

AMERICAN FOOTBALL

Premier Play Calling Package

Includes Over 100 Play Diagrams!

**Package Includes
Five different situations:**

- **First and Ten Offense**
- **Red Zone Offense**
- **Third and Three Offense**
- **The Backed-Up Offense**
- **Two Minute Offense**

Gene Suhr - Nebraska Hall of Fame Coach





The Premier Play Calling Package

Bill Walsh, the Hall of Fame San Francisco 49ers coach, is widely credited with coming up with the practice of scripting the first 15 offensive plays of a game. Lowell Cohn, author of the 1994 book, "Rough Magic: Bill Walsh's Return to Stanford Football." Cohn said Walsh's practice of scripting plays evolved from the first five, to the first ten, and finally, the first 15 and the reason for doing so was 'purely diagnostic.'

"It's not that he would forget which plays to call," said Cohn. "There was a specific reason, a progression so he could learn about the defense and use it against them. Its primary purpose was to put people on notice the night before - it got players focused on tactics and a plan."

Coaches are not only using scripted plays to start a game but also working on scripted plays for various situations. Nebraska Hall of Fame High School Coach Gene Suhr has completed a detailed series of scripted plays for five different situations:

- **First and Ten Offense**
- **Red Zone Offense**
- **Third and Three Offense**
- **The Backed-Up Offense**
- **Two Minute Offense**

Each situation includes a specific philosophy and strategy as well as detailed diagrams of the scripted plays. With over 60 pages of information, it's the perfect complement to your offense. The "Premier Play Calling Package can be purchased exclusively by going to www.AmericanFootballMonthly.com.

1ST & 10 OFFENSE

A offense always goes into a game with a game plan. A way they want to attack the opposing defense. They come up with a game plan by studying film of the opposing defense. The film will show what the defense does and doesn't do well. From there the offense begins to come up with formations and plays they feel will give them the best chance for success.

I would sit down on Wednesday night in a quiet room and mentally go through the plays I wanted to call. I would always script 15 openers and as long as the down and distance was ok I would stay on the script. If the down and distance wouldn't fit the play call I would go my my contingency plan that I had scripted. This plan was 1st & 10, 3rd and long and 3rd & 3. I also had a list of plays that I wanted to run in Short 1-3 Distance, medium 4-6 and long 7- above. The Article deals with the 1st & 10 offense. Listed below is Openers, to start the game:

1. Trey R 30 Trap Read Trey L 31 Trap Read
2. Duece R Fly 28 Duece L Fly 29
3. Tulsa R 60 Ze Action Tulsa L 61 Ze Action
4. Pro R Kg 40 Zone Read Pro L Kg 41 Zone Read
5. Trips R Flash 43 Veer Trips L Flash 42 Veer
6. Pro R Kg 40 Split Pass Pro L Kg 41 Split Pass
7. Pro R Kg 44 Power Pro L Kg 45 Power
8. Duece R 60 Alcatraz Duece L 61 Alcatraz
9. Duece R 74 Duece L 74
10. Zorro R 48 Crack Sweep Zorro L 49 Crack Sweep
11. Pro R Qn 46 Counter Read Pro L Qn 47 Counter Read
12. Pro R Kg 40 Zone Read Pro L Kg 41 Zone Read
13. Pro R Kg 291 Pro L Kg 290
14. Duece R Stg Fly 28 Power Read Duece L Stg Fly 29 Power Read
15. Trips R 42 Veer Trips L 43 Veer

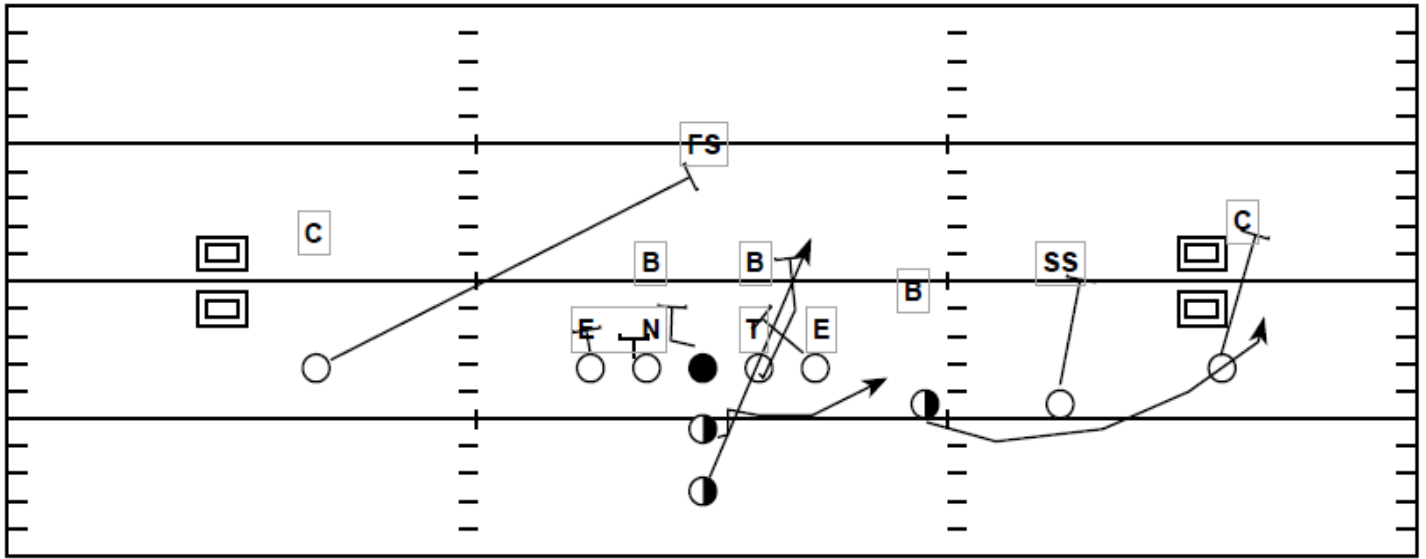
1st & 10 OFFENSE CONTINGENCY PLAN

Run

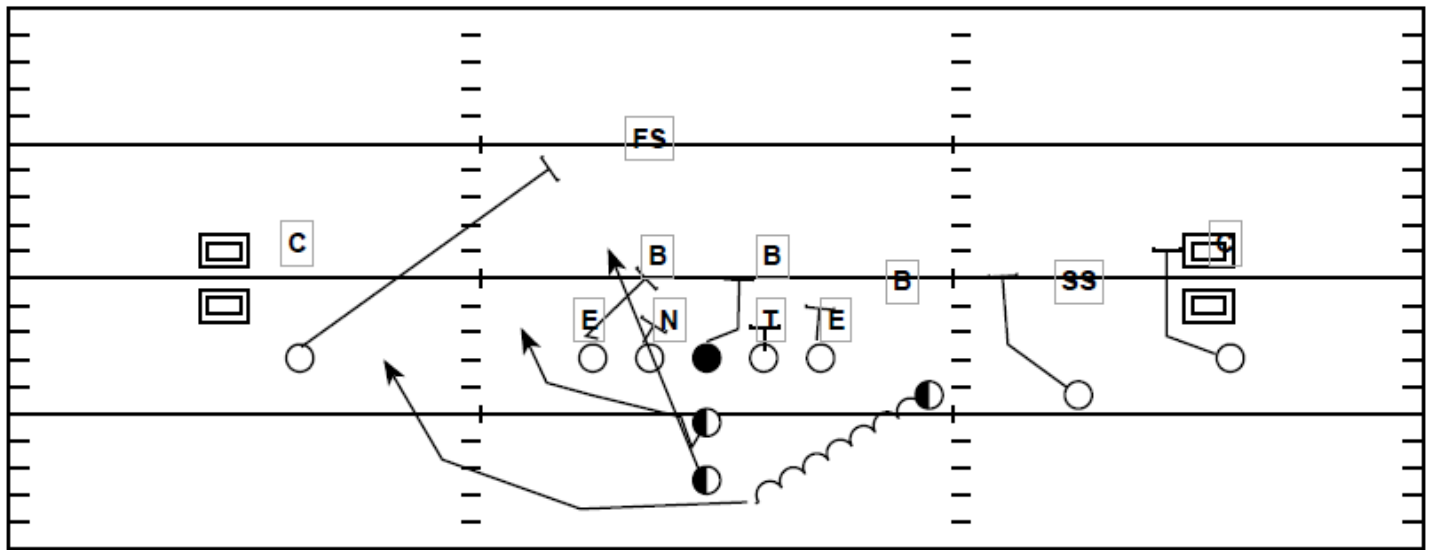
Trips R 42 Veer
Trips L 43 Veer
Trips R Flash 43 Veer
Trips L Flash 42 Veer
Pro R Kg 40 Zone
Pro L Kg 41 Zone
Pro R Kg 40 Zone Read
Pro L Kg 41 Zone Read
Pro R Qn 46 Counter
Pro L Qn 47 Counter
Pro R Qn 46 Counter
Read Pro L Qn 47 Counter
Read Duece R Stg Fly 28 Power
Read Duece L Stg Fly 29 Power
Read Trips R Fly 29 Power
Read Trips L Fly 28 Power
Read Duece R Stg Fly 28
Duece L Stg Fly 29
Slot R Kg 18 Load
Slot L Kg 19 Load
Zorro R 48 Crack Sweep
Zorro L 49 Crack Sweep
Trey R 30 Trap
Trey L 31 Trap
Trey R 30 Trap Read
Trey L 31 Trap Read
Pro Rt Kg 44 Power
Pro Lt Kg 45 Power
Split R 46 Power Read
Split L 47 Power Read

Pass

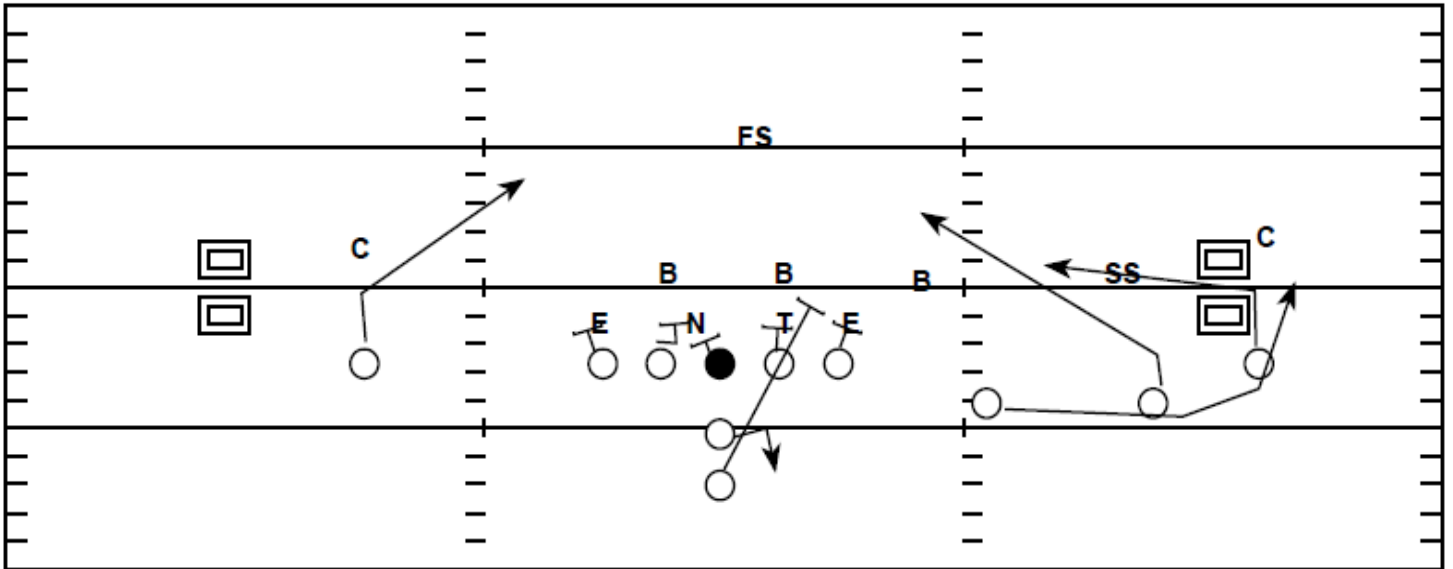
Trips R 42 Veer Pass
Trips L 43 Veer Pass
Trips R Flash 43 Veer Pass Trips L Flash 42 Veer
Pass Pro R Kg 40 Split Pass
Pro L Kg 41 Split Pass
Tulsa R 60 Ze Action
Trips R Ze 7 60 Ze Action Trips L Ze 6 61 Ze
Action Duece R 71
Duece L 71
Duece R 74
Duece L 74
Duece R Stg Flash 28 Jet Pass Duece L Stg
Flash 29 Jet Pass Trips R 60 Shallow
Trips L 60 Shallow
Duece R 60 Lincoln
Duece L 61 Lincoln
Duece R 60 Alcatraz
Duece L 61 Alcatraz
Trips R 71 Stick
Trips L 71 Stick
Pro R Kg 291
Pro L kg 290



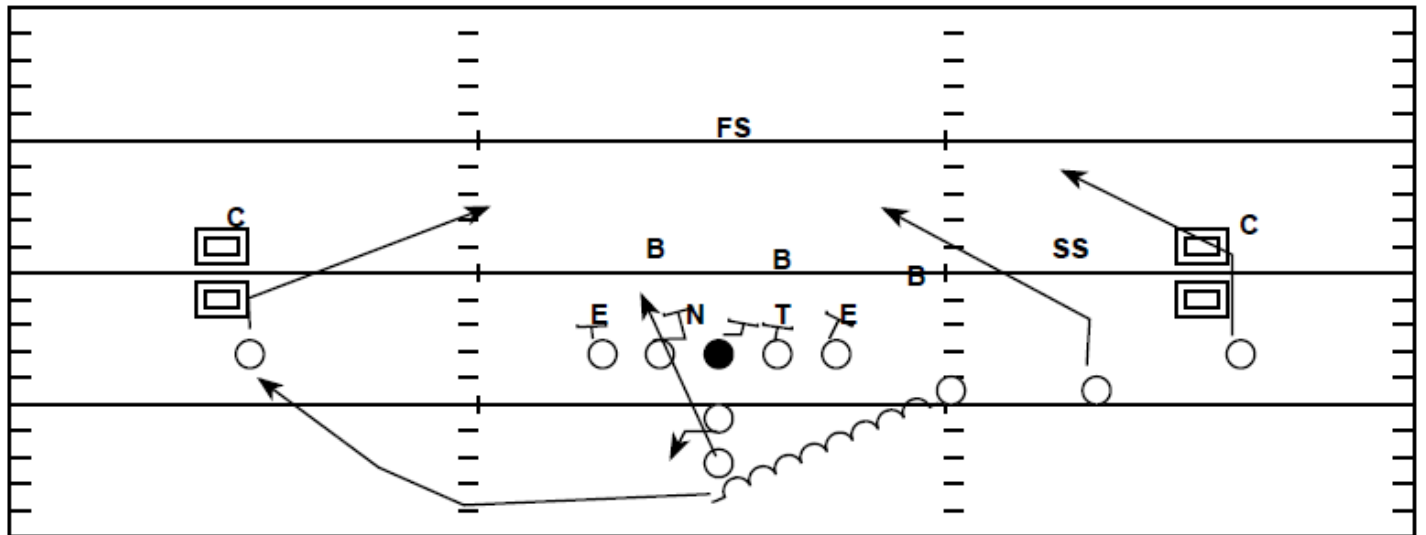
42 - 43 Veer--- If 3 tech. on the play side we run a down and around scheme. The play side tackle blocks down and the play side guard step back and around the down block to the Lber. If inside alignment on the play side guard, the guard will down block and the tackle will veer release to the Lber. Qb reads and reacts to the DE for Give/Keep and the Lber for the Keep/Pass.



