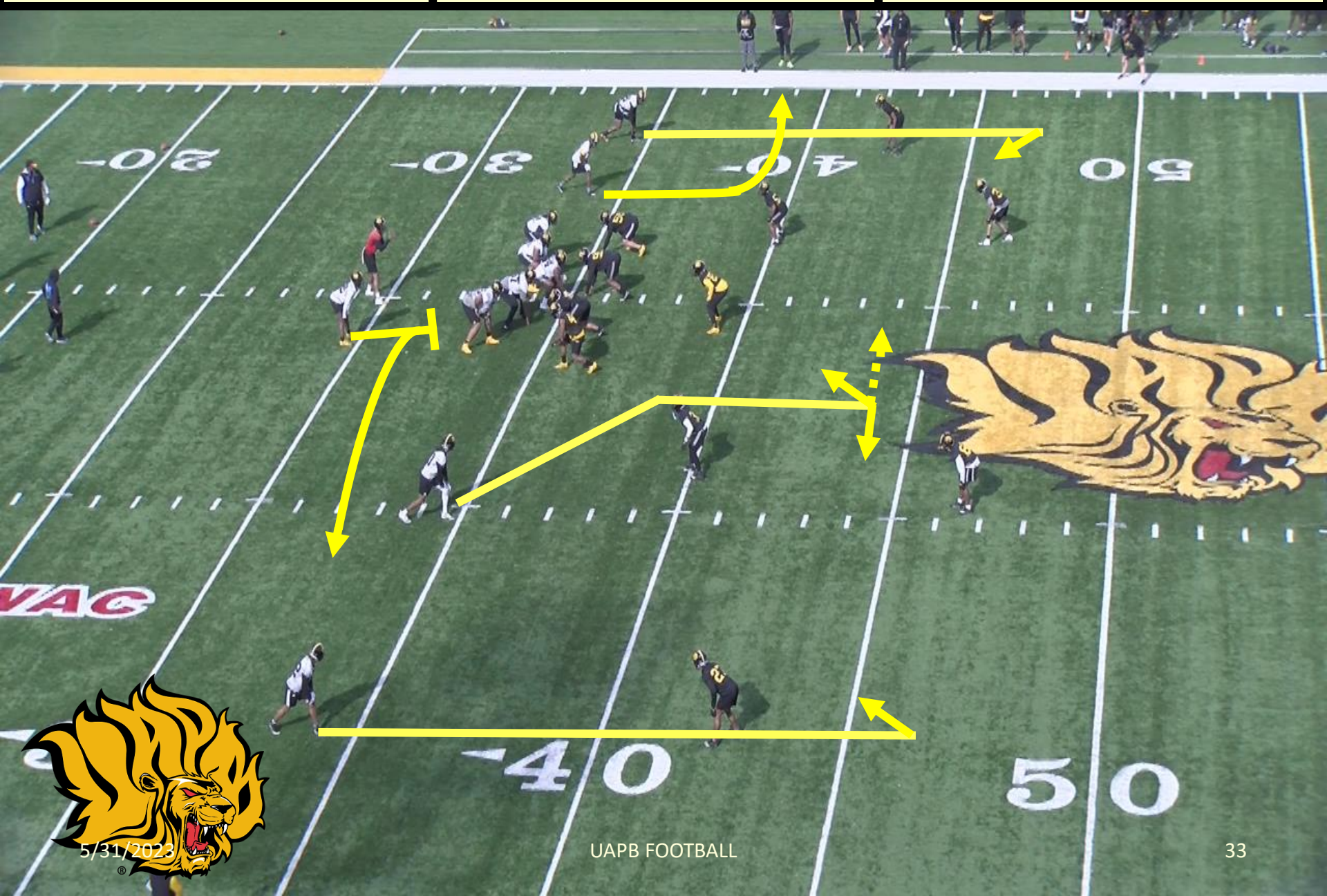
- **CURL FLAT / Y CHOICE**
- **Y AND DECIDE PROGRESSION**
- **F TAGS – WHEEL / KEY 2**
- **1 BACK PROTECTION – 60 / 61**
- **2 BACK PROTECTION – 60 / 61**
- **COMPLIMENTS**
  - **PUMP HONDA**
  - **SLOT FADE (PUMP)**
  - **OPTION**
  - **DEEP OUT**
  - **FAT**
  - **LOCK 1/2**



PLAY: DOUBLES RT HONDA

TAG:

PROTECTION: 60/61

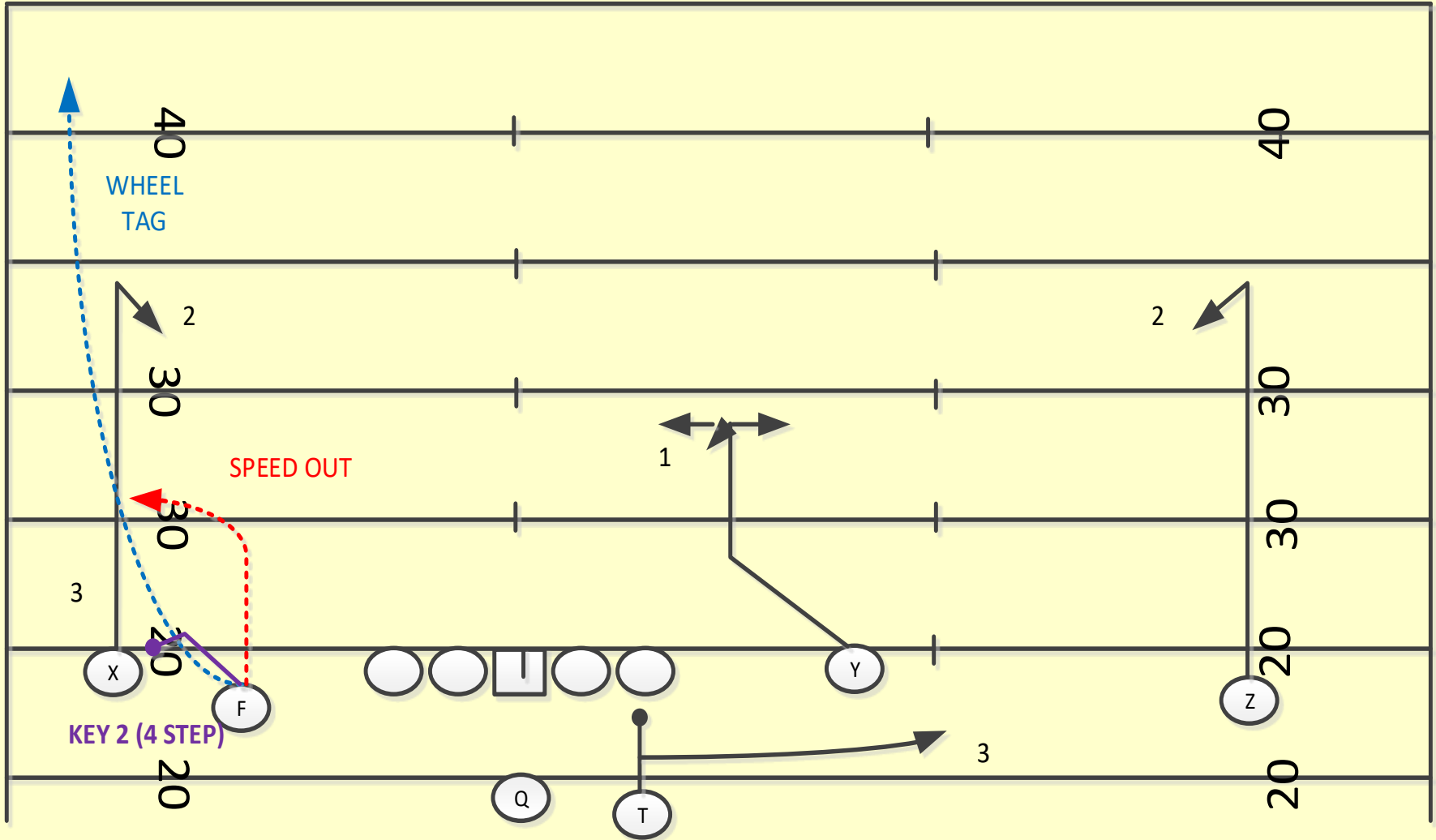


# HONDA

PLAY: DOUBLE HONDA

PASS PRO: 60/61

CODE:





# 2023 PLAYBOOK

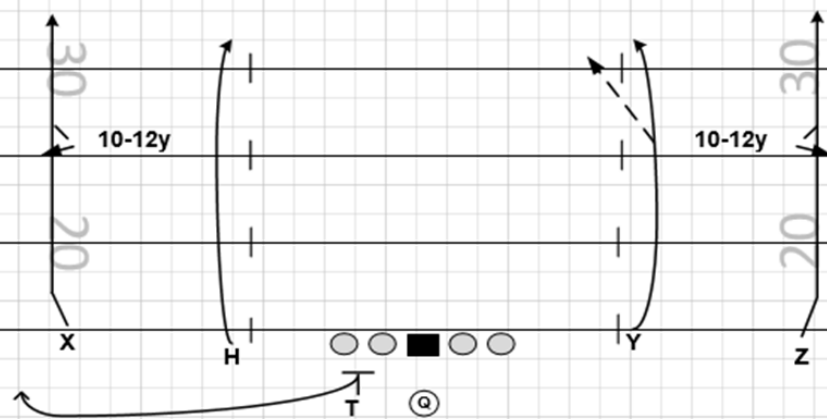


# DAYTONA

# DAYTONA

- **FOUR VERTICALS CONCEPT**
  - **START READ BOUNDARY SIDE**
  - **VS POST SAFETY WORK BOUNDARY SIDE TO OPPOSITE HASH**
  - **VS SPLIT SAFETY WORK BOUNDARY TO NEAR HASH TO FAR HASH**
  - **1 BACK PROTECTION – 60 / 61**
- **COMPLIMENTS**
  - **DAYTONA SWITCH**
  - **MARKER / MARKER SWITCH**

## DOUBLES RT (60) DAYTONA



FAMILY: **CARS**      CONCEPT: **VERTICAL**      KEY: **1 OR 2 HIGH**  
 FORMATIONS: **DOUBLES, TRIO**      PROTECTION: **60 - 61**  
 PROGRESSION: **COVERAGE READ**      ALERT: **Z/X MATCHUP**

