

Split Back Veer PLAY CALLING

SINGLE DIGIT PLAYS

- 3 - CALLED DIVE TO LEFT HB
- 4 - CALLED DIVE TO RHB
- 5 - CALLED OUTSIDE DIVE TO LHB
- 6 - CALLED OUTSIDE DIVE TO RHB
- 7 - QUICK PITCH TO LHB
- 8 - QUICK PITCH TO RHB

TEENS PLAYS

- 11 - MIDLINE OPT LEFT
 - 12 - MIDLINE OPT RIGHT
 - 13 - INSIDE VEER LEFT
 - 14 - INSIDE VEER RIGHT
 - 15 - OUTSIDE VEER LEFT
 - 16 - OUTSIDE VEER RIGHT
 - 17 - LEAD OPT LEFT
 - 18 - LEAD OPT RIGHT
- (TEENS ARE "READ" PLAYS)

AFTER THESE PLAYS, WE USE A BACK NUMBER AND A HOLE NUMBER TO CALL OUR PLAYS. HOLES 2, 4, 6, 8, ARE TO THE RIGHT AND HOLES 1, 3, 5, 7, ARE TO THE LEFT. THE RIGHT HALFBACK IS #2 AND LEFT HALFBACK IS #3.

LEADS: 34 AND 23

SWEEPS: 38 AND 27

COUNTER DIVES: 20 AND 30

COUNTER OPT.: 200 AND 300
(the added 0 tells us it is an option)

TRAP: 32 AND 21

TRAP OPT.: 320 AND 210
(again the "0" tells us it is an option)

SOME PLAYS HAVE WORDS ADDED TO THEM. THESE PLAYS WILL NEVER BE USED TO AUDIBLE TO

17/18 END TRAP

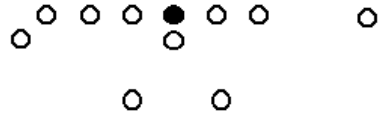
CRISSCROSS LEFT/RIGHT

THE WINGBACK REVERSE CAN BE AUDIBLE TO. IT IS CALLED 297 / 398 WINGBACK REVERSE. THE 2 OR 3 TELLS US WE ARE FAKING 2 BASE OR 3 BASE. THE 7 AND 8 TELLS US WHICH HOLE THE WINGBACK WILL BE RUNNING. THE 9 JUST SEPERATES THE TWO.

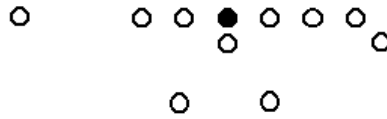
**THE REASON FOR THIS SYSTEM IS
WITHOUT IT, WE CAN'T AUDIBLE.**

SETS USED MOST OFTEN

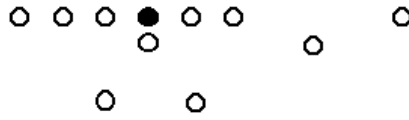
WING LEFT



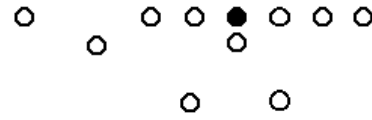
WING RIGHT



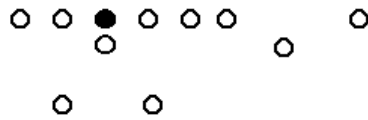
TWINS RIGHT



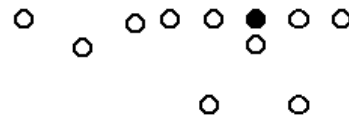
TWINS LEFT



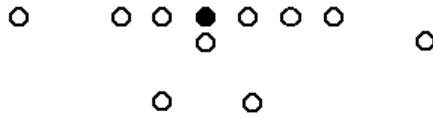
OVER TWINS RIGHT



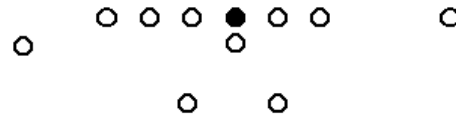
OVER TWINS LEFT



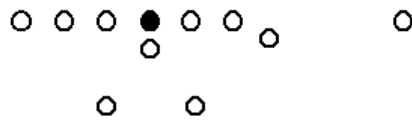
PRI RIGHT



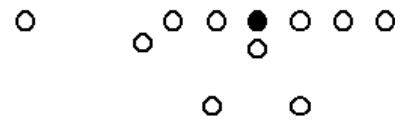
PRO LEFT



SLOT RIGHT



SLOT LEFT



5 / 6 BASE

BACK WILL GET THE BALL

SE - DRIVE TO SAFETY

BST - SCOOP

BSG - BASE (LB TO YOUR SIDE VS SPLIT.

C - BASE

PSG - BASE WILL DOUBLE WITH TACKLE ON 3 TECH VS SPLIT.

PST - BASE WILL DOUBLE WITH GUARD ON 3 TECH. VS SPLIT.

TE - BASE. TRY TO SCOOP A 7 TECH.

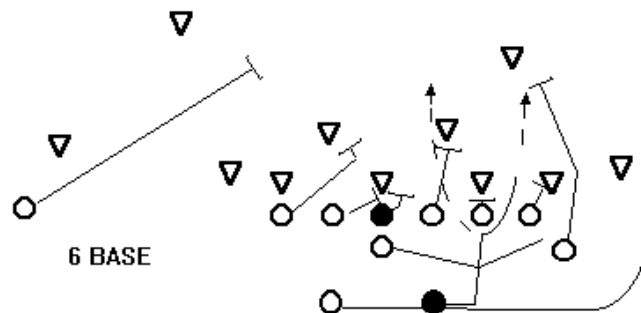
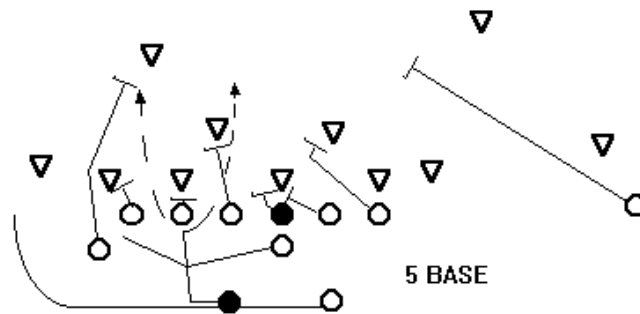
WB - RELEASE TO SAFETY.

DIVE BACK - SLIDE STEP TO OUTSIDE AND ATTACK BUTT OF TACKLE WHILE
READING THE BLOCKS. RUN TO DAYLIGHT.

PITCH BACK - RUN PITCH PATH.

QB - COME DOWN AND BACK A LITTLE FROM LOS TO GET THE BALL TO THE 1
BACK AS DEEP AS POSSIBLE. DON'T FORCE HIM OUTSIDE. CARRY OUT FA

COACHING POINT: THIS WANTS TO LOOK LIKE THE OUTSIDE VEER, HOWEVER; OUR GOAL IS TO GET THE BALL TO THE BACK AS DEEP AS POSSIBLE AND LET HIM CUT TO DAYLIGHT. THE SLIDE STEP IS QUICK AND NO WITH NO DELAY.



15 / 16 veer

RUN INTO TIGHT END

SE - DRIVE INSIDE TO CUT SAFETY FROM PURSUIT.

BST - SCOOP

BSG - SCOOP

C - SCOOP NOSE. PLACE SIDE.

PSG - BASE

PST - BASE. WILL COMBO WITH TE AGAINST A 5 TECH.

TE - BLOCK INSIDE, COMBO. IF VS 7 TECH. BLOCK FIRST MAN OUTSIDE.