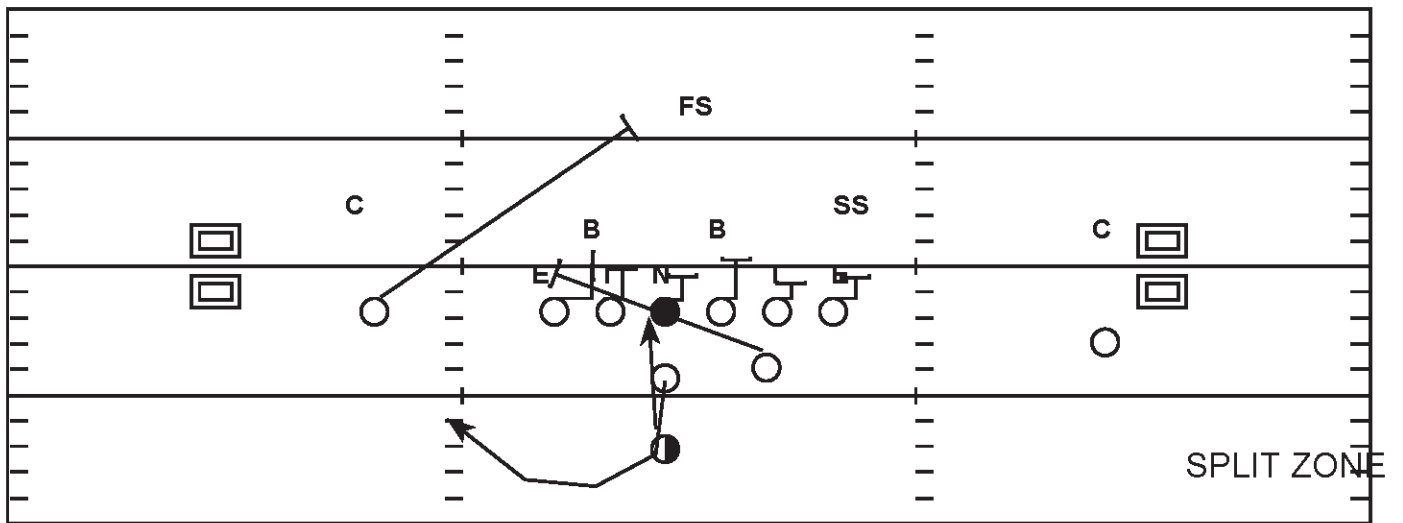
42 - 43 Veer--- There is no defender on or outside the play side guard, the it is a veer release by the play side tackle and down by guard. Qb reads the corner on this diagram for Keep/Pitch. Flash command tells the offense that it is a option read play.



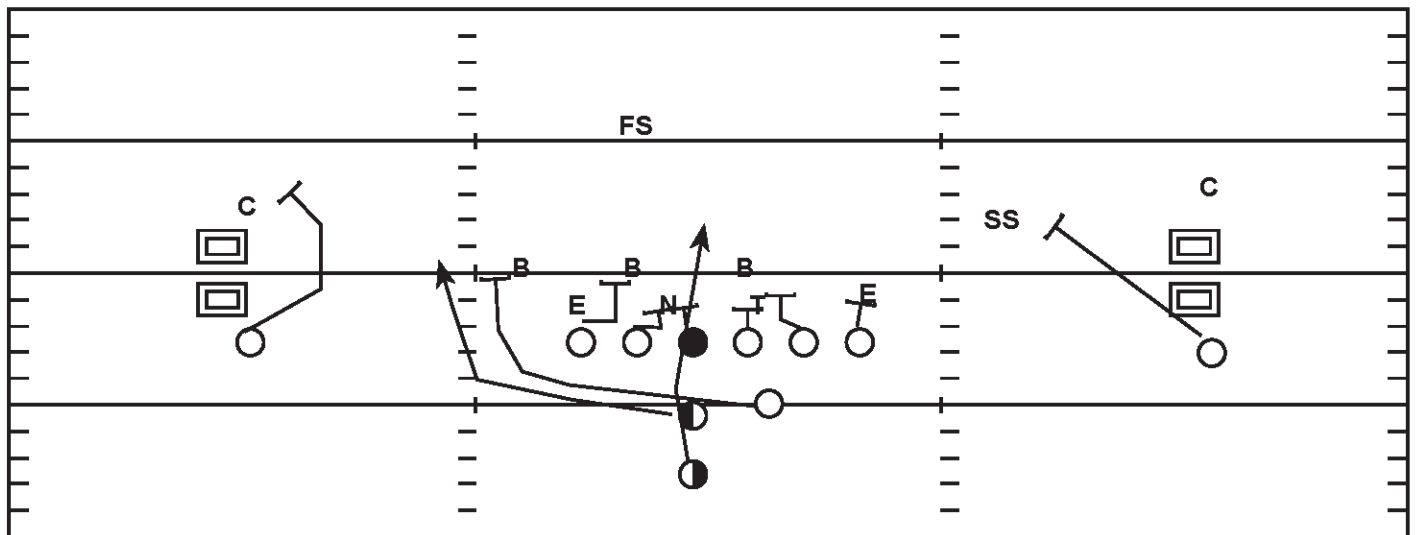
42 - 43 Veer Pass--- Qb gives great ride/fake with Rb pops up and reads inside out off the Lber for the Slant pass. Make it look like run. Low hats in the line and aggressive blocking. Excellent pass action on 1st down.



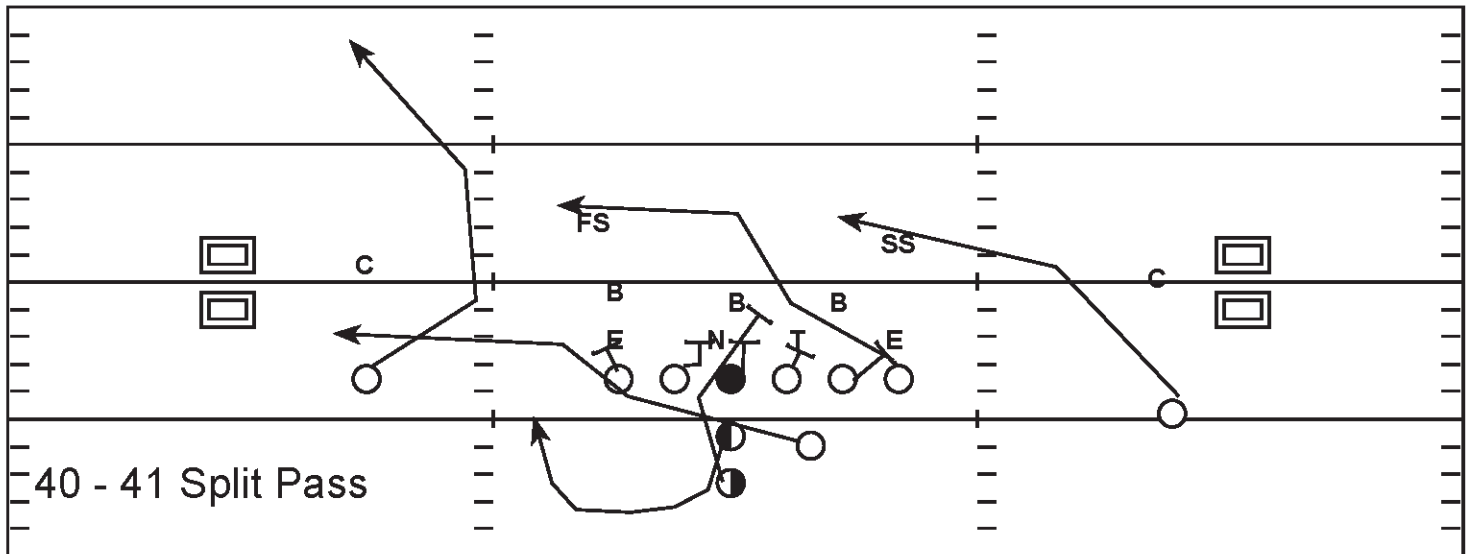
42 - 43 Veer Pass--- If corner jumps Slant, go to Ze on Flash motion. Make great fake to hold the Lber.



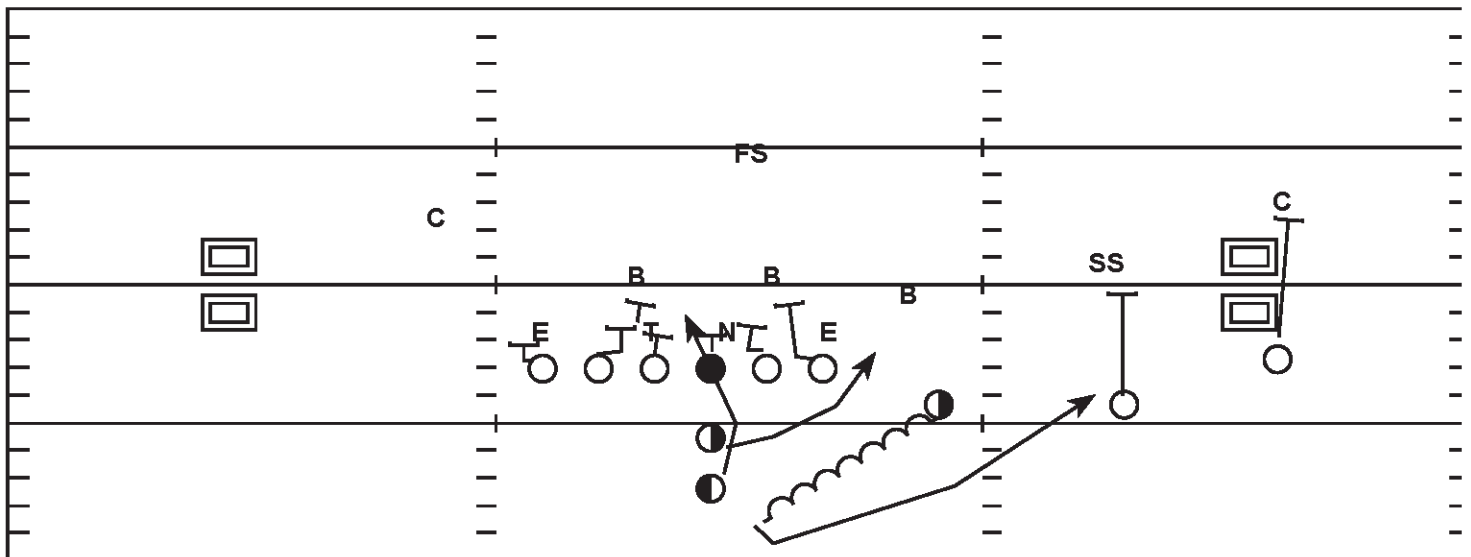
40 - 41 Zone-- Work combinations to get push and create running lanes for RB. The Rb work the back side hip of the center.



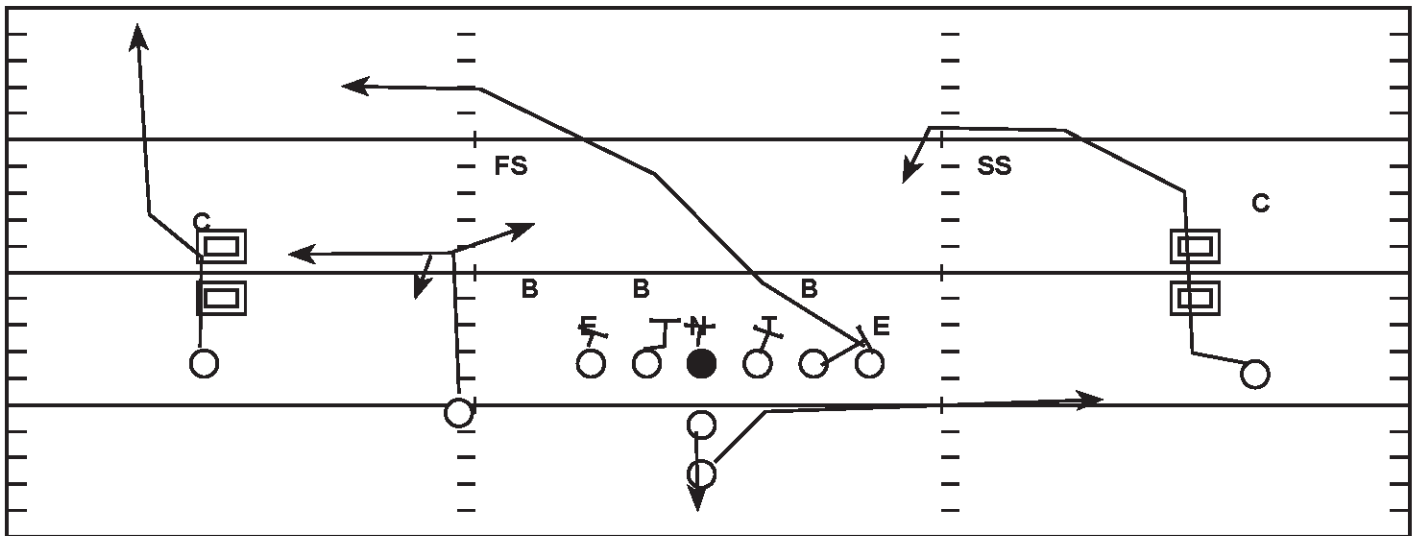
40 - 41 Zone Read--- Everything is blocked like the Split Zone with exception of the Fb who will lead around end and block any defender who shows up the field. The Qb will read and react of the DE for Give/Keep.



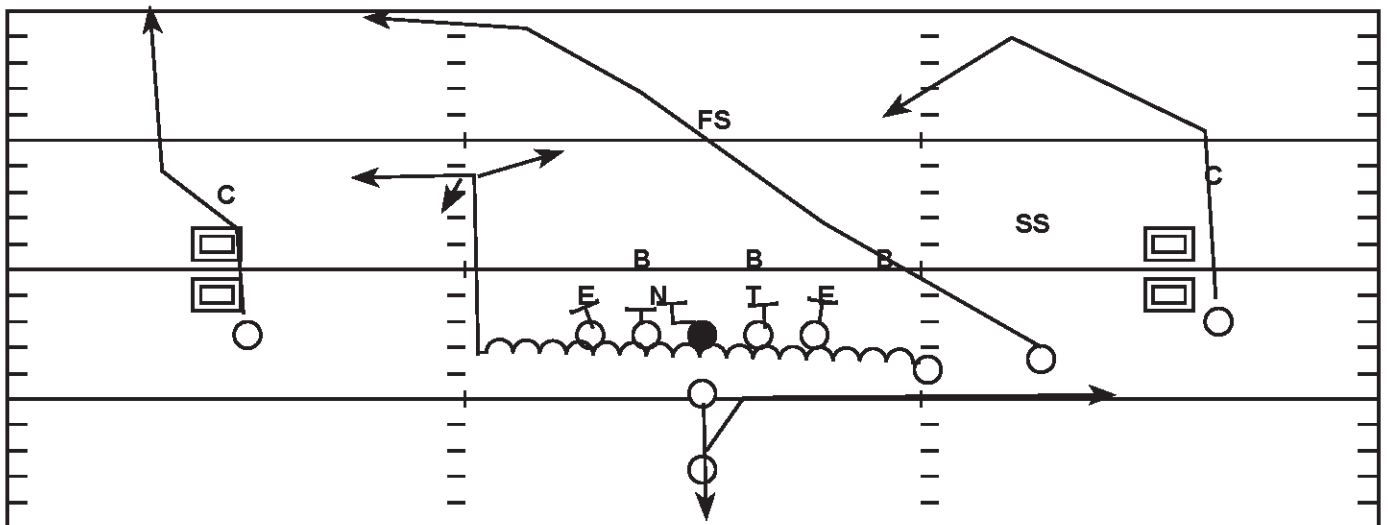
40 - 41 Split Pass-- Make it look like Split Zone. Low hats and aggressive up front. Qb make great fake and Boot away reading X on corner to flat to Crossers. Good 1st down play pass!