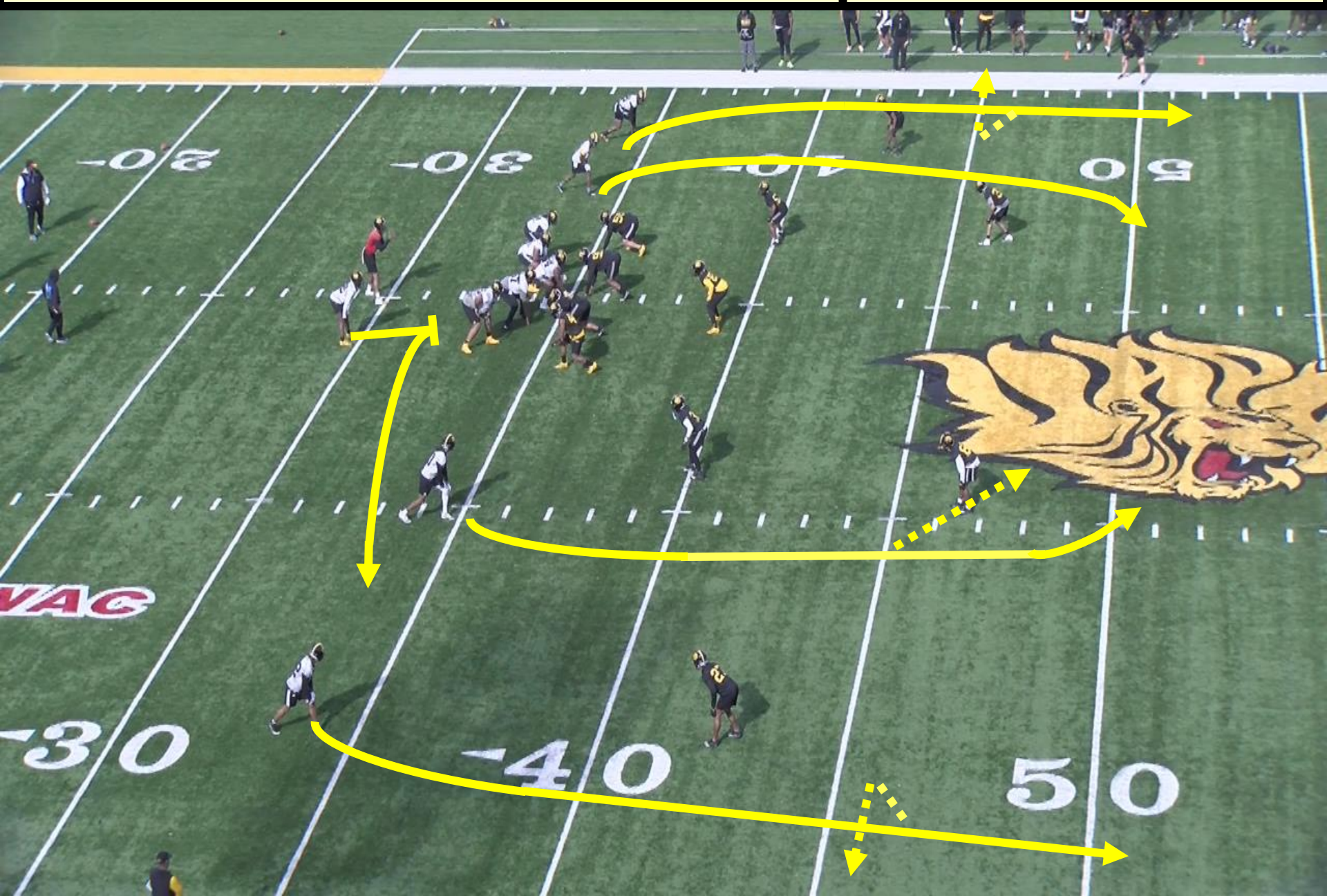
PLAYER	ROUTE	ASSIGNMENTS
Z	GO / DROPOUT	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	SEAM / BENDER	2 HIGH/1 HIGH READ
T	CHECK-SWING	5 YARDS OVER THE CENTER
H	SEAM	SEAM – OTRUN THE COVERAGE
X	GO / DROPOUT	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

PLAY: DOUBLES RT DAYTONA

RUN/PASS TAG:



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**BENZ**



# BENZ

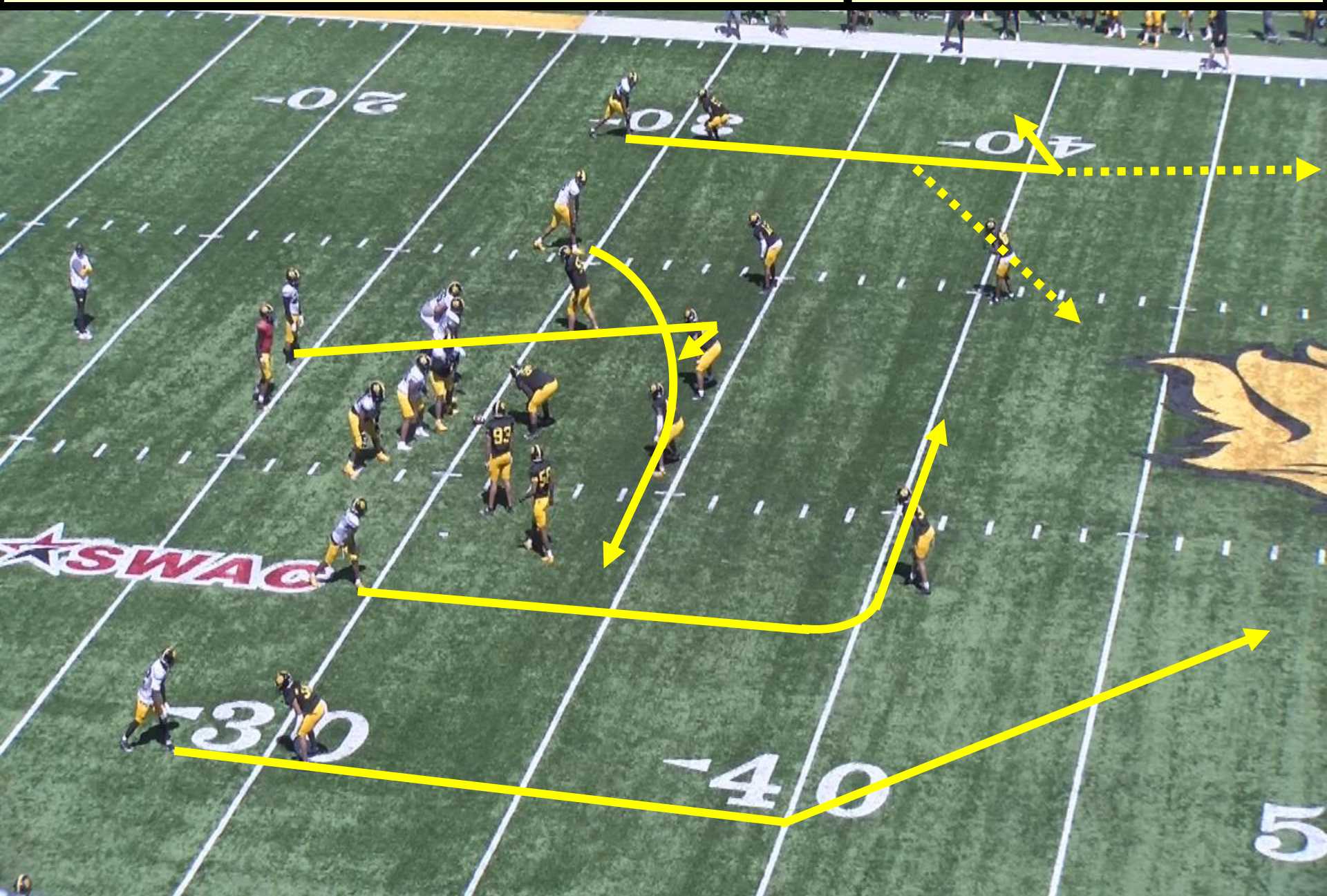
- **SHALLOW**

- **START READ OPPOSITE SHALLOW ROUTE RUNNER**
- **HI-LO THE MIKE BACKER**
- **ALERT LOW SAFETY TO WORK HI-LOW POST-DIG**
- **POST SAFETY-WORK BACK SIDE OMAHA ROUTE**
- **1 BACK PROTECTION – 60/61**



PLAY: DOUBLES RT 60 BENZ

RUN/PASS TAG:



# 2023 PLAYBOOK



# MESH

# MESH

- **MESH**

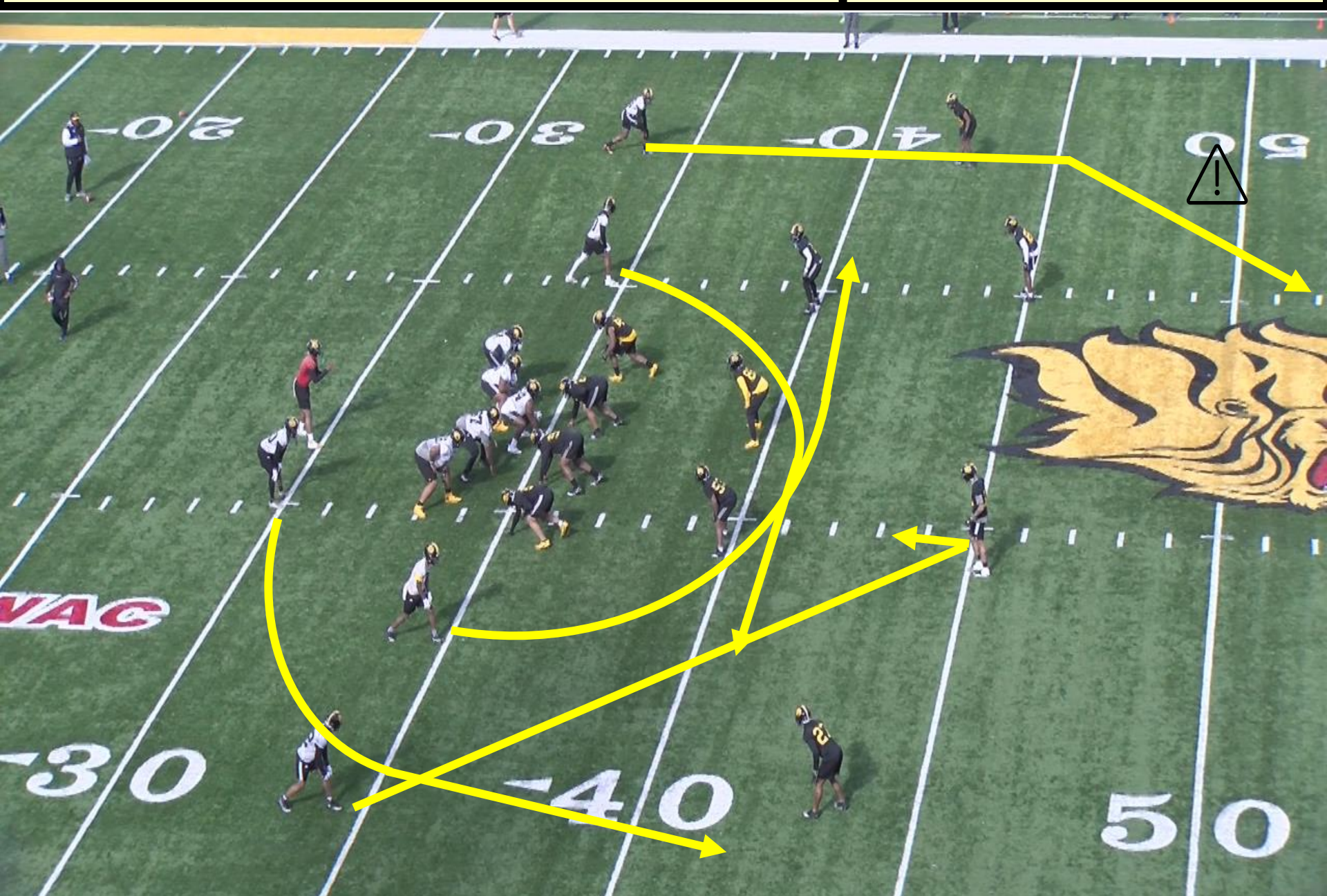
- **PURE PROGRESSION READ**

- **@ BULLETS**
- **Y, X, H**
- **PRESNAP THE Z**
- **PROTECTION 50/51**

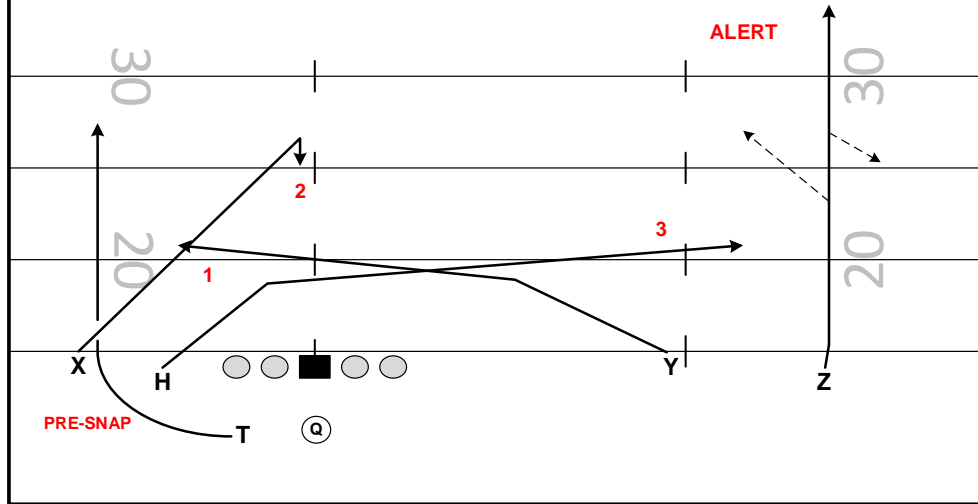


PLAY: DOUBLES LT 51 MESH

RUN/PASS TAG:



# DOUBLE RT (50) MESH



FAMILY: **HORIZONTAL**    CONCEPT: **MESH**    NARROW: **WILL**  
 FORMATIONS: **DART / DUO / FLEET**    PROTECTION: **50 - 51**  
 PROGRESSION: **PRE-SNAP T / Y / X / H**    ALERT: **Z INDY / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	SHALLOW CROSSER	SLAP HANDS OFF THE "MESHER"
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	SHALLOW CROSSER	SET THE MESH AT 6 YDS
X	HOOK ROUTE	ANGLE DEPARTURE - 10 YDS OVER "B" GAP

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# 2023 PLAYBOOK



**MTP**

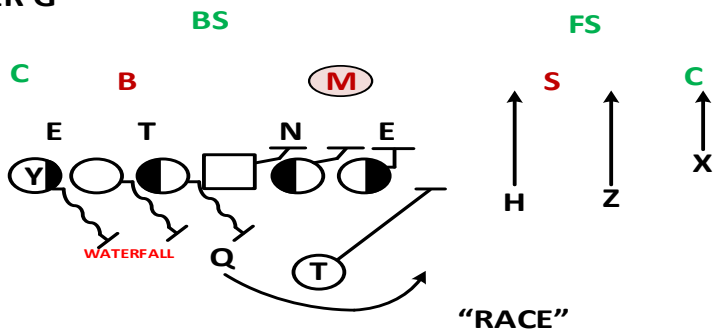
# **MTP**

- **RACE**





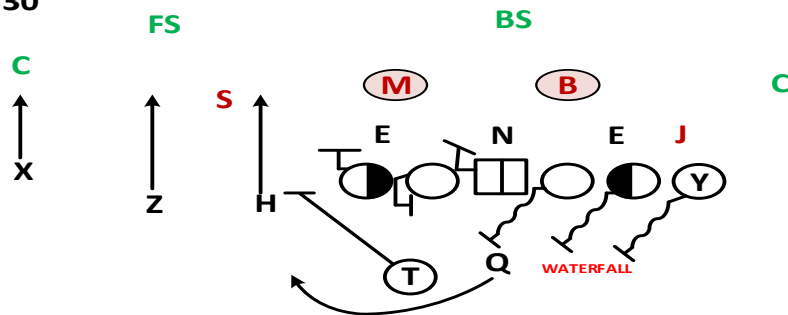
42 OVER G



80

"RACE"