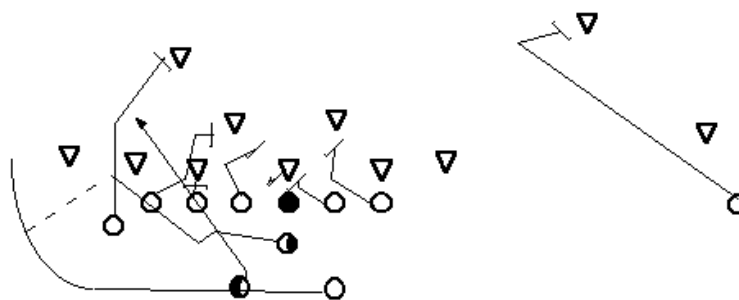
WING - GO BLOCK DEEPEST DB IN YOUR AREA.

DIVE BACK - STEP UP WITH INSIDE FOOT AND THEN RUN PATH AT TACKLES BUTT. STAY ON PATH. IF BALL IS IN BELLY, ROLL OVER AND RUN PATH. IF BALL IS NOT THERE, ROLL OVER AND STAY ON PATH. (DON'T CUT BACK IF YOU HAVE BALL)

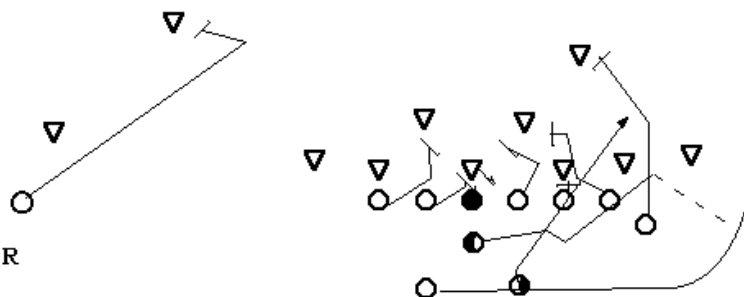
PITCH BACK - RUN PITCH PATH. TURN UP WITH QB. YELL BALL, BALL IF PITCH OPEN.

QB - COME QUICKLY DOWN LINE AND READ THE FIRST UNBLOCKED MAN PAST TACKLE. IF CLOSES, PULL BALL AND TURN UP FIELD. IF READ SQUATS OR COMES UP FIELD, PUT TI BALL IN THE BACKS BELLY AND FAKE OPTION.

15 VEER



16 VEER



CRISS CROSS

SE - BLOCK SAFETY.

PST - HANDBACK RULE. BLOCK INSIDE AREA. WILLIE CALL IF 0 CALL.

PSG - HANDBACK RULE. INSIDE AREA.

C - HANDBACK RULE. BACKSIDE.

BSG - PULL AND (TRAP/LOG) FIRST UNBLOCKED MAN.

BST - PULL AND READ GUARDS BLOCK. TURN UP IF HE KICKS, AROUND IF LOGS.

TE - BASE.

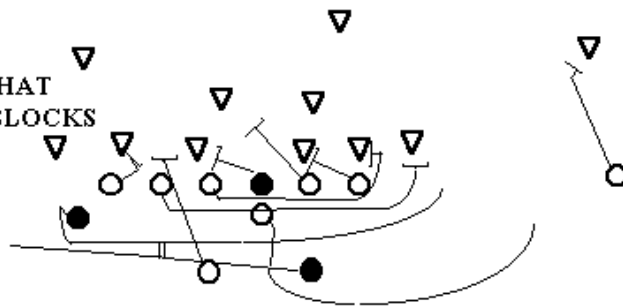
WB - DRIVE A COUPLE STEPS TO OUTSIDE, SPIN AROUND AND RECEIVE HANDOFF INSIDE FROM BACK. FIND TACKLE AND FOLLOW HIM.

BALL CARRIER - RECEIVE BALL AND HAND OFF TO INSIDE TO WB

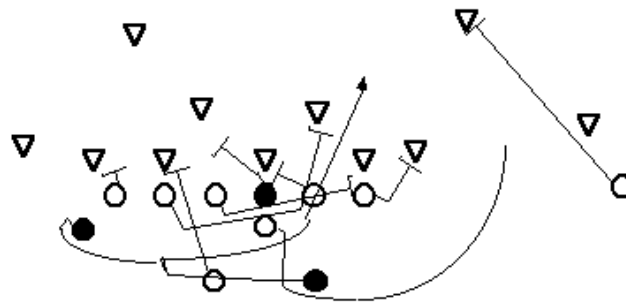
OFF BACK - BLOCK INSIDE LEG OF TACKLE AREA.

QB - REVERSE OUT AND HAND BALL TO BACK, BOOTLEG PATH. FOLLOW TH WB IN PITCH RELATIONSHIP IF HE GOES DOWNFIELD.

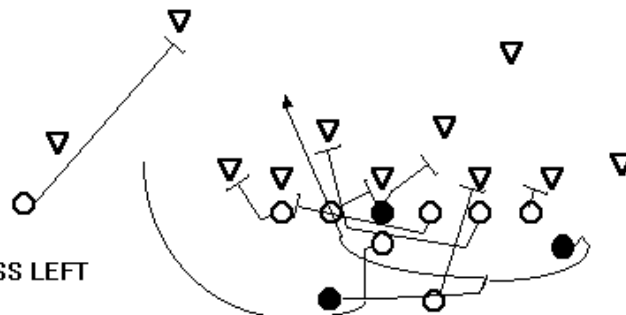
SHOWN HERE
VS A SPLIT
LOOK. NOTE THAT
TACKLE NOW BLOCKS
INSIDE AREA.



CRISS CROSS RT



CRISS CROSS LEFT



20 / 30 COUNTER DIVE

SE - DRIVE TO DEEPEST DEF BACK TO BLOCK

BST - INSIDE RELEASE. DO NOT LET ANYONE COME ACROSS YOU. INSIDE FOLD VS SPLIT.

BSG - BASE RULE. BLOCK OUT ON A 3 TECH. AND TACKLE ROCKS INSIDE ON LB.

C - CARRY NOSE ANY WAY HE WANTS TO GO. BLOCK PLACE SIDE VS ALL OTHER FRONTS. WILL GET COMBO HELP WITH PSG IF 1 TECH. IS TO PLACE SIDE.

PSG - BASE. IF SPLIT, BLOCK 3 TECH. IF 1 TECH TO YOU, COMBO WITH CENTER AND GO TO LB.

PST - BASE. VS, 3 TECH. HELP GUARD RIDE 3 TECH BACKWARDS.

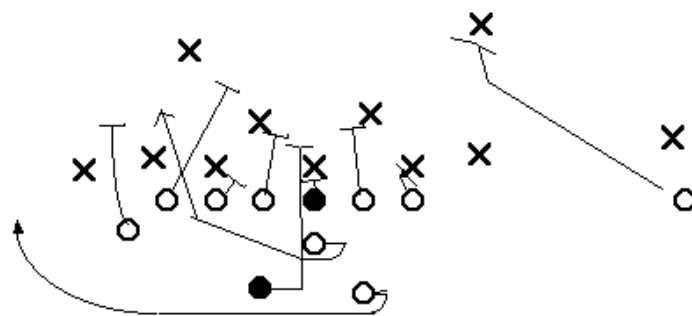
TE - INSIDE RELEASE TO SAFETY.

WING - RELEASE TO DEF BACK

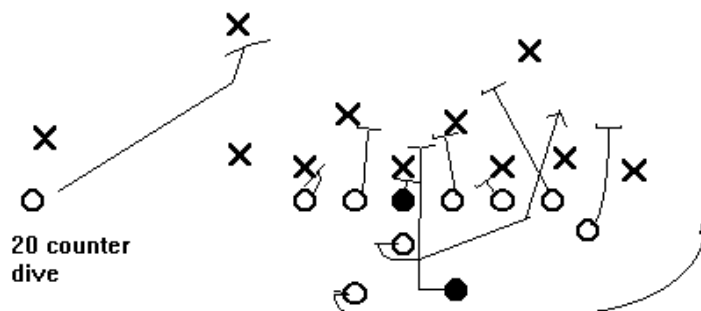
DIVE BACK - SLIDE STEP INSIDE. ATTACK GUARD CENTER GAP ANI RUN TO DAYLIGHT.