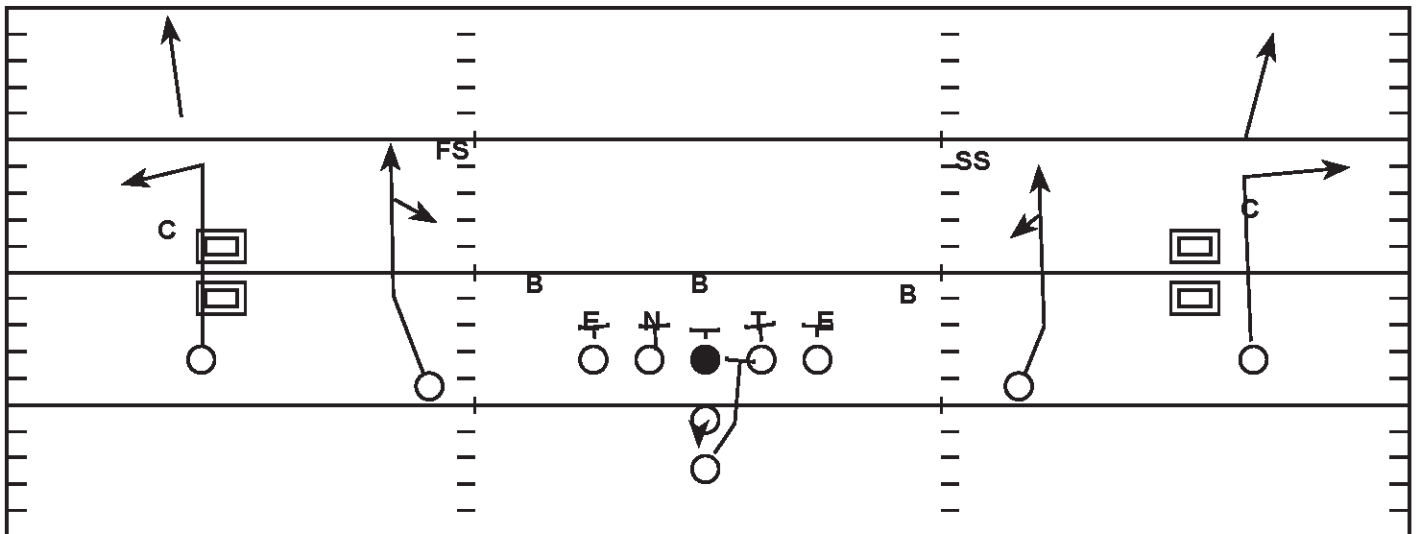
40 - 41 Zone Read--- Flash motion, Keep/Pitch of Lber. React to DE for Give/Keep.



Ze Action--- We really like to pass on 1st Down. X must outside release and win vertically. If the Corner sits flat look for pass in the hole behind the Corner and in front of the safety. Ze run a option route, of the Lber on or inside him. If he is inside run the out at 6 yds, if head up stem inside and take best release. If he drops sit down. If outside, break inside and find window. Y run deep cross under first Lber behind the second. Work to 15 to 17 yards to opposite sideline. Z will run a flat post and hunt for the window inside. Rb check release on Lber to Flat route. Qb will read corner alignment and reaction of X. If the corner drops go to the option route - Cross- flat post. He will take a quick 5 step drop no hitch.

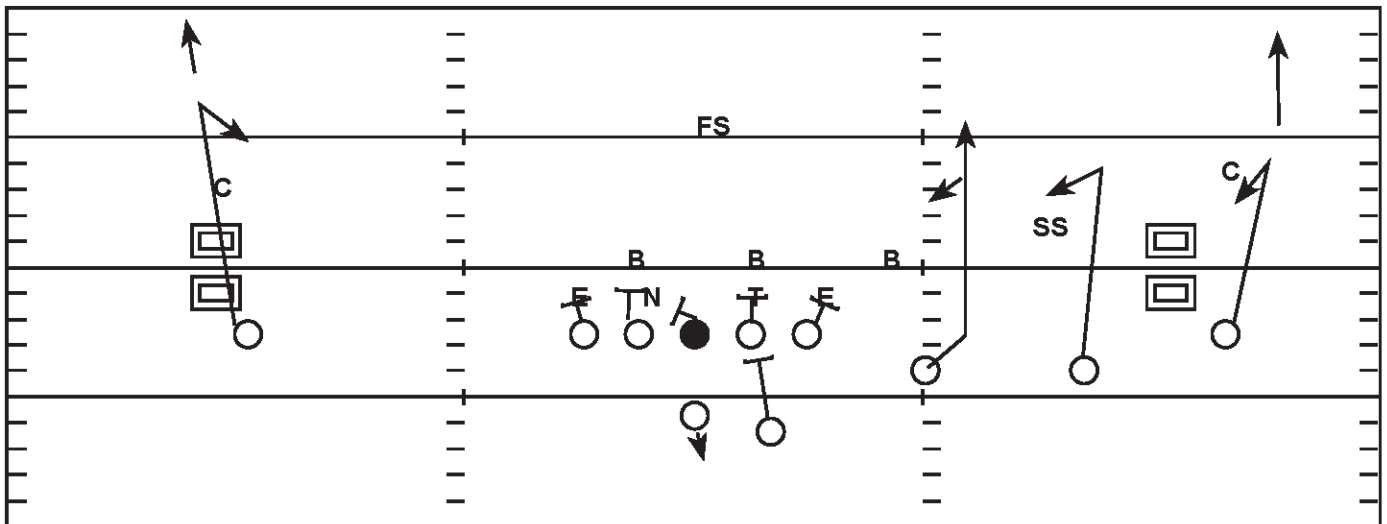


Ze Action from 3X1 Formation with motion. Read stays the same.



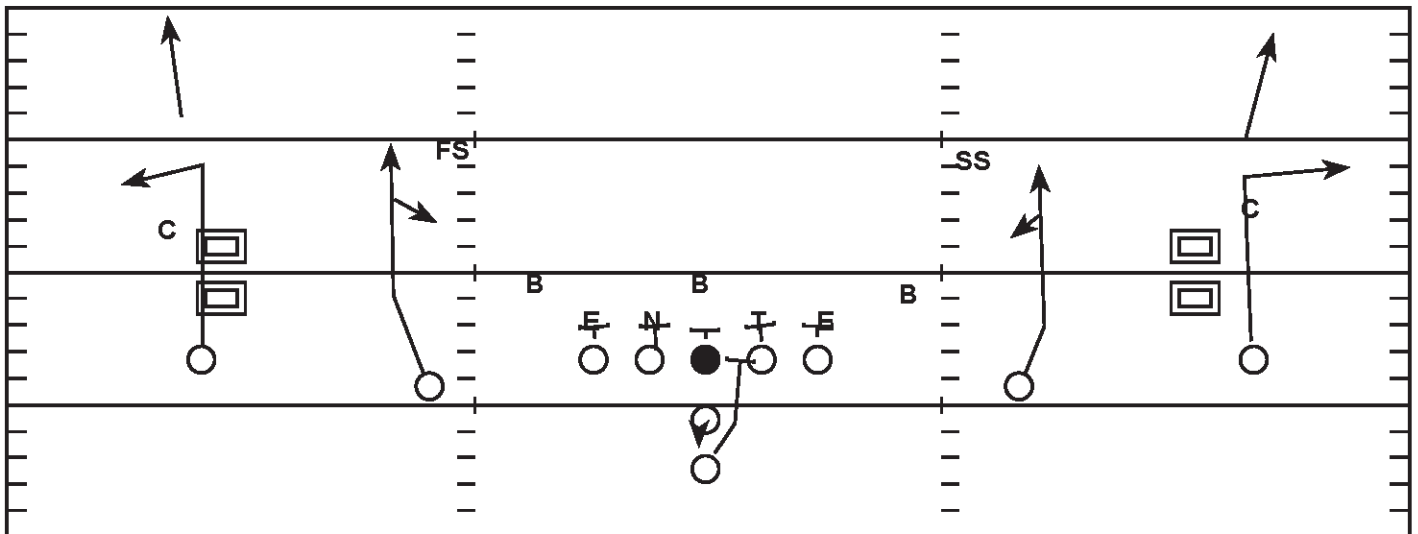
71--- 6 yard out by outside receivers. Inside receivers run a seam read. If there is a defender over him on level 3 he will set the route down at around 6 yards. If a single safety, run seam route vertical down or near hash. Qb will Grab snap, stick his right foot if right handed and throw the ball to the outside receiver if the throwing lane is clear. If clutter hitch up and come back inside. We tell the inside receiver to key the flat defender, if he buzzes the out look for ball. Qb will pick side he wants to go to. Biggest cushion etc.. We like the out because it gives us some separation. 3X1 formation the 2nd receiver will also run the out.

AMF Rule



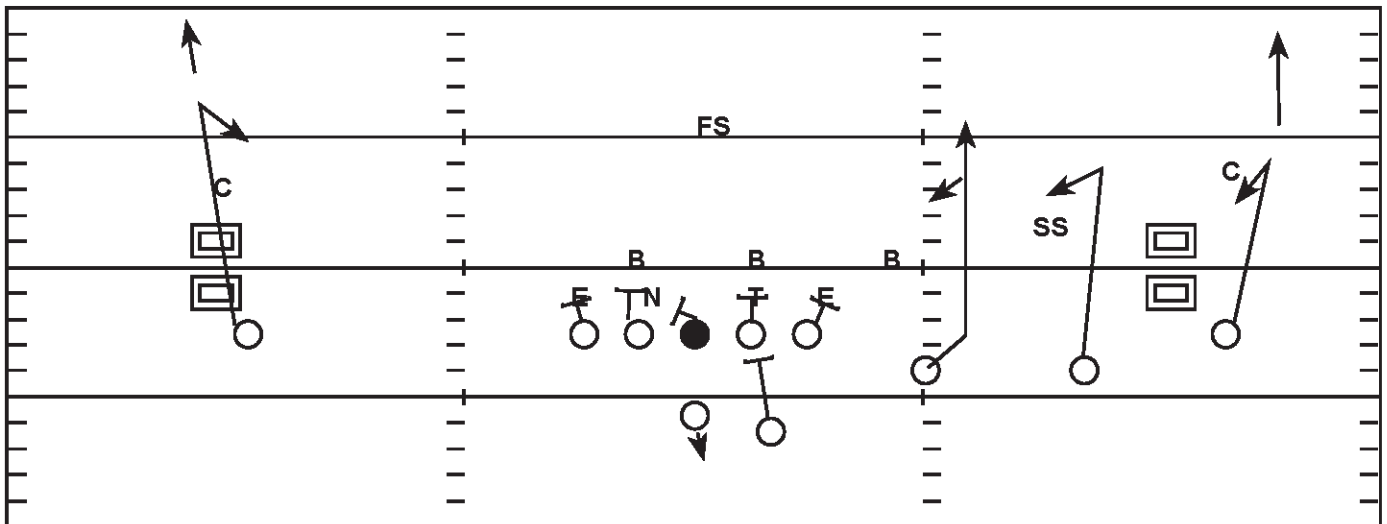
74 --- 6 Yard Hitch route. QB=Grab, Stab, and Throw.

AMF Rule -- Audios My Friend, If Corner sits on our Out or Hitch we will convert the route to a Fade.



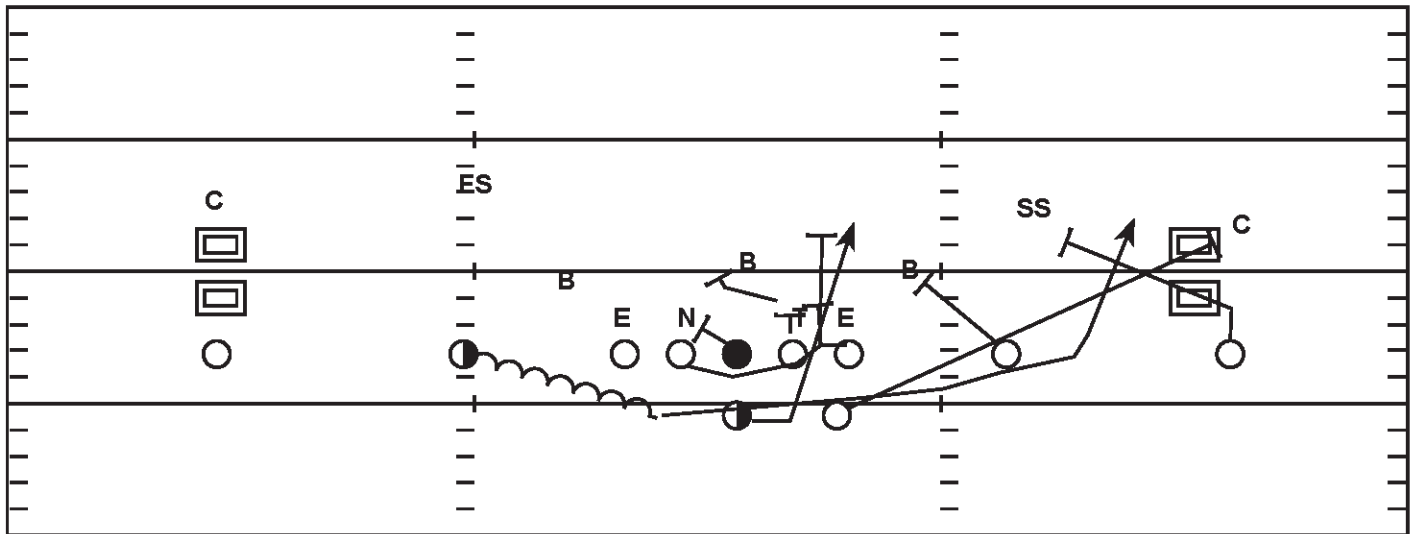
71--- 6 yard out by outside receivers. Inside receivers run a seam read. If there is a defender over him on level 3 he will set the route down at around 6 yards. If a single safety, run seam route vertical down or near hash. Qb will Grab snap, stick his right foot if right handed and throw the ball to the outside receiver if the throwing lane is clear. If clutter hitch up and come back inside. We tell the inside receiver to key the flat defender, if he buzzes the out look for ball. Qb will pick side he wants to go to. Biggest cushion etc.. We like the out because it gives us some separation. 3X1 formation the 2nd receiver will also run the out.