30

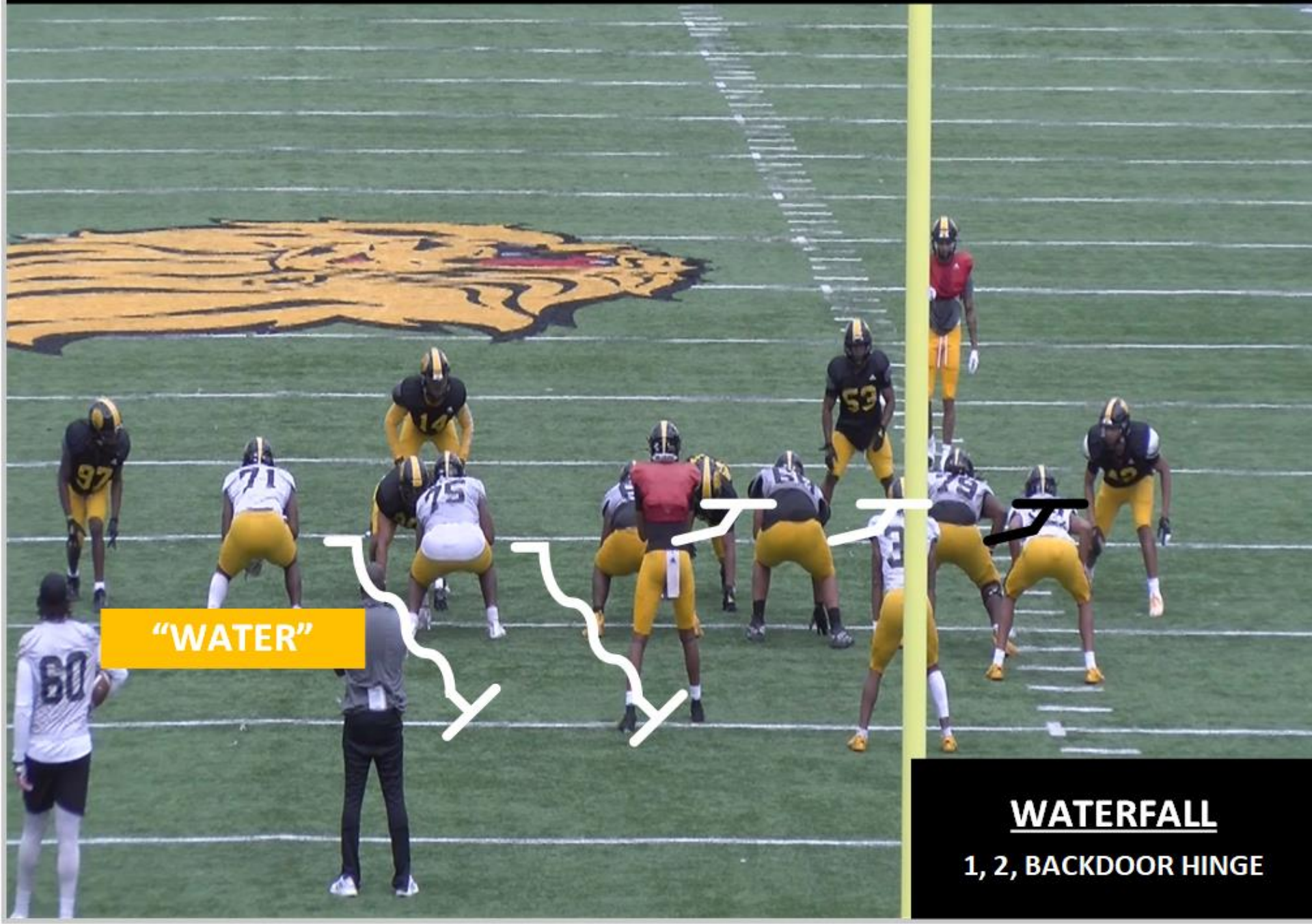


81

**DESCRIPTION:** SPRINT OUT PROTECTION

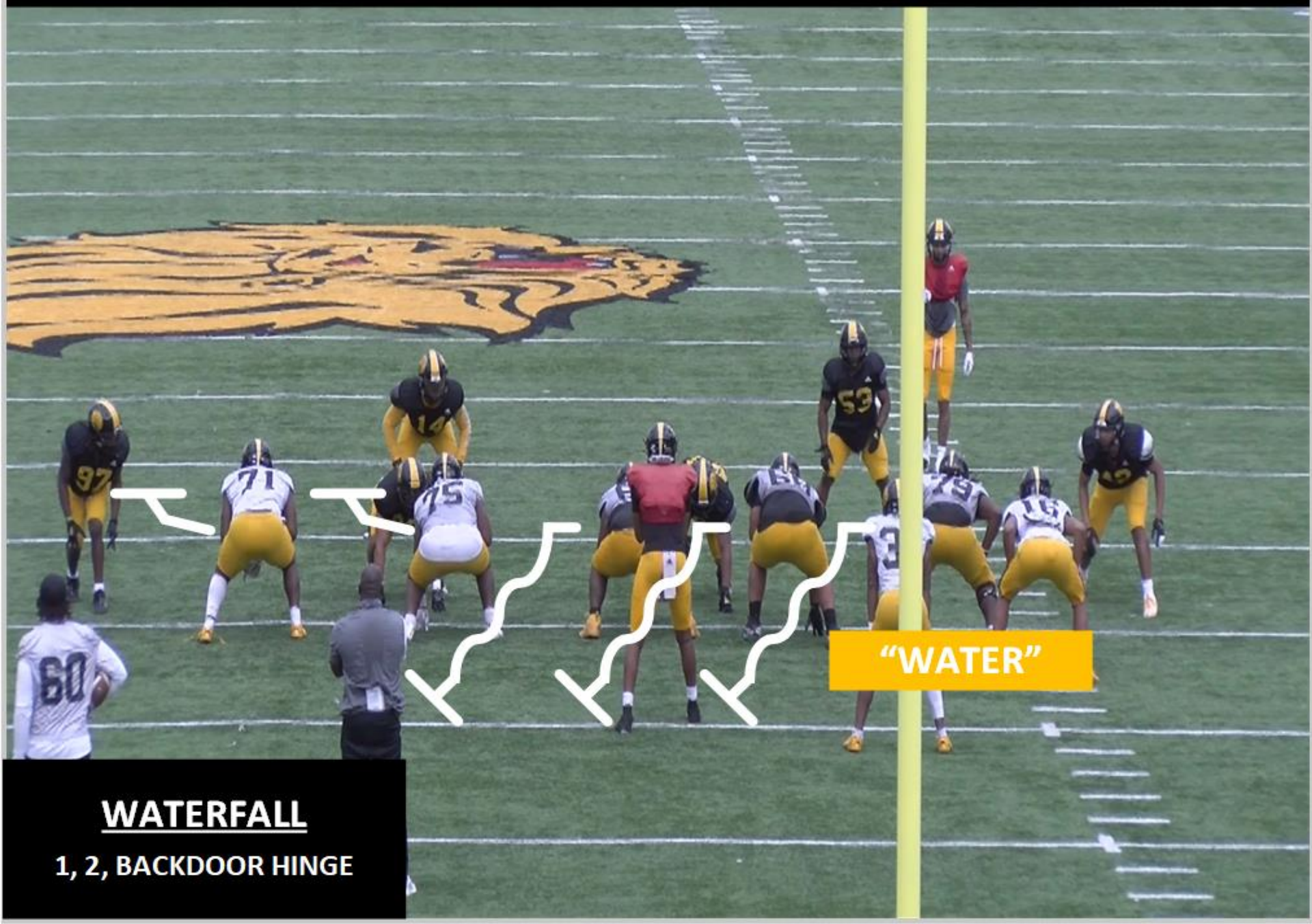
**DECLARATION:** DUMMY DECLARATION

POS.	RULES / CALLS	ALERTS	COACHING POINTS
PST	REACH C-GAP BLOCK #2		LEAVE 1 FOR RB! DON'T CHASE. FLAT PLAYSIDE.
PSG	REACH B-GAP BLOCK #1 NOTHING SHOWS HINGE BACK		SQUARE AND FLAT ON REACH
CTR	REACH A-GAP BLOCK #0 NOTHING SHOWS HINGE BACK		