PITCH BACK - STEP AWAY AND RUN PITCH PATH.

QB - STEP AWAY AND SPIN AROUND AND MESH WITH DIVE BACK PUT BALL IN BELLY AND CARRY OUT OPTION FAKE.



30 counter
dive



20 counter
dive

200 / 300 counter option

RUN INTO THE TE SIDE

SE - DRIVE TO SECONDARY TO CUT PURSUIT.

BST - BASE

BSG - BASE.

C - BASE. PLACE SIDE STEP TO GO BACKSIDE VS SPLIT.

PSG - BASE

PST - BASE MAY ROCK AROUND THE TACKLE TO LB VS 50 FRONTS.

TE - DOUBLE PITCH SUPPORT WITH WING. BLOCK BYSELF IF NO WING.

WING - BLOCK PITCH SUPPORT IN ANY FORMATION. DOUBLE TEAM IF TE IS TO YOUR

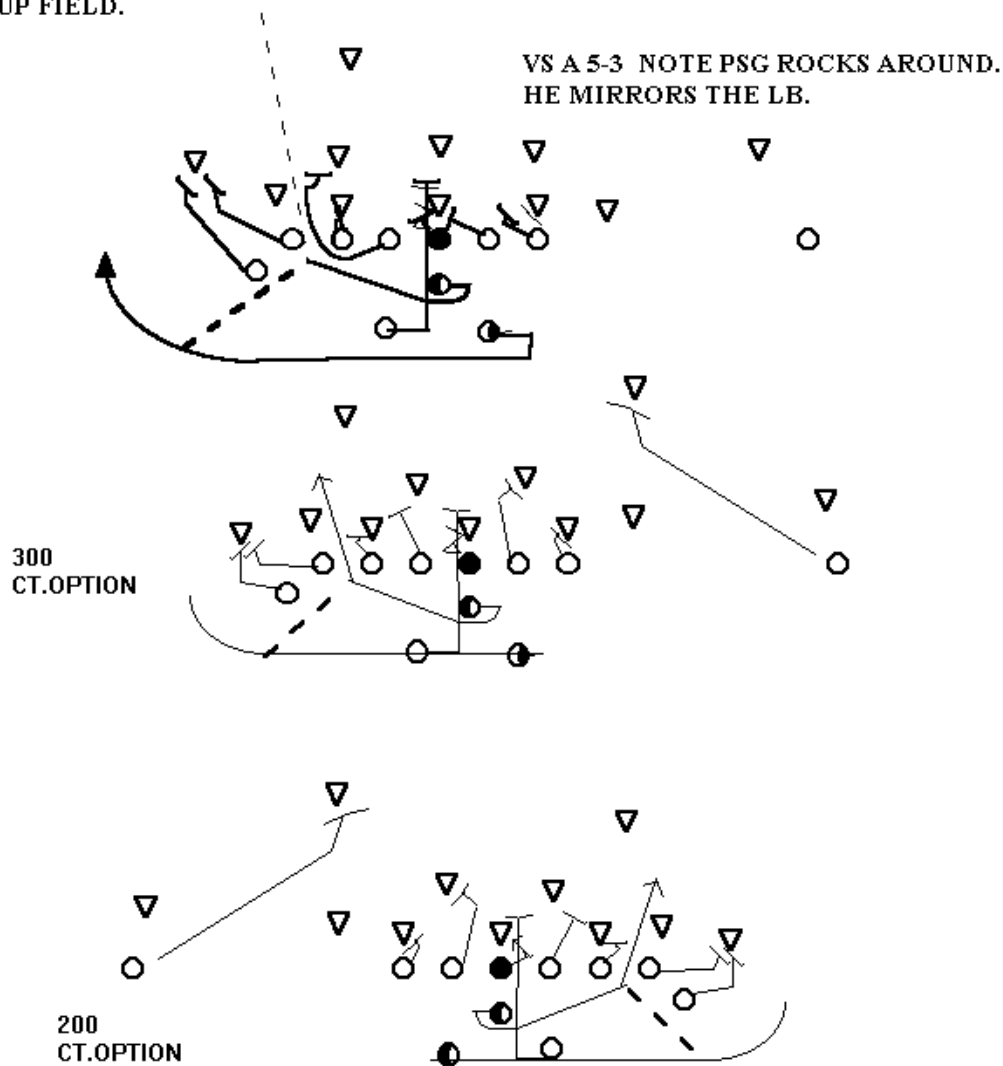
DIVE FAKE BACK - STEP LATTERALLY WITH INSIDE FOOT AND ATTACK CENTER AREA

ROLL AS IF YOU HAD BALL AND BLOCK ANYTHING THAT SHOWS.

PITCH BACK - STEP OPPOSITE WAY PLAY IS GOING, RUN PITCH PATH. CALL BALL, BAI

AS YOU KEEP RELATIONSHIP WITH QB.

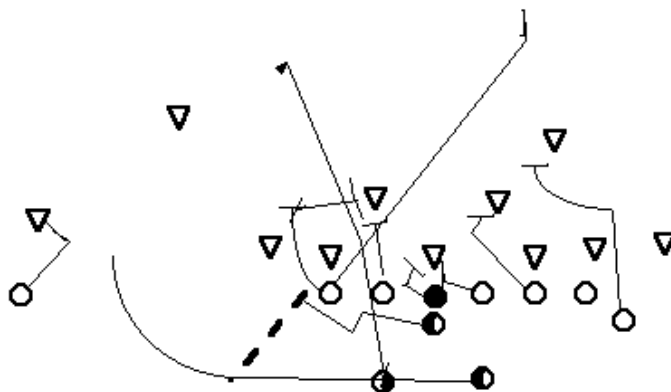
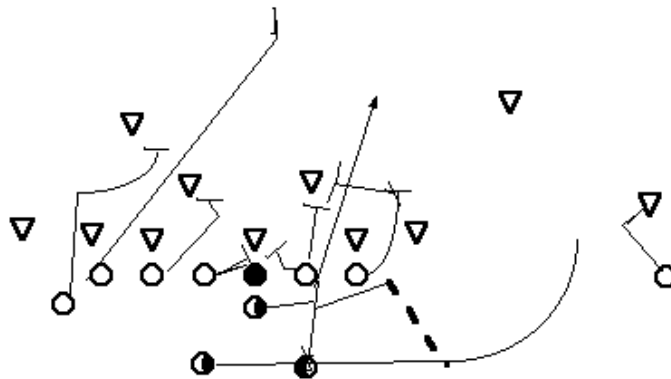
QB - RUN COUNTER DIVE STEPS, PULL BALL AND ATTACK END AREA. READ PITCH OR UP FIELD.



13 / 14 triple

run into split end

SE - BLOCK # 1
PST- SCOOP
PSG-SCOOP
C - SCOOP PLACE SIDE
PSG - BASE
PST - ARC VS 0 CALL. INSIDE RELEASE OTHER WISE.
TE - INSIDE RELEASE TO SECONDARY.
WING - RELEASE TO SECONDARY
DIVE BACK - RUN PATH AT OUTSIDE BUTT OF GUARD.
ROLL OVER AND RUN PATH IF BALL NOT
THERE.
PITCH BACK - RUN PITCH PATH AND YELL BALL, BALL
AS LONG AS PITCH IS OPEN.
QB - STEP PARALLEL WITH LOS AND REACH FOR DIVE
BACK. READ FIRST MAN FROM TAKLE OUT AND
GIVE BALL IF HE COMES UP FIELD OR SQUATS.
PULL BALL IF CLOSES AND GO TO END AND READ.