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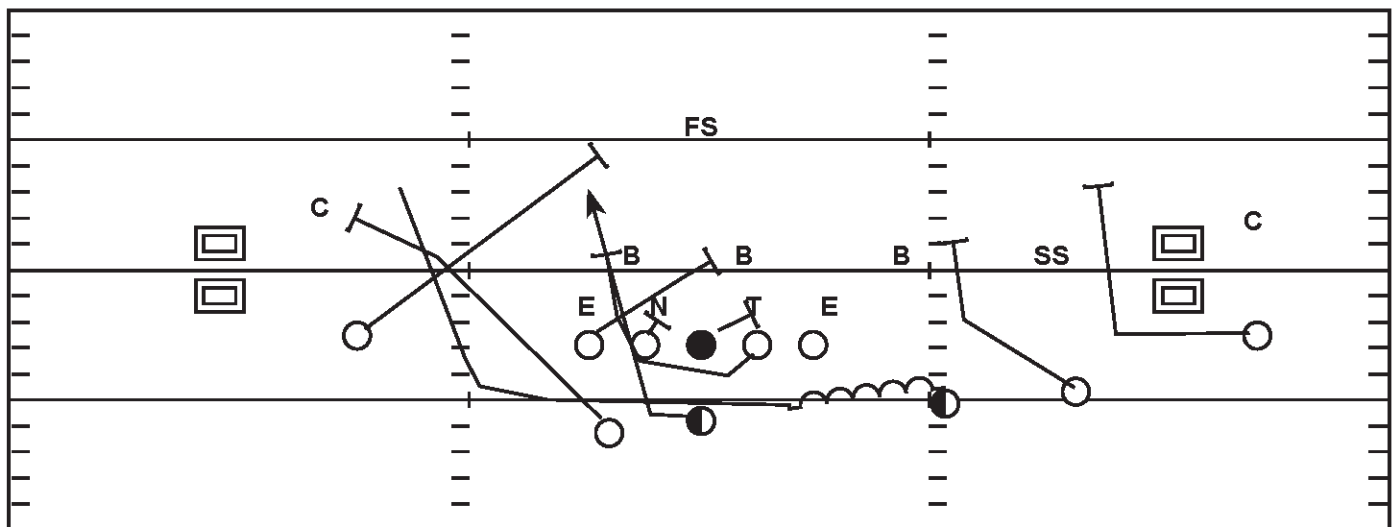


74 --- 6 Yard Hitch route. QB=Grab, Stab, and Throw.

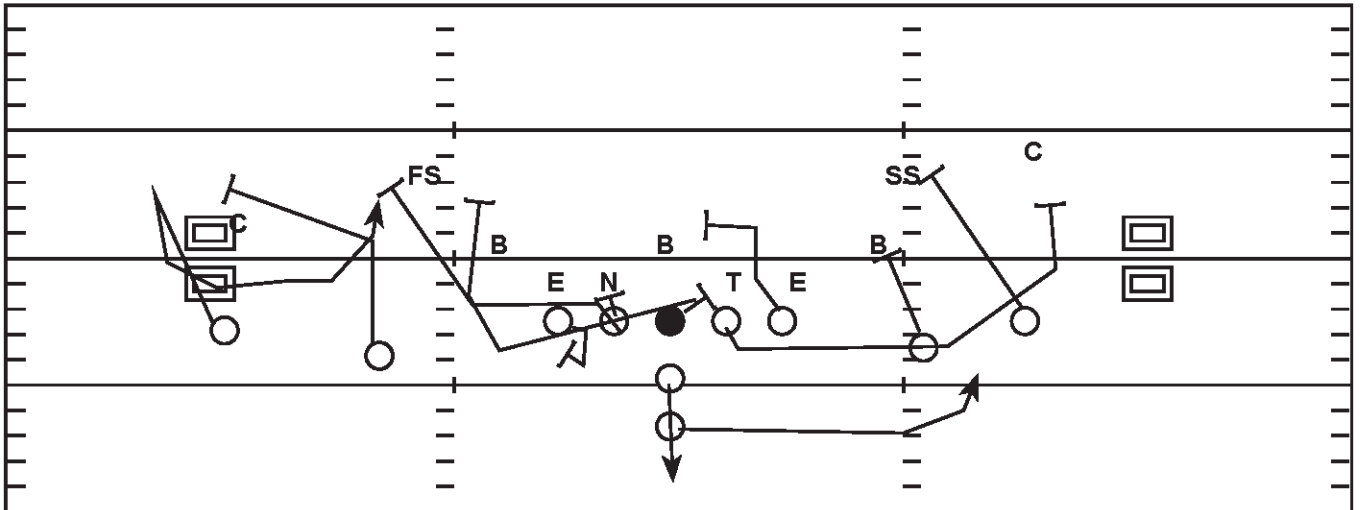
AMF Rule -- Audios My Friend, If Corner sits on our Out or Hitch we will convert the route to a Fade.



28 - 29 Power Read---- Power off of the Jet Sweep with Fly motion. We like this because it help contain the DE from stretching the play out. The Qb will shuffle, shuffle reading the reaction to the DE to the play for the Give/Keep. We tell the QB that we want to run the sweep unless the DE is in position to take it away.

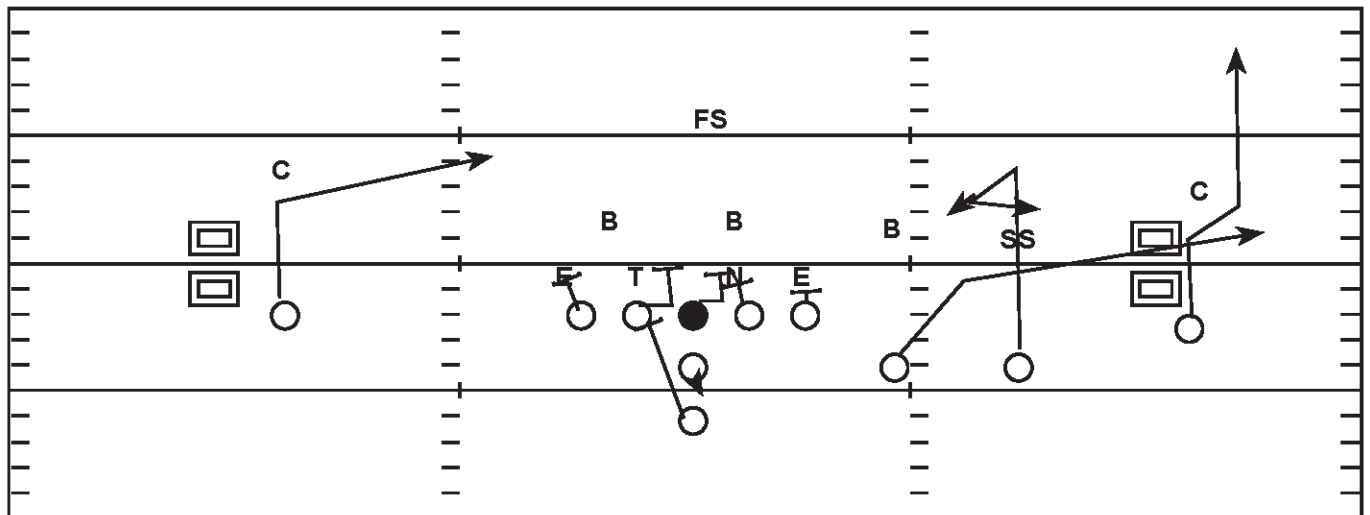


28 - 29 Power Read from 3X1 Formation. Fly Motion. We really like this into the boundary. Set Trips to the Field and run the Sweep action away.

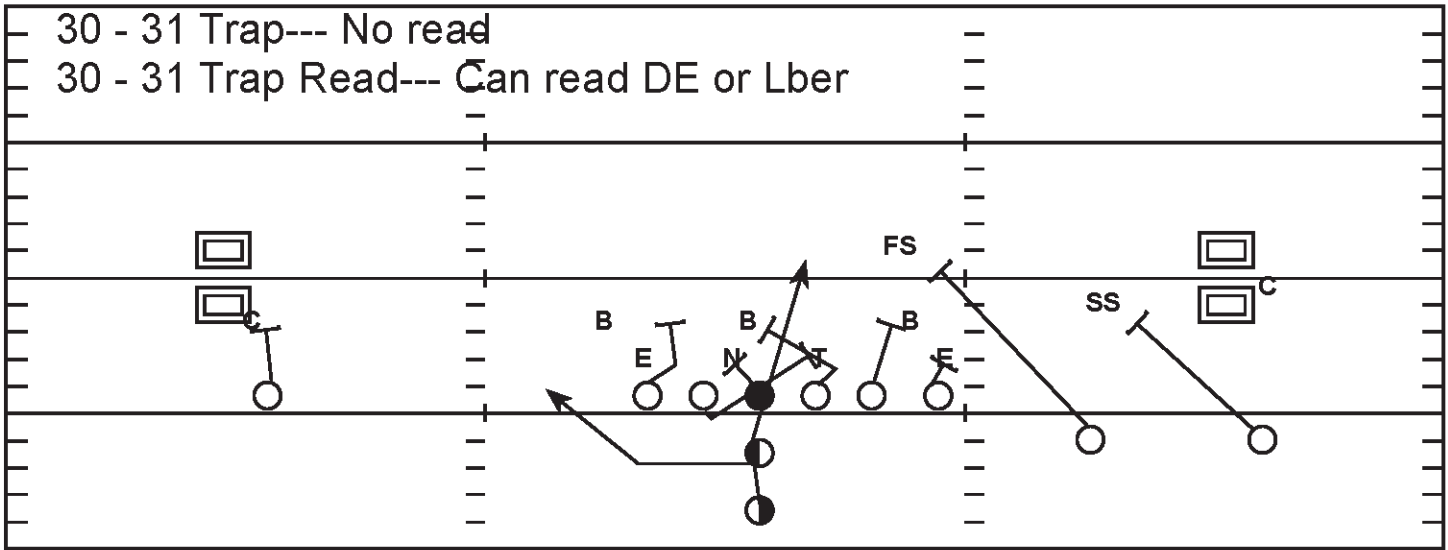


60 - 61 Alcatraz--- Right Tackle will pass set and release to the inside lber, Right Guard turn and pull outside and seal the Corner outside. Center, pass set for 3 counts and release outside to block trash. Left Guard, pass set 3 counts and release outside and up field to safety. Left Tackle, pass set and invite upfield, keep DE's hands down, Ze seal the Corner on your side outside, don't let under you. X, 3 step upfield and re-trace and work inside to alley looking for pass. Z, block #2 on your side. Y Block defender on or inside of you, seal inside. Rb turn and sprint to sideline looking for pass. Qb, 5 step drop read DE to RB's side, if he rushes pass to Rb, if he runs with Rb drift and pass to tunnel screen on backside.

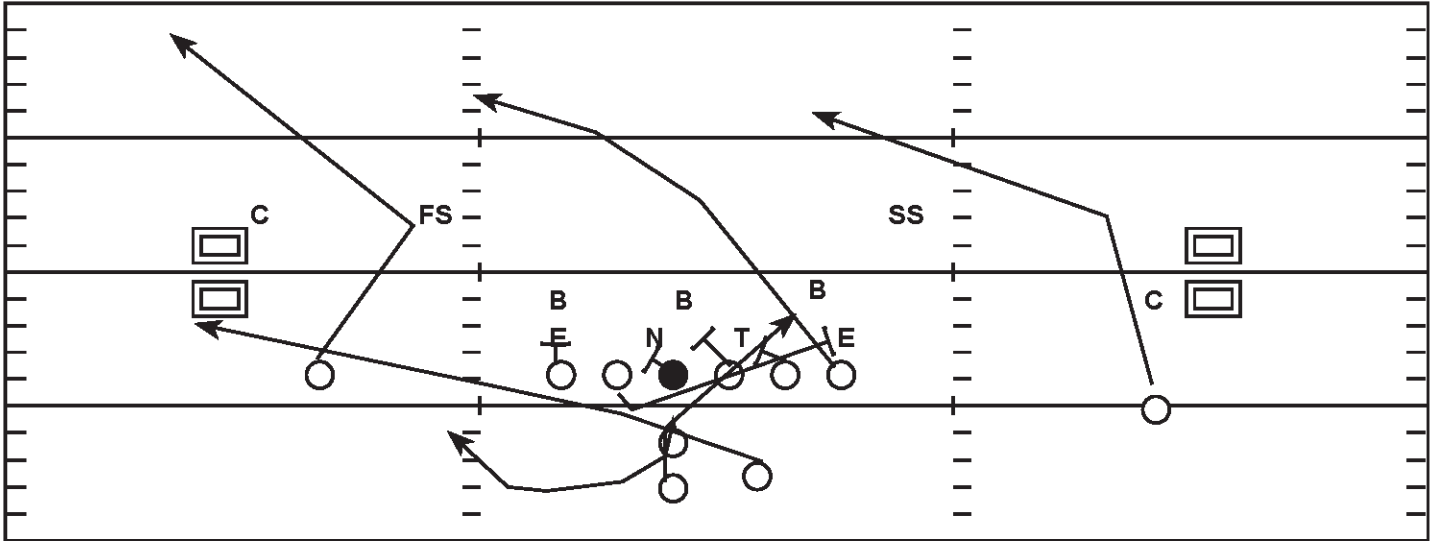
We like to Screen pass on 1st down. Usually have it in our opening play script.



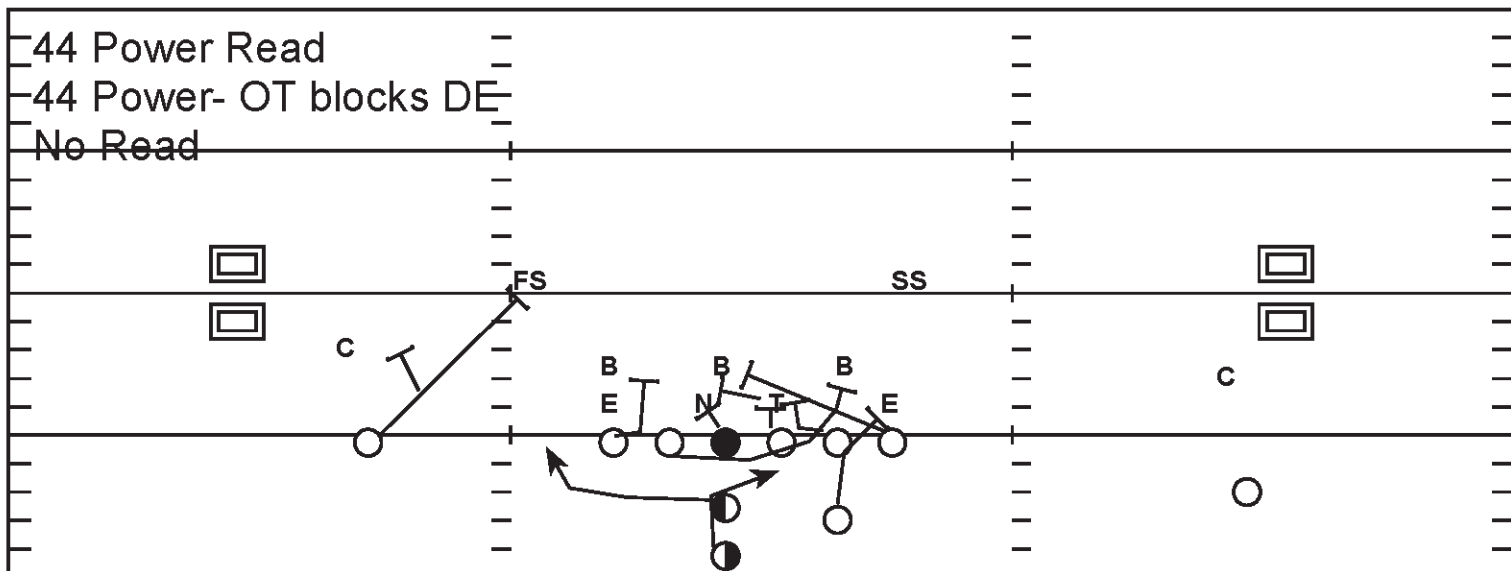
60-61 Stick---Qb read Corner to #2 in flat. Z must outside release and win vertical.