BSG	REACH PLAYSIDE GAP AND FALL TO WALL		PROTECT INSIDE/OUT ON WATERFALL
BST	REACH PLAYSIDE GAP AND FALL TO WALL		PROTECT INSIDE/OUT ON WATERFALL
TE	FALL INTO THE WALL AND PROTECT EDGE		PROTECT INSIDE/OUT ON WATERFALL
PS REC	FREE RELEASE		
QB			



“WATER”

**WATERFALL**  
1, 2, BACKDOOR HINGE



"WATER"

**WATERFALL**

1, 2, BACKDOOR HINGE

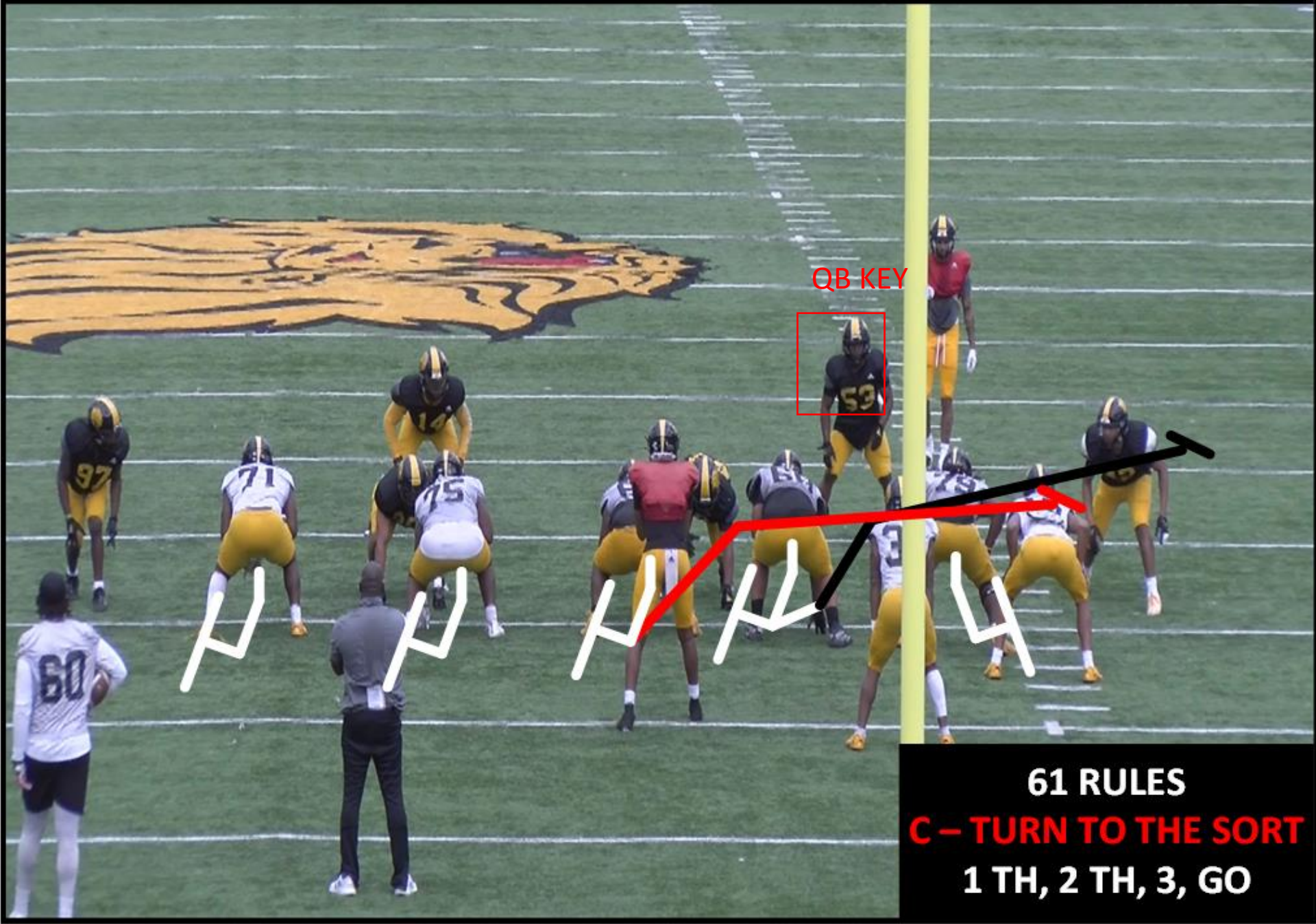
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SPO