11 / 12 TRIPLE (HATCHET BLOCKING)

RUN AGAINST EVEN FRONTS

SE - DRIVE AND BLOCK SAFETY

BST - SCOOP

BSG - BASE

C - BACKSIDE. COMBO A 1 TECH

PSG - INSIDE RELEASE

PST - BLOCK OUT ON THE FIRST MAN OUTSIDE YOU

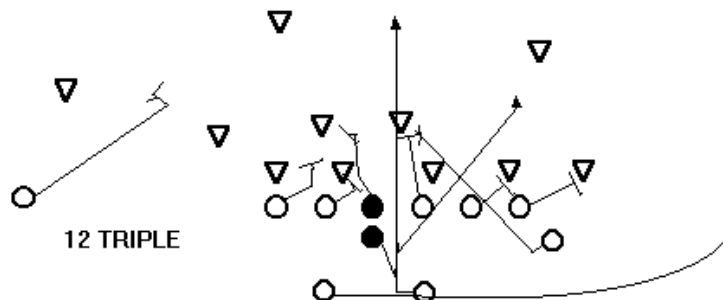
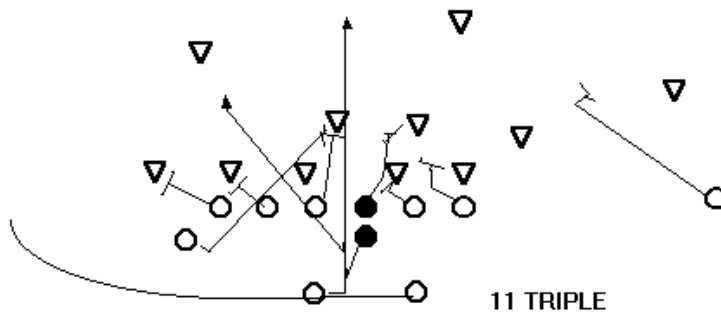
TE - ARC AND BLOCK THE FIRST MAN OUTSIDE YOU

WB - STEP BACK QUICKLY AND GO BLOCK LB.

BACK FAKING DIVE - TAKE CT. AND RUN PATH AND ROLL OVER BALL. IF IT IS LEFT IN. RUN. IF PULLED, ROLL OVER AND FAKE.

OFF BACK - RUN PITCH PATH NOW.

QB - FACE OUT AND STEP WAY BACK AND MESH WITH BACK. KEEP EYES ON 3 AND READ HIM. IF HE CLOSSES DOWN, PULL AND TURN UP TACKLE AREA. RUN. IF HE SQUATS DO THE SAME THING. IF HE COMES UP FIELD, LEAVE I BACKS BELLY. * this play is usually a pull. there will not be a pitch unless you are down field.***



23 / 34 LEAD

SHOWN RUN INTO A SE

SE - DRIVE TO SAFETY.

PST - BLOCK # 2 ON THE LOS

PSG - BLOCK # 1 ON THE LOS

C- SCOOP

BSG - SCOOP

BST - SCOOP

TE - INSIDE RELEASE TO FIRST UNBLOCKED MAN.

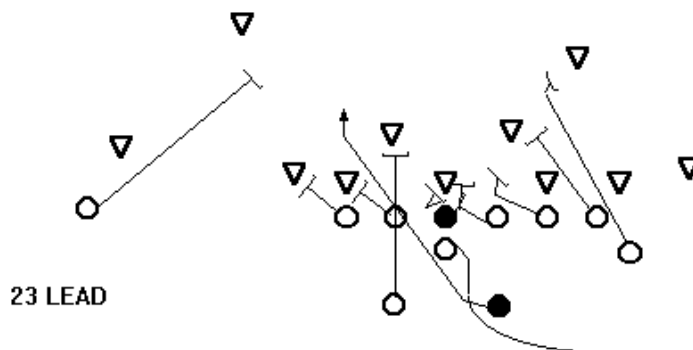
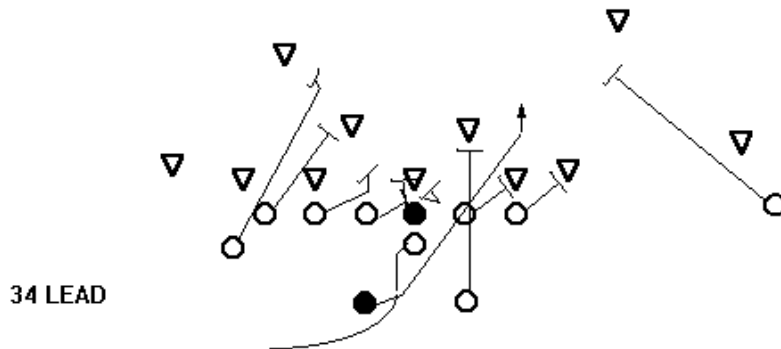
WB - RELEASE TO SAFETY.

OFF BACK - BLOCK LINEBACKER.

BALL CARRIER - STEP AT SLIGHT ANLGE TO LOS AND ATTACK HOLE.

QB - REVERSE OUT, HAND BALL TO BACK. FAKE BOOT. DO NOT FORCE I WIDE.

COACHING POINT - IF RUN INTO TE, BLOCKING IS SLIGHTLY DIFFERENT. CHECK WITH LINE COACH VS DIFFERENT FRONTS.



27 /38 SWEEP

RUN TO THE TIGHT END / WING SIDE ONLY

SE - DRIVE TO SAFETY.

BST - SCOOP

BSG - PULL AND TURN UP .

C - PLACE SIDE

PSG - BASE

PST - PULL AND KICK OR LOG FIRST MAN OUTSIDE WB BLOCKS.

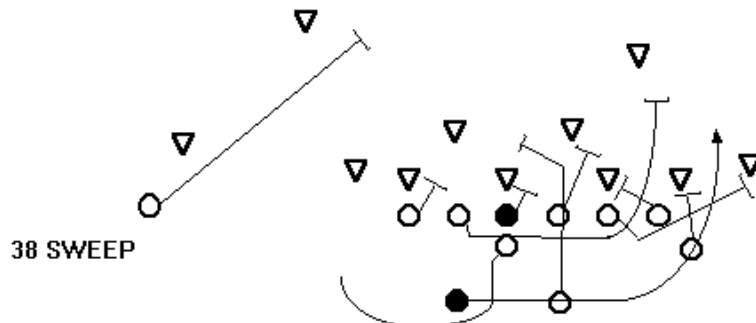
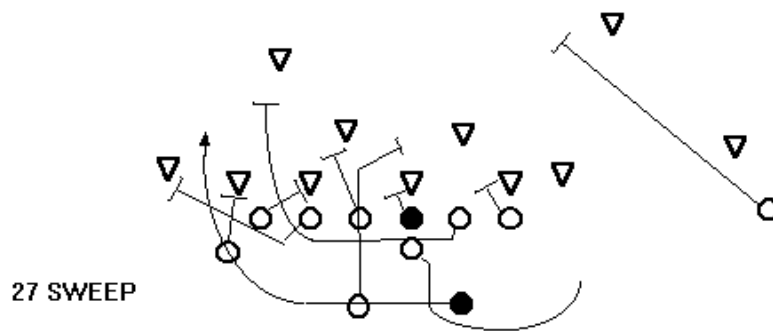
TE - BLOCK DOWN.

WB - BLOCK FIRST MAN HEAD UP OUTSIDE OF TE

BALL CARRIER - GO PARALLEL WITH LOS AND READ BLOCKS.

OFF BACK - DIVE OVER GUARD TACKLE AREA AND CLEAN UP.

QB - REVERSE OUT AND HAND BALL TO BACK. CARRY OUT BOOTLEG F



7/8 QUICK PITCH

SE - BLOCK #1 IF TO YOU, DRIVE TO SAFETY IF AWAY.