The 30-31 Trap and Trap Read is another play will script into our Red Zone offense. On the Trap Read the Qb will read the DE for Give/Keep. If running the Trap without the read the Qb will hand the ball off and run same action as the read. We have game planned blocking the DE with the Tackle and reading the Lber. We would read the Lber if he aligned tight inside.

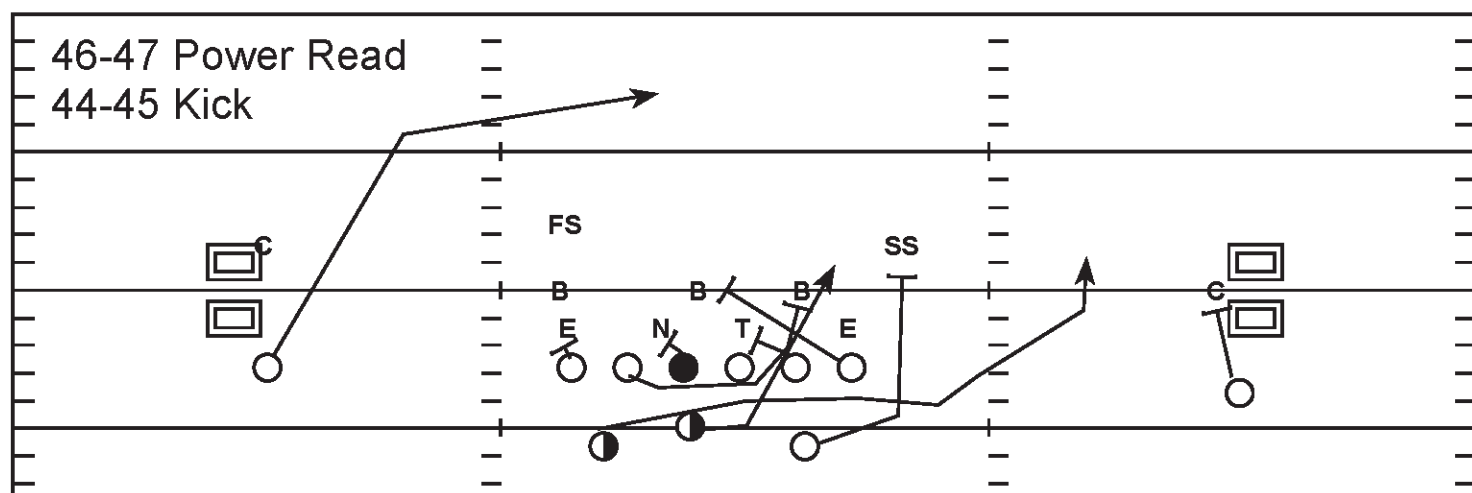


290-291-- Bootleg- Above diagram is 291-- Qb will fake to FB as he crosses under him and turns with great fake to RB and bootleg to the left side reading X -FB-Y. Pull only the BS guard.

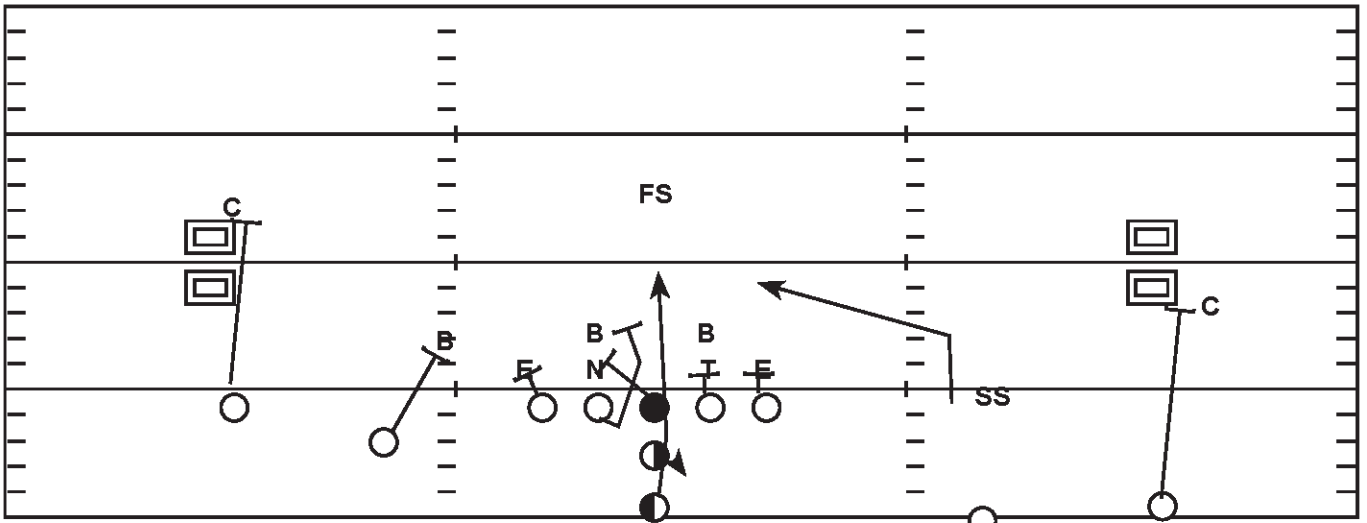


44 - 45 READ---- The Power is a "bread & Butter" play in the Red Zone or anywhere on the field. This is one of the first plays we script in the Red Zone. On the diagram above we are running the power to the right side of the formation and we read the DE on the opposite side for give/keep. We want to run the power but if the defense is pursuing and over playing we will pull and go one on one in space with our Qb. The DE we are reading has to be chasing the back before we pull the ball.

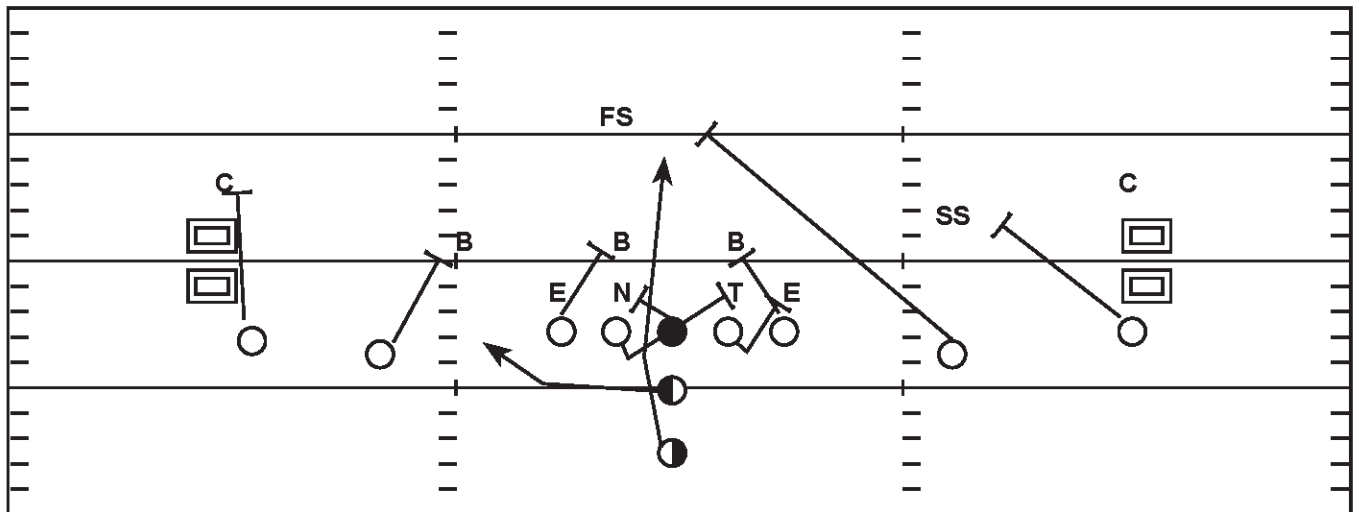
Note: If you block the DE with your O tackle it is a conventional power play. Either way, we will script both plays in our Red Zone offense.



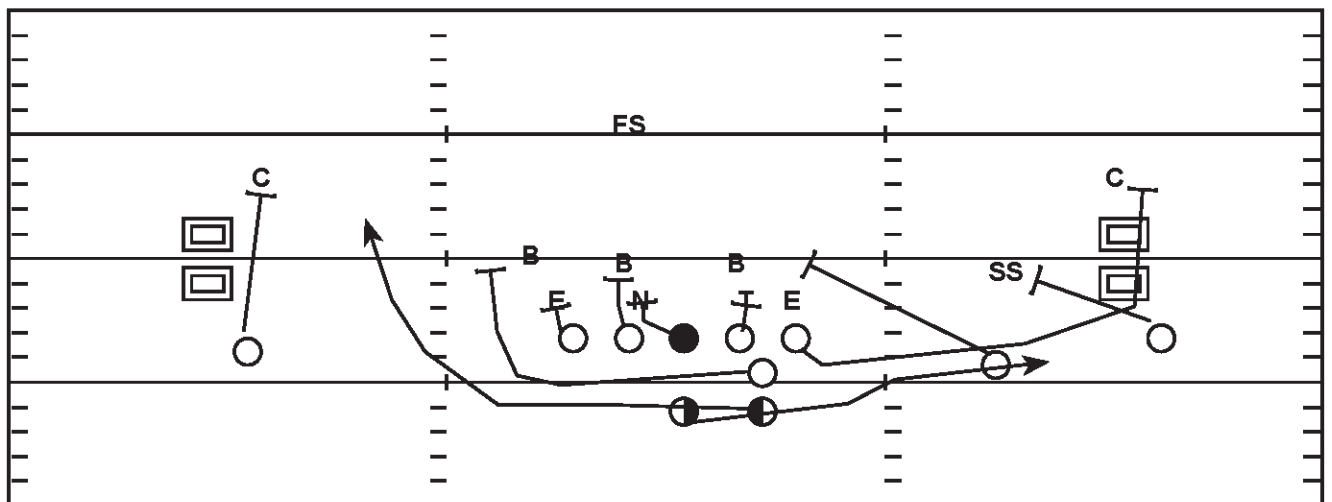
46 Power Read--- This is another Red Zone Power Play we like. The blocking is the same as the 44-45 Power with the exception of blocking the DE, we are now reading him. We added this play because defense would bring the DE's down inside and close the gap on the power making it difficult for the FB to kick out. So rather than block him we decided to read him and run the play off his reaction. The FB will block first man to show out the DE. The Qb and RB will mesh and the Qb will shuffle- shuffle reading the reaction of the DE on whether we run the sweep or the Qb power.



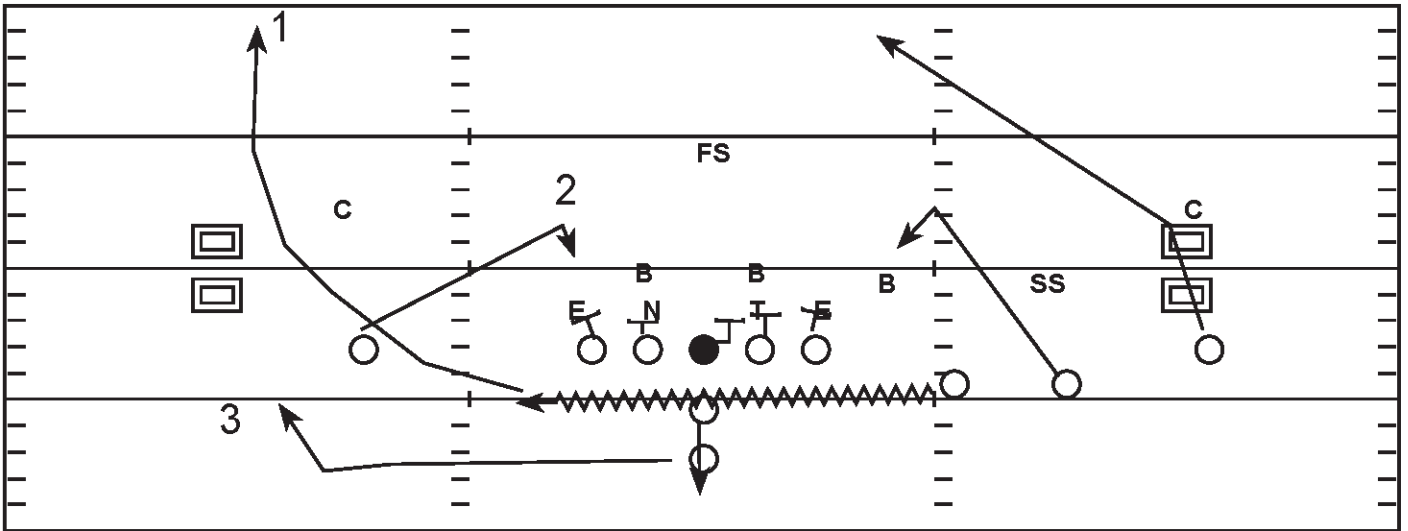
Duece R 240 Omaha-- Qb reads PS Lber for Give/Pass option. Good vs aggressive Lbers.