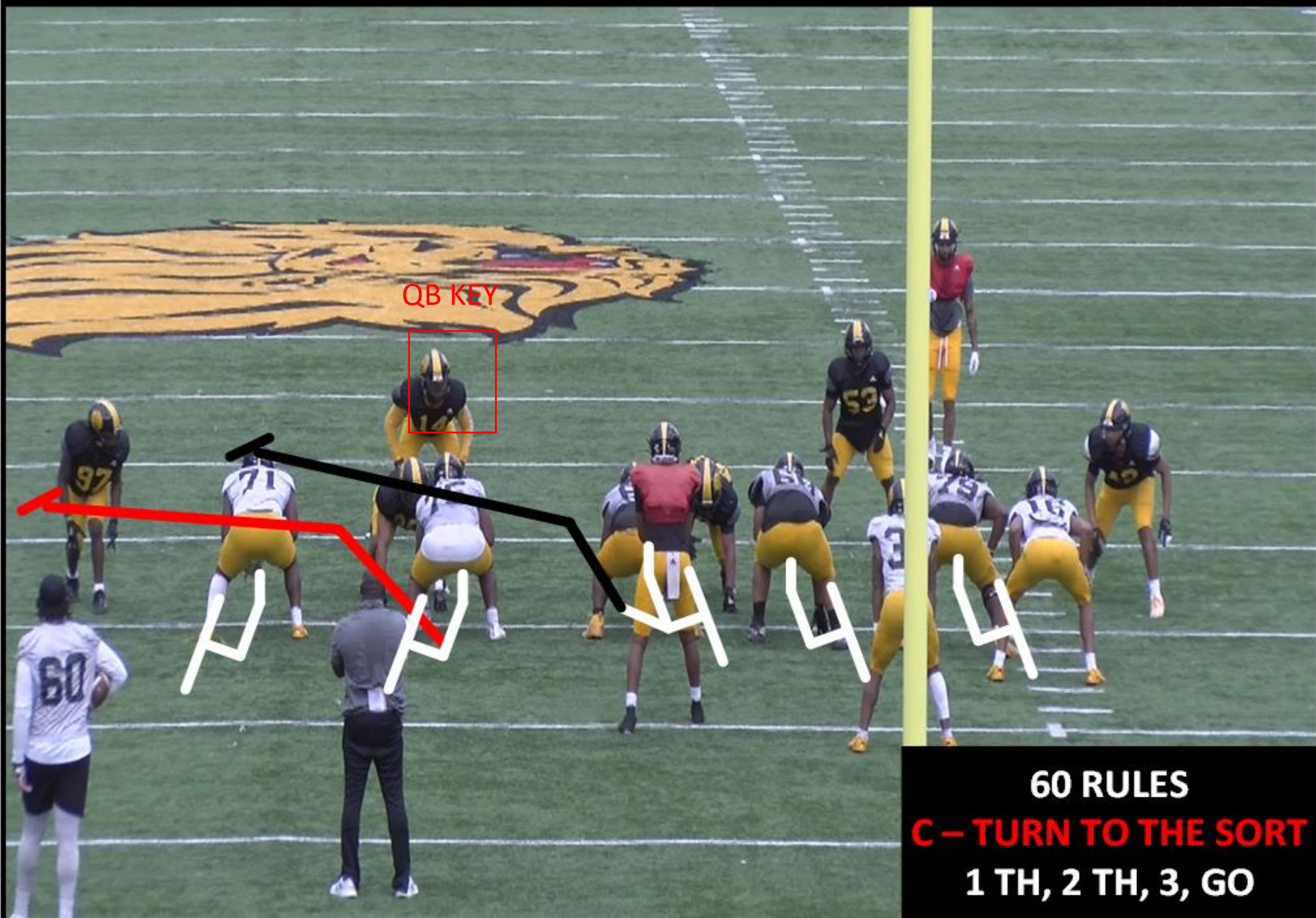
# ROSE - 40



QB KEY



**61 RULES**  
**C - TURN TO THE SORT**  
**1 TH, 2 TH, 3, GO**



QB KEY

60 RULES  
C - TURN TO THE SORT  
1 TH, 2 TH, 3, GO