BST - SCOOP

BSG - SCOOP

C - PLAY SIDE

PSG - PULL DOWN LINE AND CLEAN UP TRASH.

PST - PULL AND BLOCK FIRST UNBLOCKED MAN TO OUTSIDE.

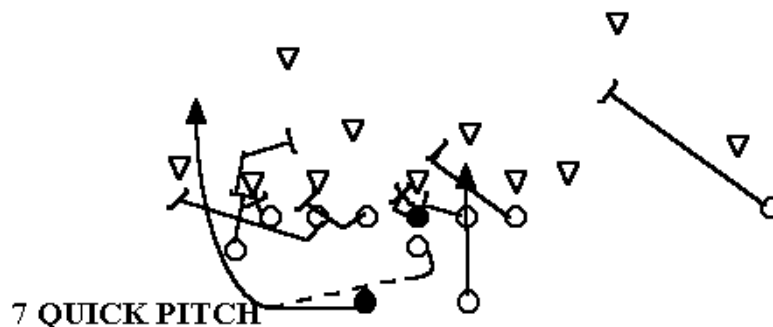
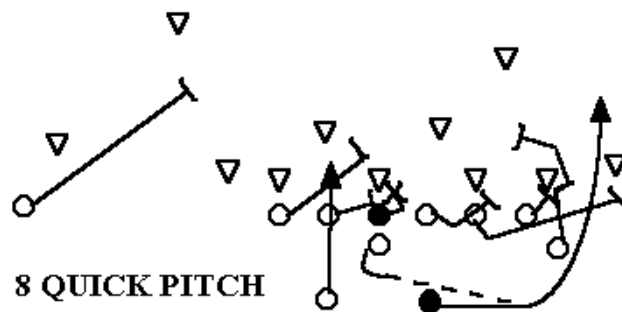
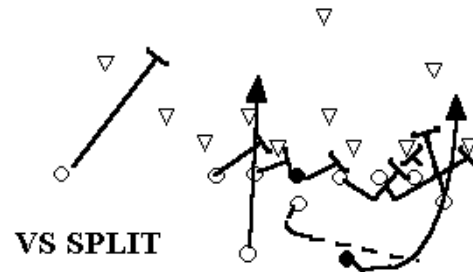
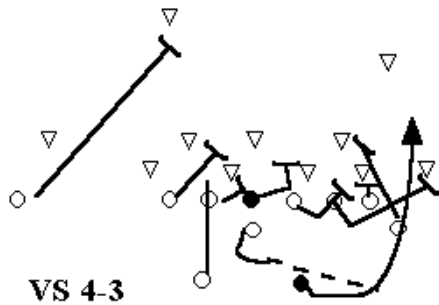
TE - DOUBLE END WITH WB IF HE IS THERE, BASE HIM IF NOT.

WB - COMBO END WITH TE AND SLIDE TO LB.

BALL CARRIER - STEP SLIGHTLY BACK AND GO Laterally TO OUTSIDE. TURN SHOULDERS TO QB, LOOK BALL IN, FIND THE TACKLES BLOCK AND RUN OFF IT.

OFF BACK - FAKE INSIDE BASE.

QB - REVERSE OUT AND PITCH BALL TO BACK. FAKE PASS AWAY.



17/18 END TRAP

WILL TRAP FIRST MAN PAST CENTER

SE - DRIVE INSIDE TO BLOCK SAFETY.

BST - POST MAN IF HEAD UP AND BLOCK OUT ON NEXT MAN.

BSG - BLOCK OUT ON THE FIRST MAN OUTSIDE YOU.

C - BLOCK FIRST MAN AWAY FROM THE TRAP. VS NOSE, STEP INTO HIM FIRST TO SET UP PSG BLCOK.

PSG - NOSE VS 50. LB VS SPLIT. (if 1 tech, influence out on end)

PST - FIRST LB YOUR SIDE. TRAP RULE.

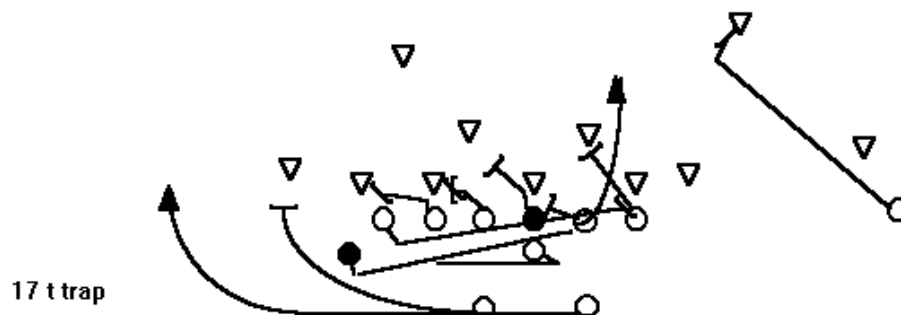
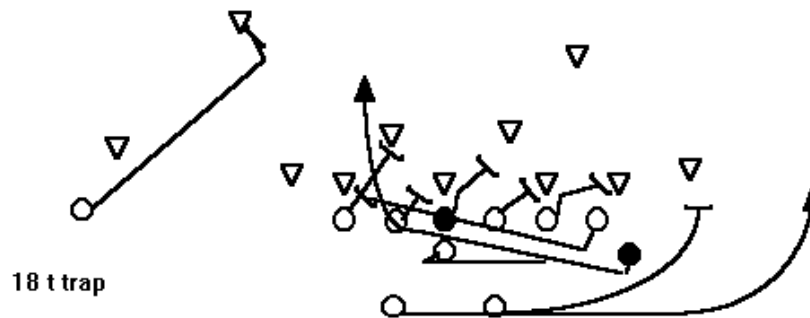
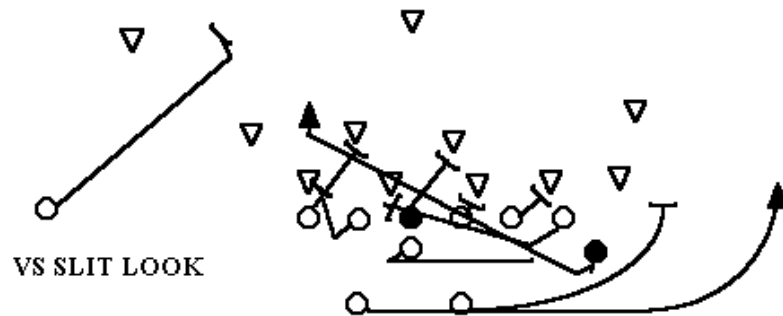
TE - PULL AND TRAP FIRST UNBLOCKED MAN.

WB - STEP BACK WITH OUTSIDE FOOT AND AIM AT CENTER. PUT OUTSIDE ARM UP AND GET BALL FROM QB. FIND TRAP BLCOK

BACK TO WB - ARC AND RUN PATH LIKE SPEED OPT.

BACK AWAY - RUN SPEED OPT PITCH PATH.

QB - STEP BACK WITH BACK FOOT LIKE SPEED OPTION. MESH WITH WB AND PUT BALL IN POCKET.



21 /32 TRAP

SE - DRIVE TO SAFETY.

BST - INSIDE RELEASE AND CLEAN THE TRASH.

BSG - PULL AND TRAP THE FIRST THING PAST THE CENTER.

C - FIRST DOWN MAN HEAD UP AWAY.

PSG - DOUBLE NOSE TO BACK SIDE LB. IF NO NOSE, FIRST LB HEAD UP CENTER AWAY. VS 1 TECH. GO AROUND HIM TO LB.

PST - FIRST LB TO YOU. AGAINST A 4 TECH. QUICKEST RELEASE TO LB.

TE - INSIDE RELEASE DOWNFIELD.