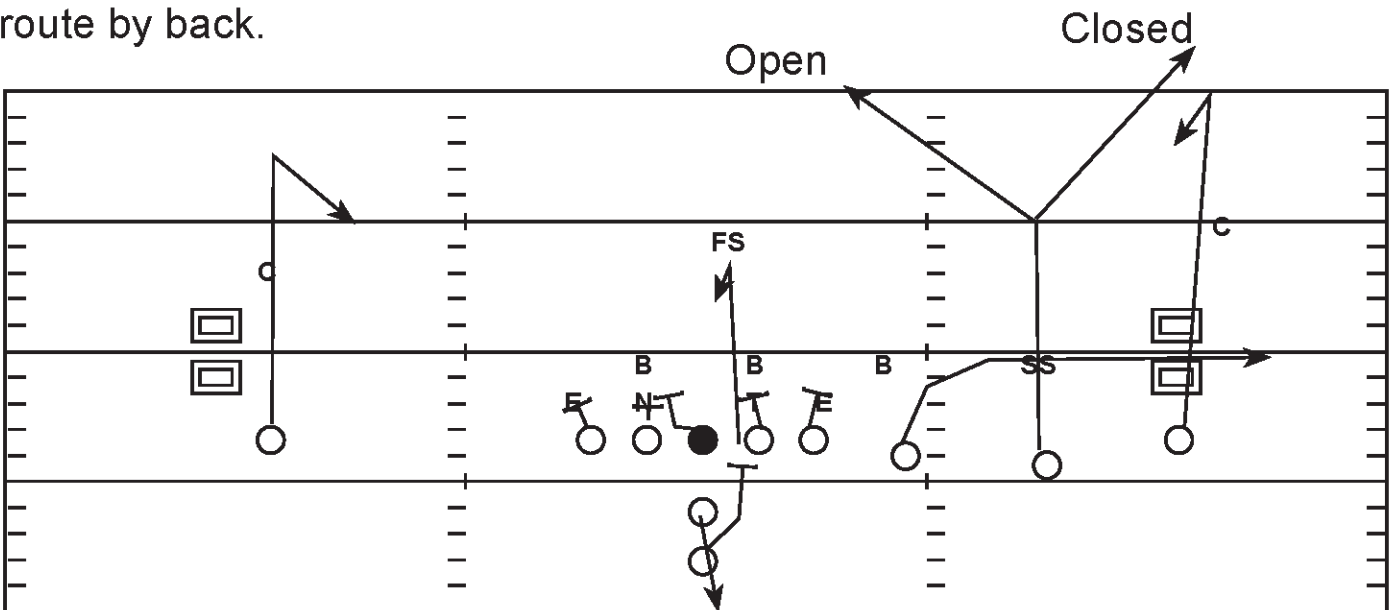
Duece R 240-- Qb read DE for Give/Keep



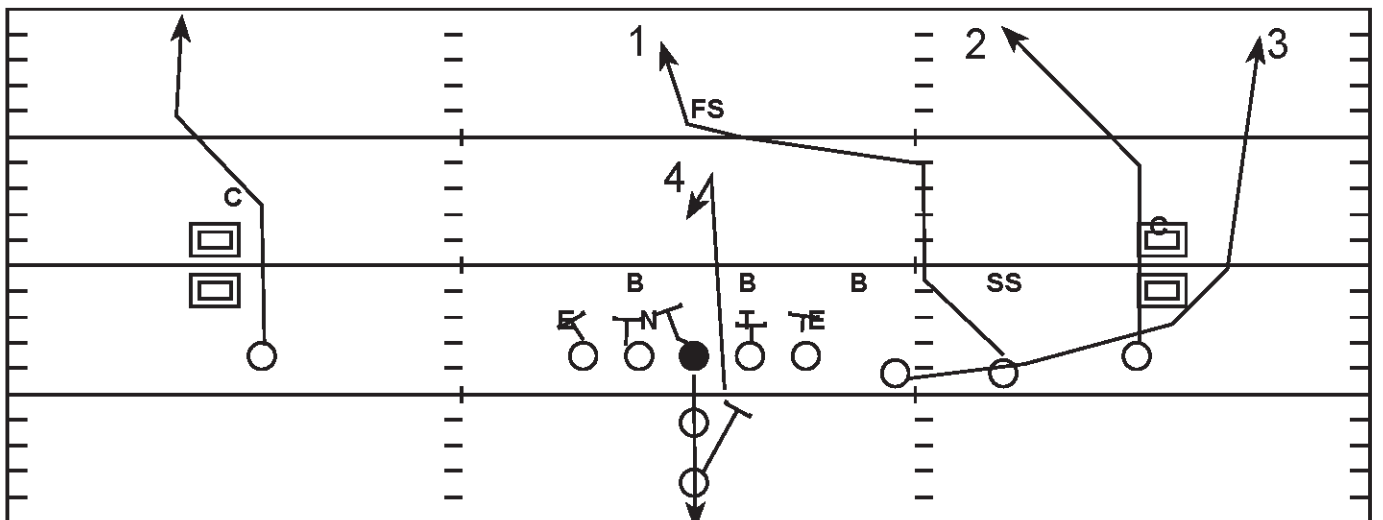
Slot R Kg 49 T-Read-- Qb Read DE away, for Give/Keep.



Trips R Ze 9 71 Snag-- Qb 5 step drop read LBer for Snag to Rabbit route by back.



Trips R 68 Cal-- !2 yd Curls by outside receivers, #2 run Post vs Open middle, Corner vs Closed. 5 Step Drop with hitch, Read flat defender.



Trips R 60 Steeler-- #2 Rec. must run post across face of FS, #1 run a Skinny Post, #3 run wheel. Qb 5 step with hitch, read Safety-outside.







RED ZONE OFFENSE

The Red Zone is the most important area on the field. Here is where the points are scored. In this article I have scripted and diagramed the Red Zone offensive plays that we could run. The plays will be diagramed out of different formations. We run most of our plays out of multiple formations and personnel groups. We will choose the formations and plays we feel give us the best chance of success.

One thing is certain, wins are determined by how successful your offense is in this part of the field. After looking at film on our opponent we will put together a menu of plays that we feel will be successful. We scripted those plays into our game plan sheet for easy access. We will work Red Zone offense on Wednesday and Review on Thursday.

The Base running offense is made up of 4 main concepts: Zone, Power, Counter and Trap. From these concepts we attach different offensive schemes. Below is a typical Red Zone game script followed up by diagrams of the plays with a brief description of the plays.

Red Zone Offensive plays on our game script:

Run Game

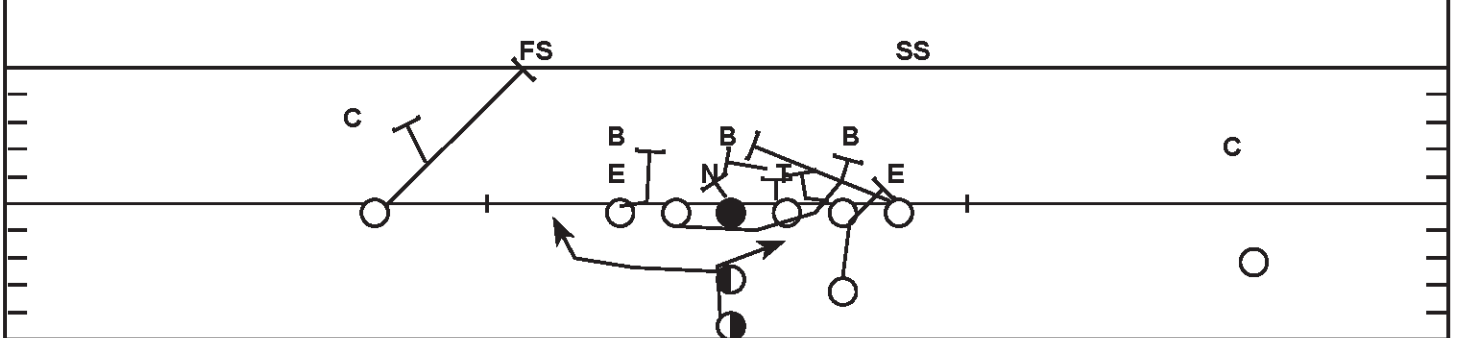
44-45 Power
44-45 Power Read
14-15 Power Kick
46-47 Power Read
30-31 Trap
30-31 Trap Read
40-41 Zone
40-41 Zone Read
46-47 Counter
46-47 Counter Read
46-47 Counter Flash Read
44-45 Tackle Read
42-43 Ice

Passing Game

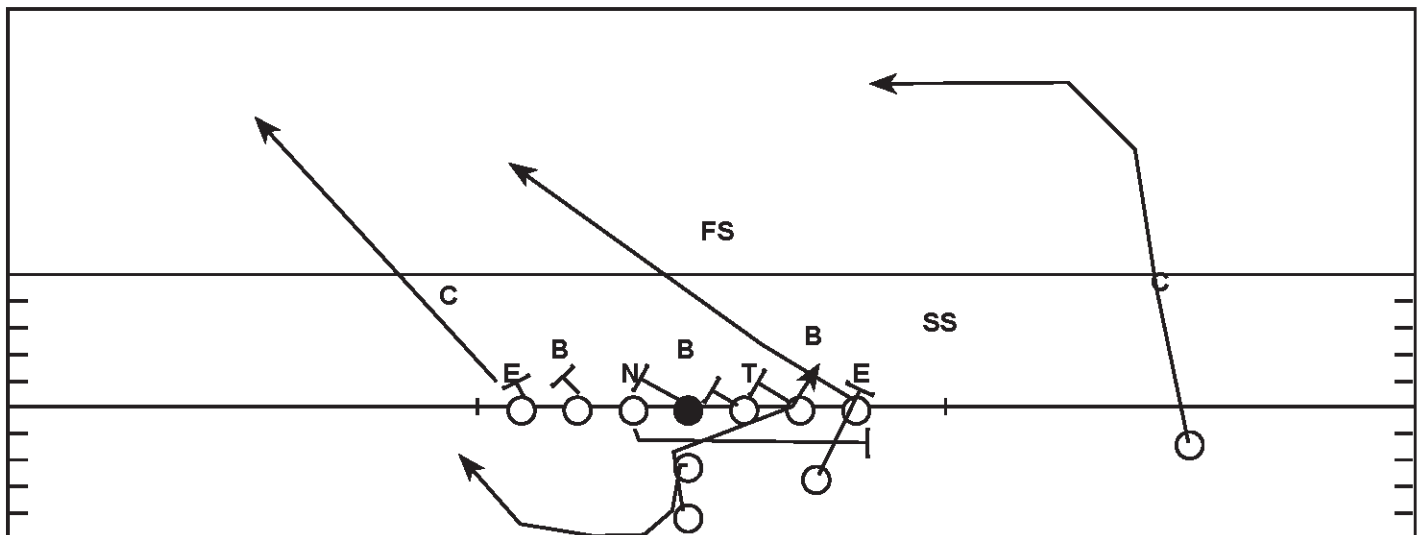
44-45 Slam Pass
46-47 Power Pass
40-41 Split Pass
290-291
42-43 Pass
77-- Back Shoulder Throw
75-- Smash/ Double
70-- Rub
72-- Slant/Double
79-- Fade
60-- Snag

RED ZONE OFFENSE

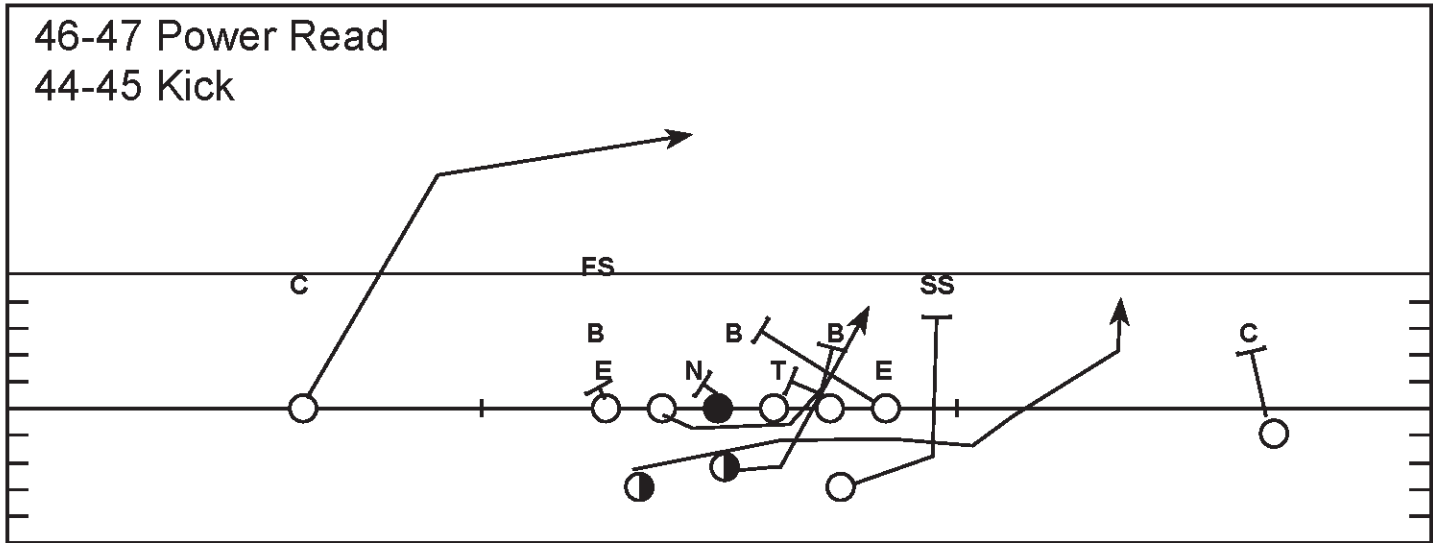
44 Power Read
 44 Power- OT blocks DE
 No Read



44 - 45 READ---- The Power is a "bread & Butter" play in the Red Zone or anywhere on the field. This is one of the first plays we script in the Red Zone. On the diagram above we are running the power to the right side of the formation and we read the DE on the opposite side for give/keep. We want to run the power but if the defense is pursuing and over playing we will pull and go one on one in space with our Qb. The DE we are reading has to be chasing the back before we pull the ball.
 Note: If you block the DE with your O tackle it is a conventional power play. Either way, we will script both plays in our Red Zone offense.

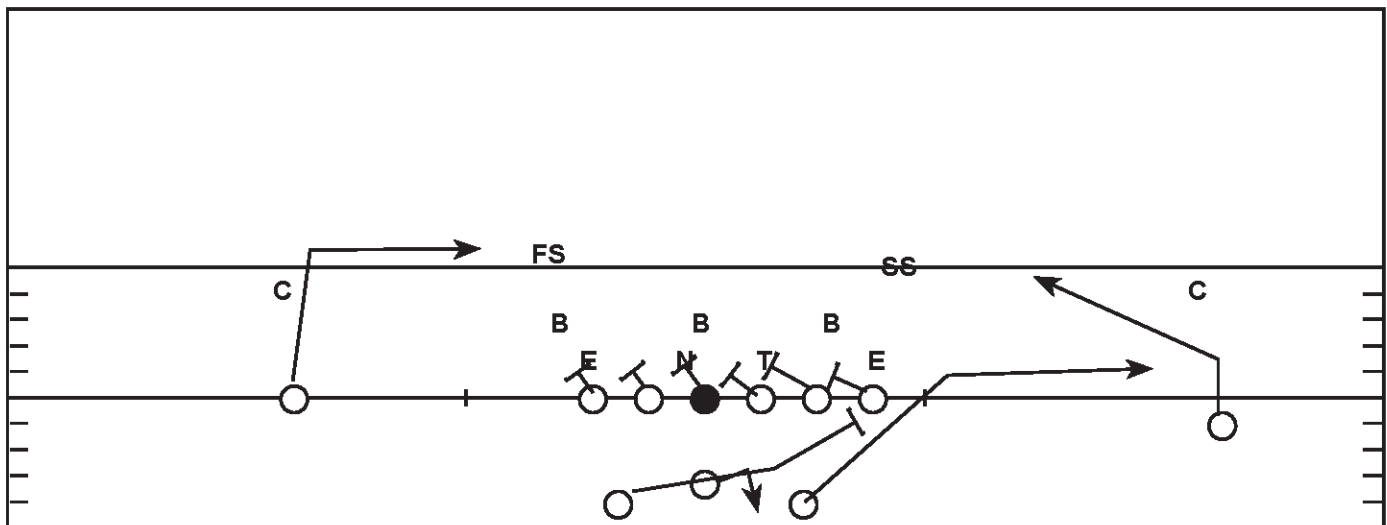


44 - 45 Slam--- This is a pass play we will run in the Red Zone off the Power action. The Qb will Boot to the left in the above diagram looking for the open TE. The TE away from play will slam block the DE for 2 hard counts and release into the Flat. We are a heavy power team so any play off the power action is effective.



46 Power Read--- This is another Red Zone Power Play we like. The blocking is the same as the 44-45 Power with the exception of blocking the DE, we are now reading him. We added this play because defense would bring the DE's down inside and close the gap on the power making it difficult for the FB to kick out. So rather than block him we decided to read him and run the play of his reaction. The FB will block first man to show out the DE. The Qb and RE will mesh and the Qb will shuffle- shuffle reading the reaction of the DE on whether we run the sweep or the Qb power.