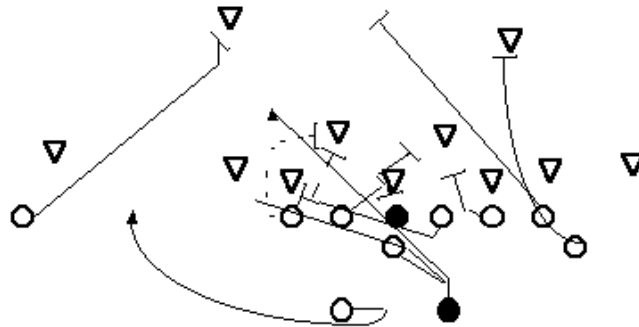
WING - TO DEF. BACKS.

DIVE BACK - TAKE FIRST STEP WITH INSIDE FOOT, ON SECOND STEP, CUT TOW CENTER AND RECEIVE BALL. RUN OFF TRAP BLOCK.

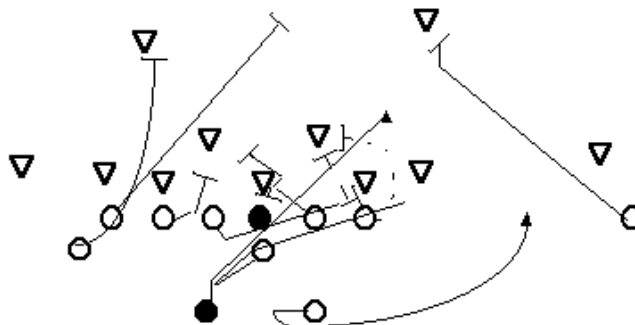
PITCH BACK - TAKE TWO STEPS, STARTING WITH INSIDE FOOT, SIDWAYS AND TURN SHOULDERS PARALLEL TO LOS. SPIN AROUND ON SECOND STEP AND RUN PITCH PATH.

QB - STEP BACK DEEP TOWARDS DIVE BACK AND PUT BALL IN HIS BELLY. LET HIM RIDE YOU BACK AROUND AND LEAVE BALL IN BELLY. RUN OPTION F

21 TRAP

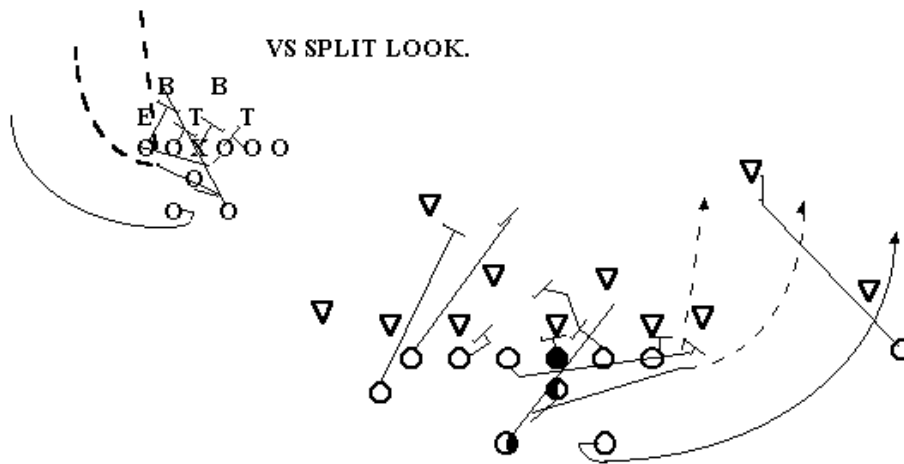


32 TRAP

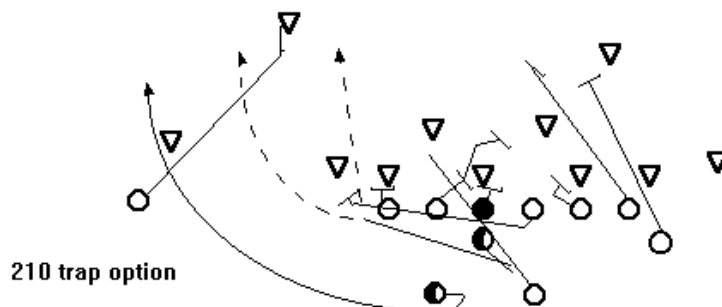


320 /210 TRAP OPTION

- SE - DRIVE TO THE DEEPEST DB IN YOUR AREA.
- PST - HEAD UP. FIRST MAN INSIDE. 3 TECH IF SPLIT LOOK. LB VS 4-3
- PSG - BASE DOWN MAN HEAD UP INSIDE. TRAP RULE IF NO DOWN MAN.
- C - TRAP RULE.
- BSG - PULL AND LOG OR KICK FIRST MAN UNBLOCKED PAST TACKLE AREA.
- BST - CLEAN TRASH.
- TE - INSIDE RELEASE DOWNFIELD IF PLAY AWAY. IF RUN INTO YOU, BLOCK DOWN.
- WB - DOWN FIELD IF AWAY. BLOCK DEEPEST DB IN YOUR AREA IF TO YOU. BACK GETTING DIVE FAKE - FAKE TRAP AND FILL.
- BACK TO OPTION SIDE - TAKE TWO STEPS AWAY AND SPIN AND RUN PITCH PATH BACK TO OPTION SIDE. IF PITCH OCCURS, IT WILL BE DOWN FIELD.
- QB - STEP BACK AND MESH WITH BACK AS IF TO RUN OPTION. LET HIM RISE UP AND PULL BALL AND ATTACK OFF TACKLE AREA. READ BLOCK OF PULLING GUARD.(IF HE LOGS, GO AROUND HIM AND TURN UP.)(IF HE KICKS, TURN UP INSIDE OF HIM) *****DO NOT PITCH OFF THE MAIN THE GUARD IS BLOCKING.)



320 trap option



210 trap option

3 STEP \ 5 STEP \ PLAY ACTION PASSES

ANY PLAY THAT STARTS WITH A "9" MEANS IT IS A PLAY ACTION PASS. THIS "9" TAKES THE PLACE OF THE WORD "FAKE" WE HAV USED IN THE PAST.

915 OR 916 MEANS WE ARE FAKING THE OUTSIDE VEER.

**BASIC LINE RULES: PLAYSIDE BASE AGGRESSIVE, BACKSIDE FAN BASE.
BACK RULES: DIVE BACK STARTS VEER PATH BUT GOES A LITTLE WIDER ANI
BLOCKS END.
PITCH BACK: RUNS PITCH PATH.
QB - START VEER BUT DON'T REALLY MESH WITH BACK. BEND AROUND AND
EITHER THROW ON THE RUN OR RUN OPTION.**

94 OR 93 MEANS WE ARE FAKING 4 BASE OR 3 BASE.

**BASIC LINE RULES: PLAYSIDE BASE AGGRESSIVE, BACKSIDE FAN BASE.
BACK RULES: DIVE BACK FAKES BASE PLAY AND PICKS UP LB.
PITCH BACK: STARTS PITCH PATH AND TURNS UP AND BLOCKS END.
QB - STEPS BACK AND FAKES TO BACK AND THEN TAKES THREE STEP DROP.**

920 OR 930 MEANS WE ARE FAKING THE COUNTER DIVE.

**BASIC LINE RULES: PLAYSIDE BASE AGGRESSIVE, BACKSIDE FAN BASE.
BACK RULES : DIVE BACK FAKES CT. DIVE AND PICKS UP LB.
PITCH BACK. START CT. OPT. PITCH PATH AND TURN UP ON THE
END.
QB : FAKE CT. DIVE AND START DOWN LINE WILL TAKE A THREE STEP DROP
ON MOST PASSES EXCEPT HOT ROUTES.**