The 14-15 Kick--- Run actually the same as the 46-47 except the RB will kick out the Read DE and Qb runs Power. Helps On DE that will try playing both sweep and power.

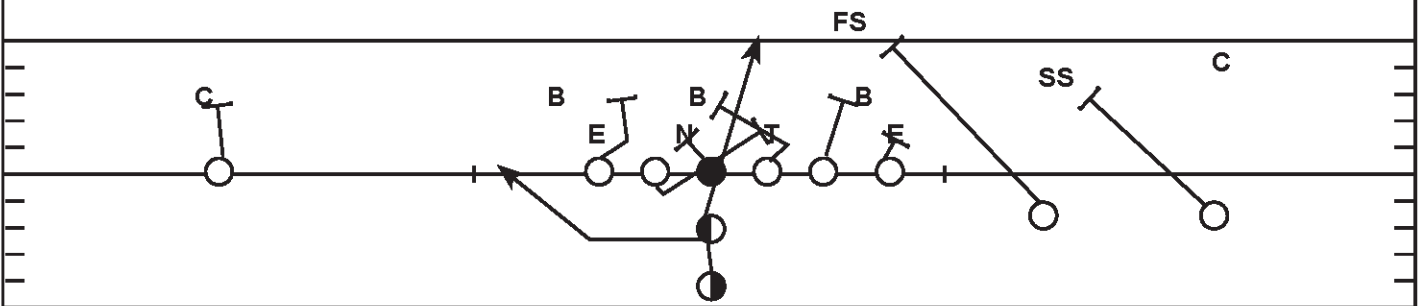


46 - 47 Power Pass-- Looks just like run with the FB slipping into flat. The RB will block the DE and it's gap protection up front. The Qb will Shuffle and set up and throw to FB.

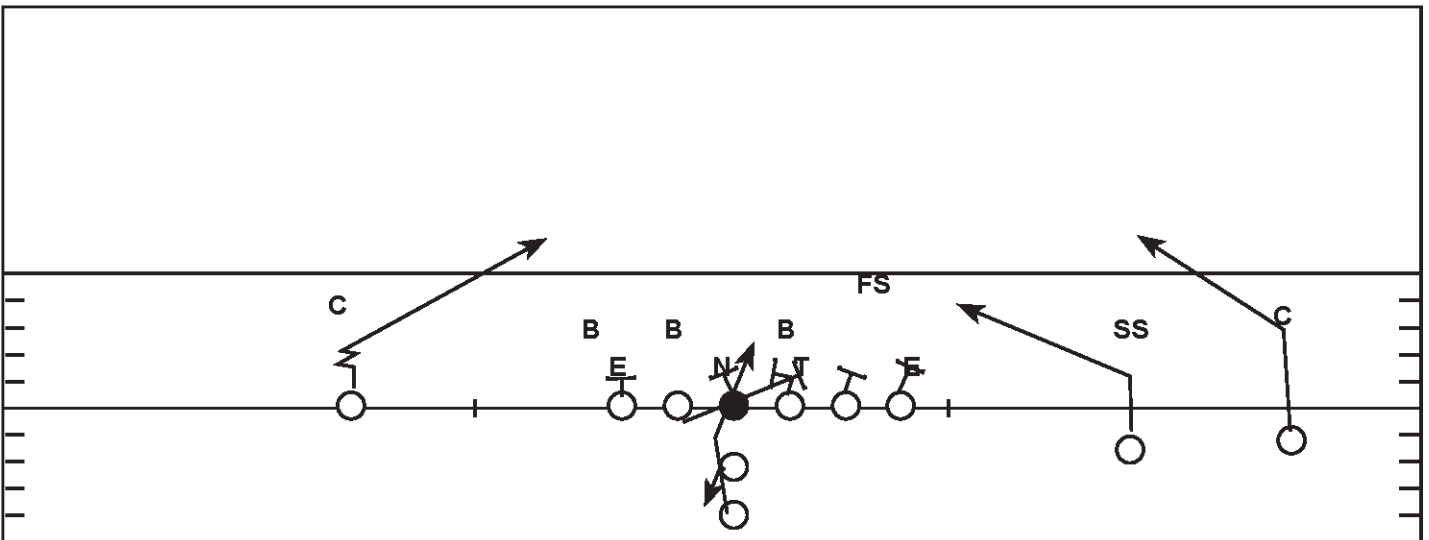
We will run the Power, the Kick and the Read from his formation as well

30 - 31 Trap--- No read

30 - 31 Trap Read--- Can read DE or Lber

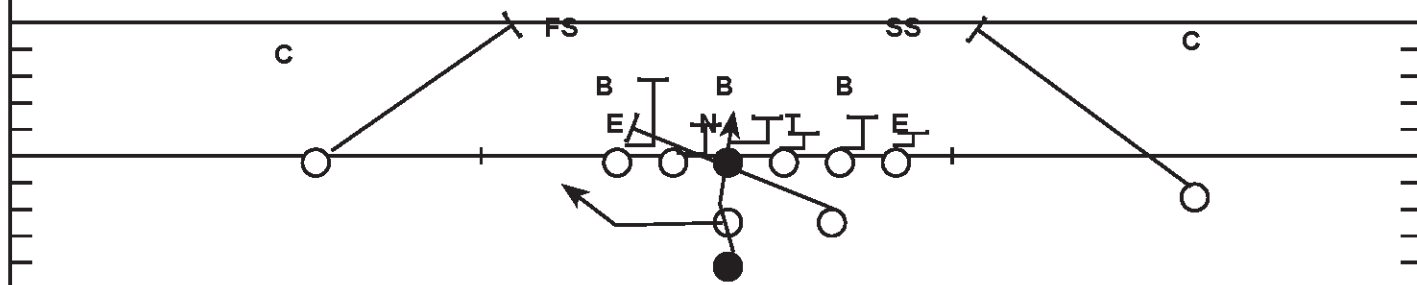


The 30-31 Trap and Trap Read is another play will script into our Red Zone offense. On the Trap Read the Qb will read the DE for Give/Keep. If running the Trap without the read the Qb will hand the ball off and run same action as the read. We have game planned blocking the DE with the Tackle and reading the Lber. We would read the Lber if he aligned tight inside.



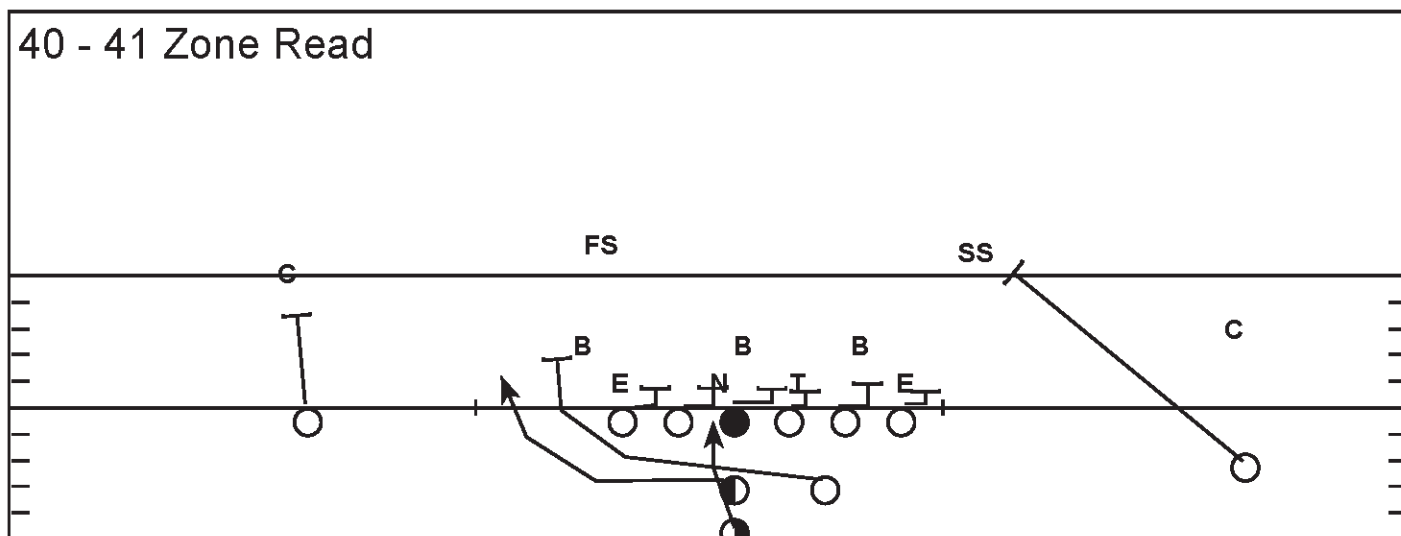
30 - 31 Trap Pass--- Qb makes great fake pops up and hits the slant by X receiver. The X receiver can help set up the slant by coming off the ball with a stalk block type release and then break inside for the ball.

40 - 41 Zone
40 - 41 Zone Read

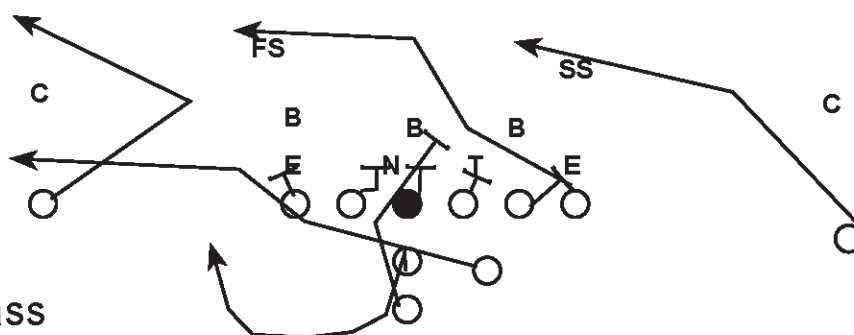


40 - 41 Zone is a split zone play that we really like in short yardage and Red Zone. We really work on our combinations blocks working from level 1 to level 2. The RB works off the outside hip of the center for his running lane. Qb will carry Read action.

40 - 41 Zone Read

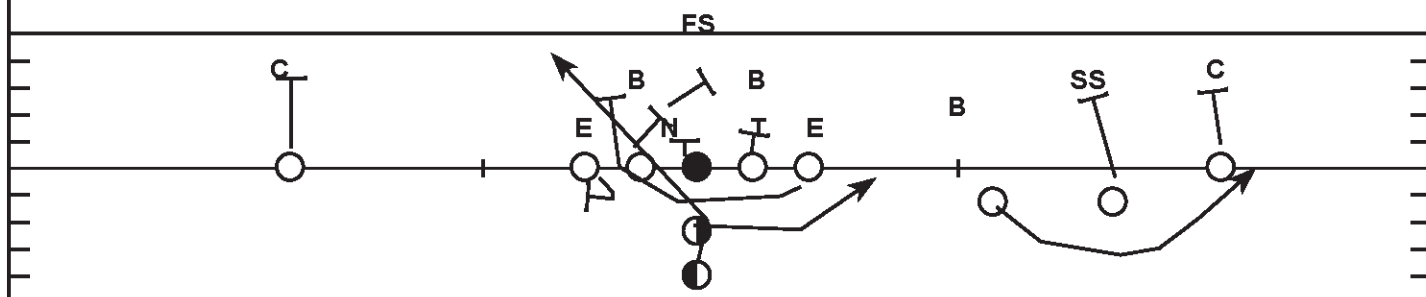


40-41 Zone Read--- On the diagram above the Qb is reading the Outside Lber to his side for Give/Keep option. The play is blocked just like split zone with exception to the read and the Tackle blocking the DE. We will Read the DE as well depending on the game plan for that week. If the Lber is aggressive and attacks the zone the Qb keeping the ball with an easy path to the end zone. If he sits on Qb the RB's path is easier and larger.



40 - 41 Split Pass

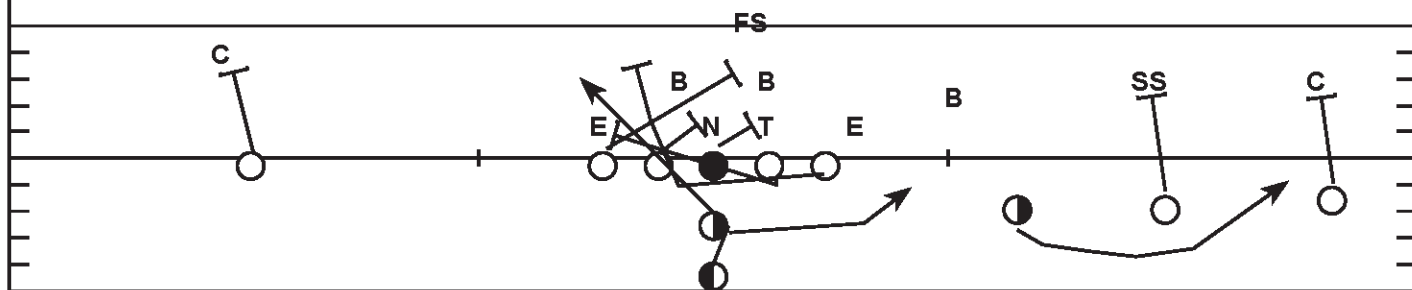
44 - 45 Tackle Read



44 -45 Tackle Read--- We pull the backside tackle and read the DE for Give/Keep option. The play side tackle will step down and pass set inviting the DE upfield which helps open up the running lane. We like this play if we find the defense likes to set the 3 technique to the field. The Qb will read the DE for Give/Keep and will run the bubble option off the defender over our inside receiver.

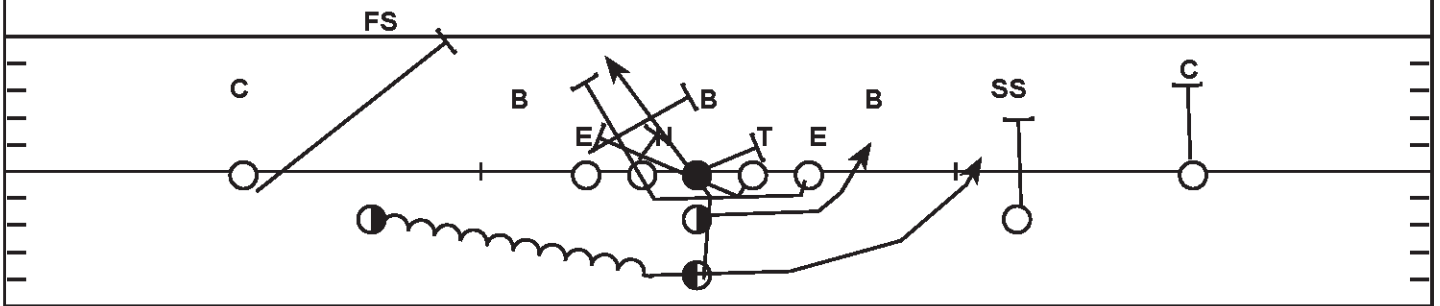
We can use motion with inside receiver and run a true option off the defender.