60 SERIES: FORMALLY PASS 30.

**BASIC LINE RULES: BASE AGGRESSIVE.
BACKS: STEP UP AND CHECK LB. FAN OUTSIDE.
QB: 3 STEP DROP.**

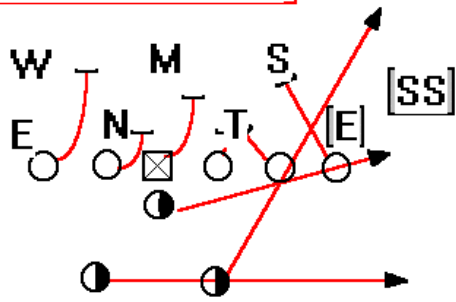
50 SERIES: 5 STEP DROP

**BASIC LINE RULES: FAN #1 #2
BACKS: STEP UP CHECK LB STUNTS OR HELP WITH NOSE VS 50.
QB: 5 STEP DROP.**

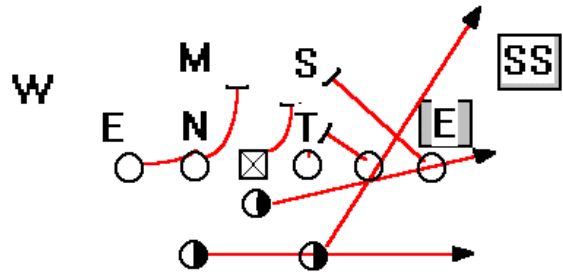
EXAMPLE: 920 8 TAKE OFF. this is faking the ct. dive to the right back and throwing to the receiver on the right.
61 OUT: this is a three step drop throwing to the wing back (where ever he lines up) on an out.
94 8 IN: this fakes 4 base and throws to the "8" receiver on an in route.

Strong Side

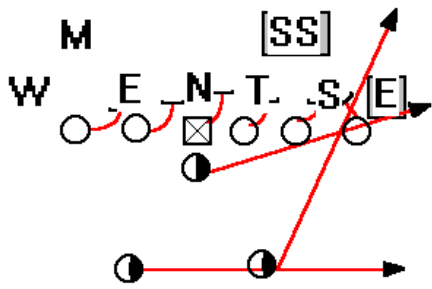
Outside Veer



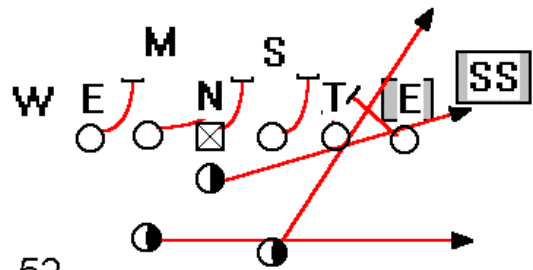
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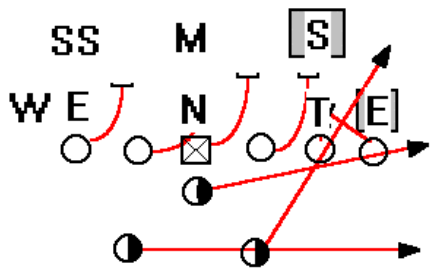
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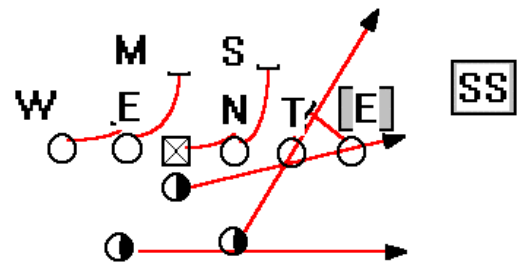
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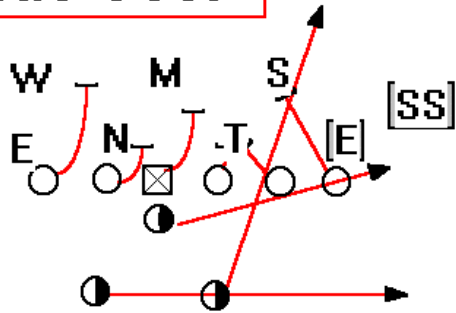
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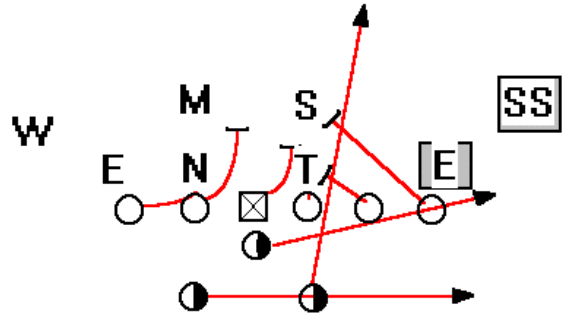
Over

Strong Side

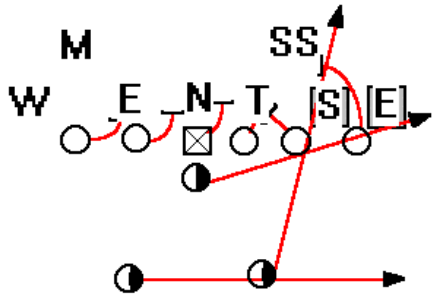
Inside Veer



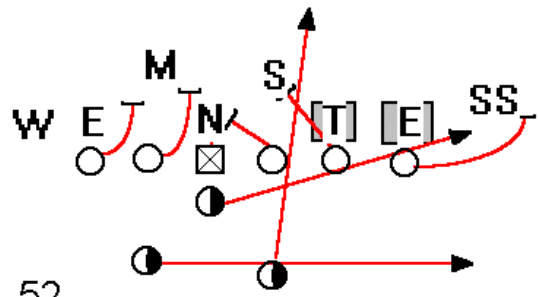
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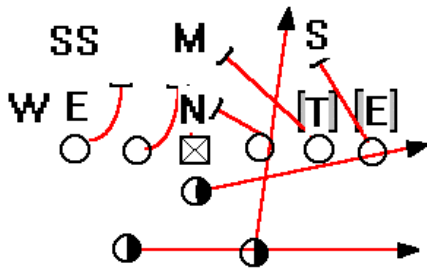
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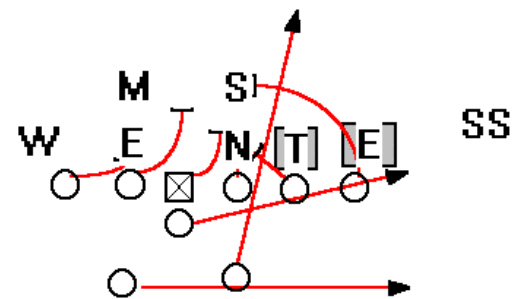
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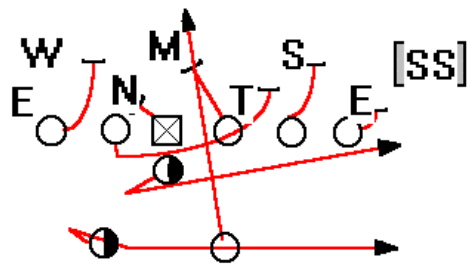
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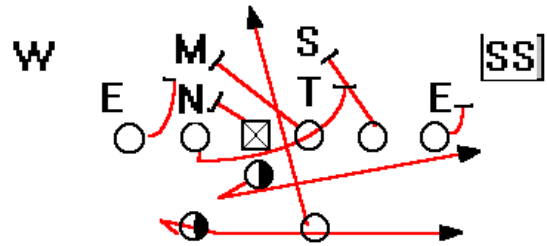
Over

"Check Weak"

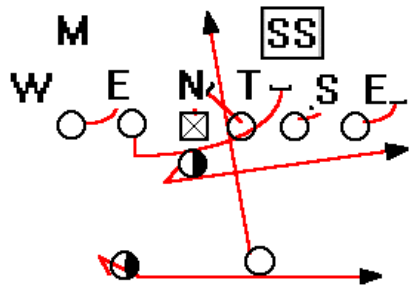
Trap Option



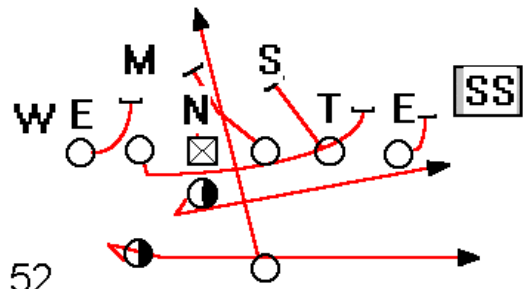
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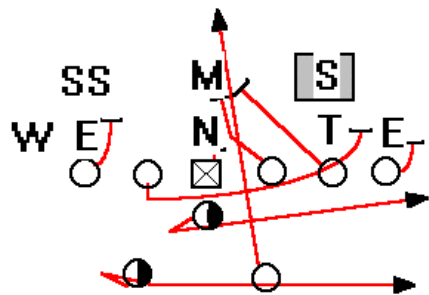
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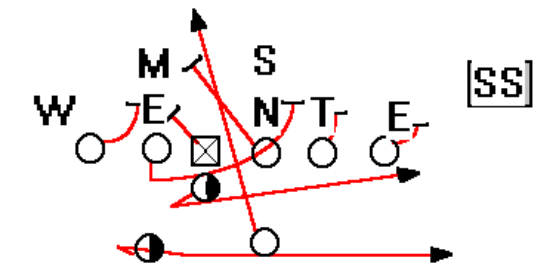
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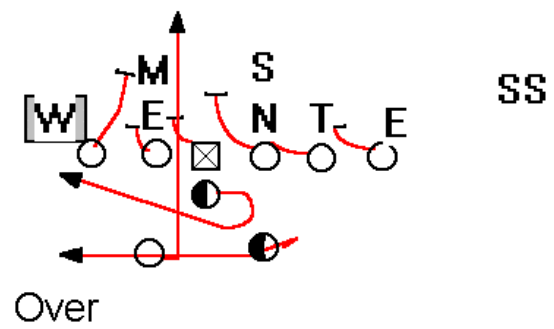
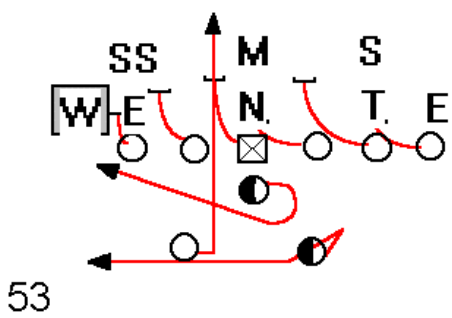
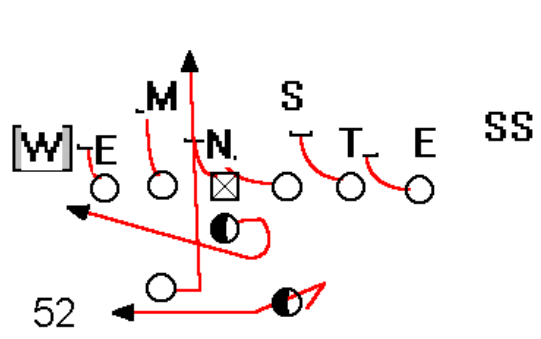
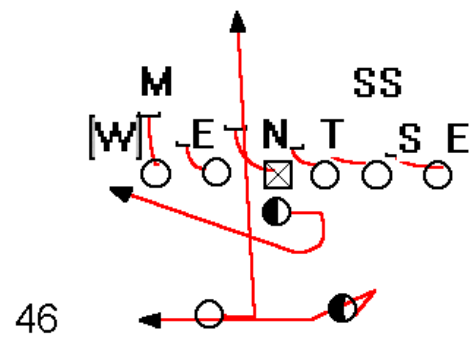
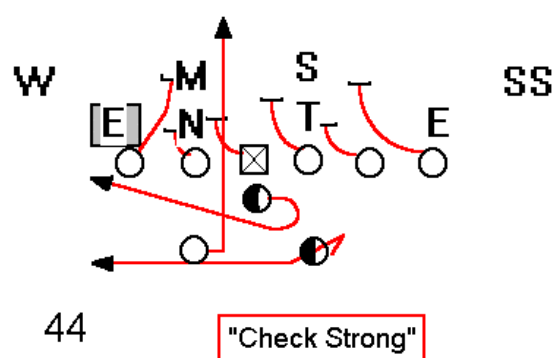
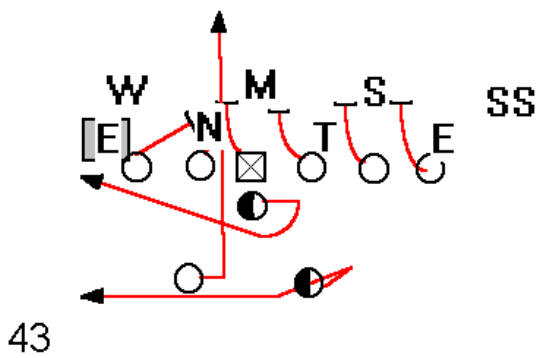


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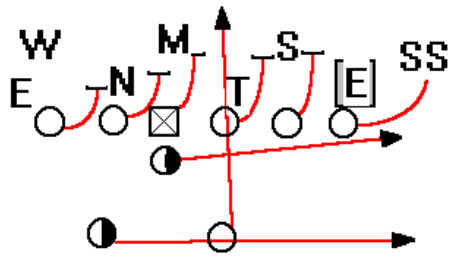


Over

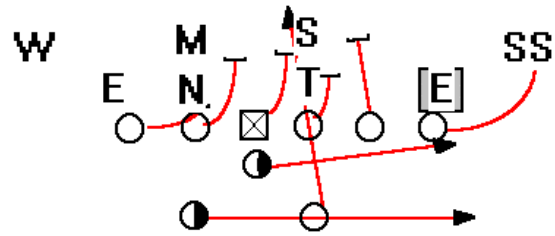
Counter Option



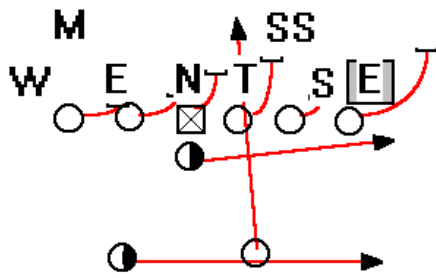
Load Option



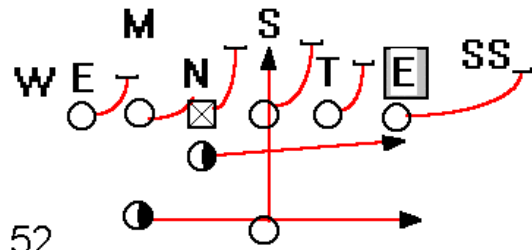
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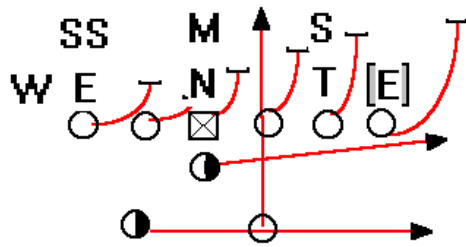
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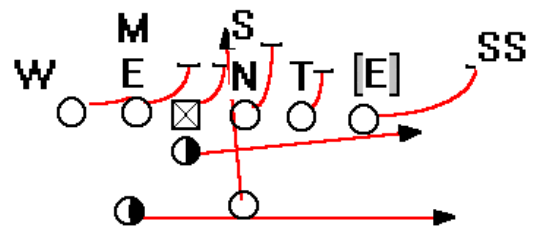
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Over