46 - 47 OT Read

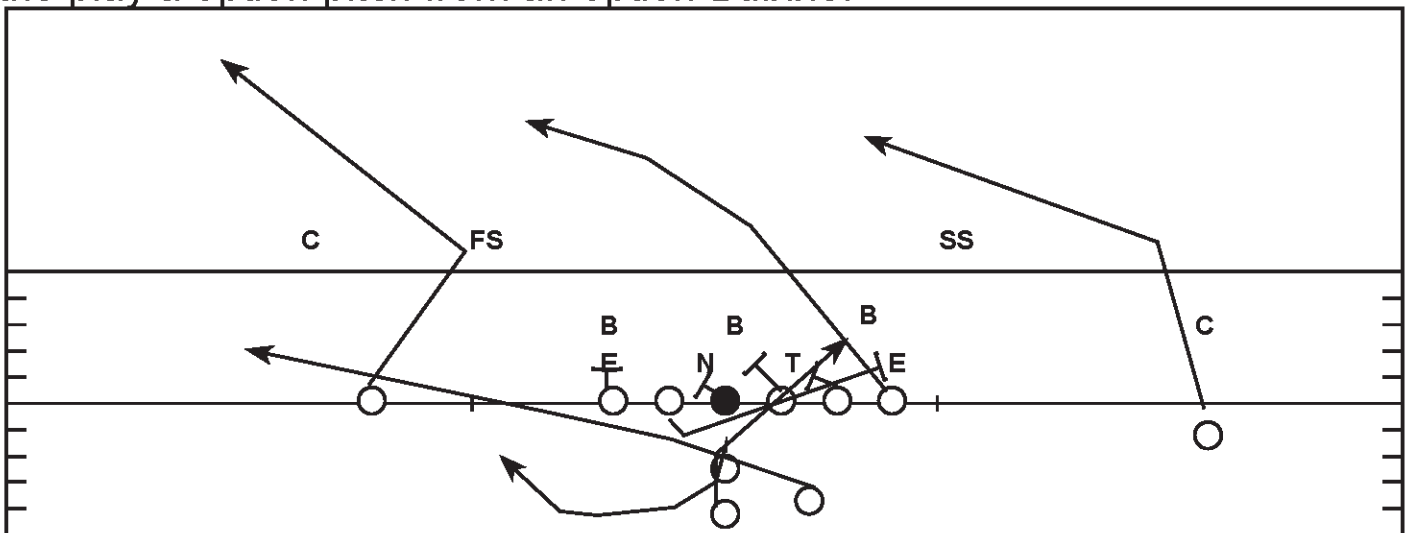


46 - 47 OT Read--- Qb read the DE for Give/Keep option. Pull backside guard and tackle. We work very hard on getting the pulling guards head in the hole and creating movement. If Qb Pulls the ball he will run the Bubble option with the inside receiver.

46 -47- Counter Read--- Ze Flash motion

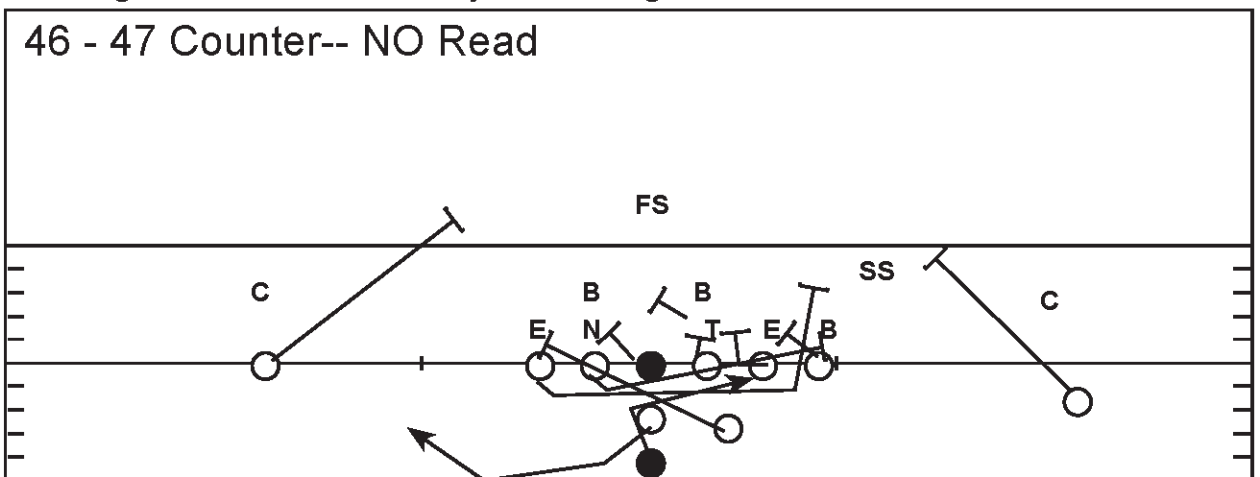


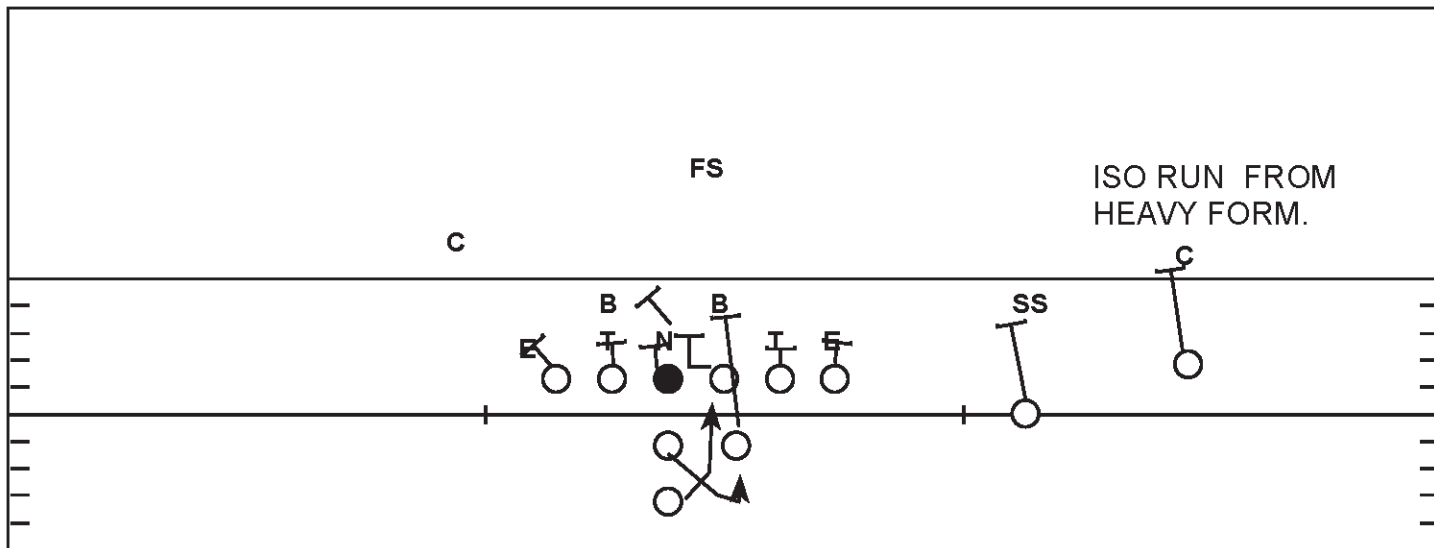
46 - 47 Counter Read--- From 10 Personnel Flash motion is used to get into pitch position. Qb will read the DE for Give/Keep and will option the first defender outside the DE for Keep/Pitch. The Flash motion makes the play a option pitch from an option Bubble.



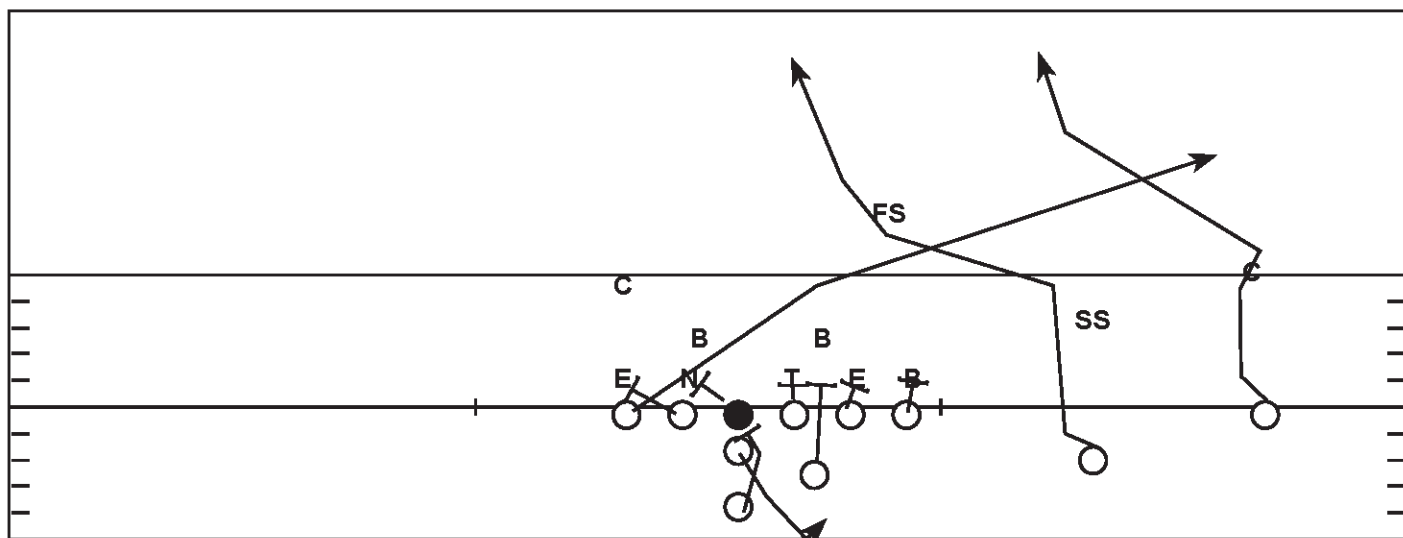
290-291-- Bootleg- Above diagram is 291-- Qb will fake to FB as he crosses under him and turns with great fake to RB and bootleg to the left side reading X -FB-Y. Pull only the BS guard.

46 - 47 Counter-- NO Read

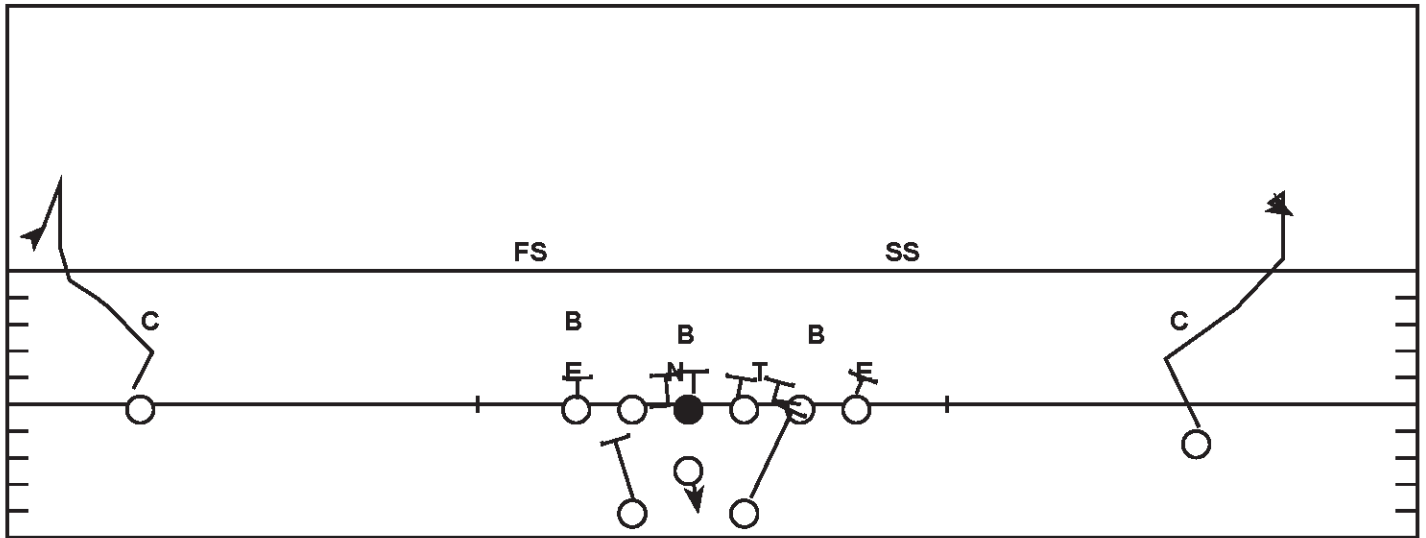




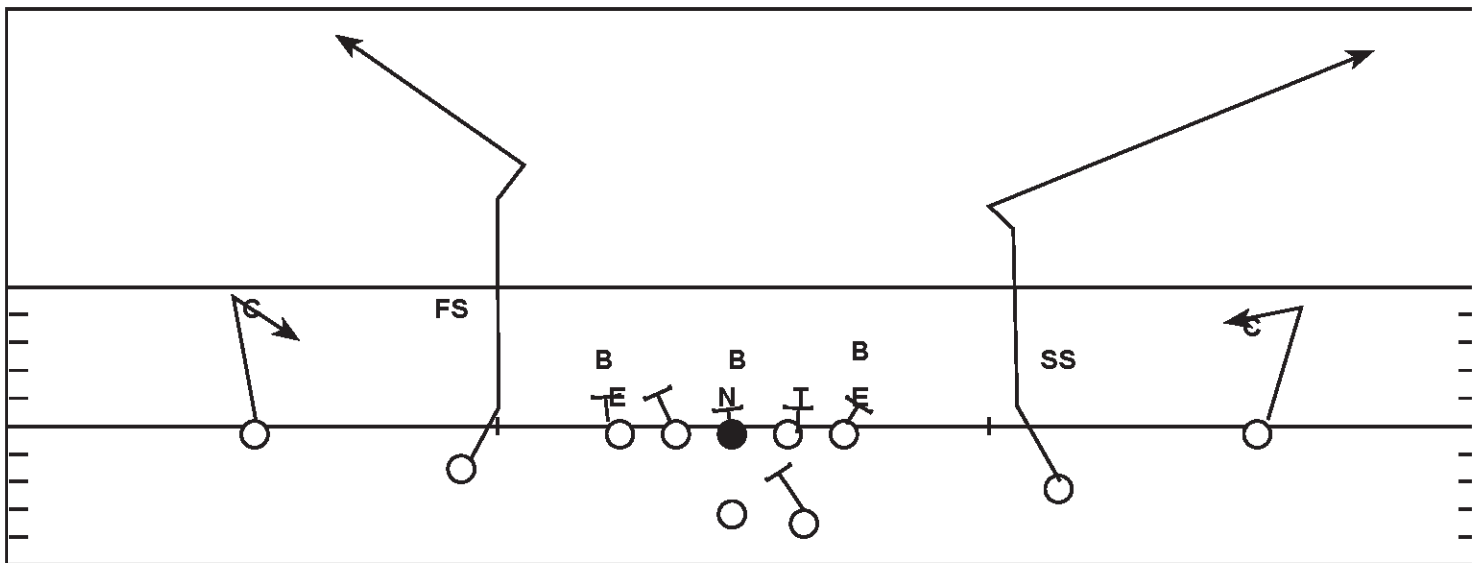
HEAVY R 42 ICE/ HEAVY L 43 ICE



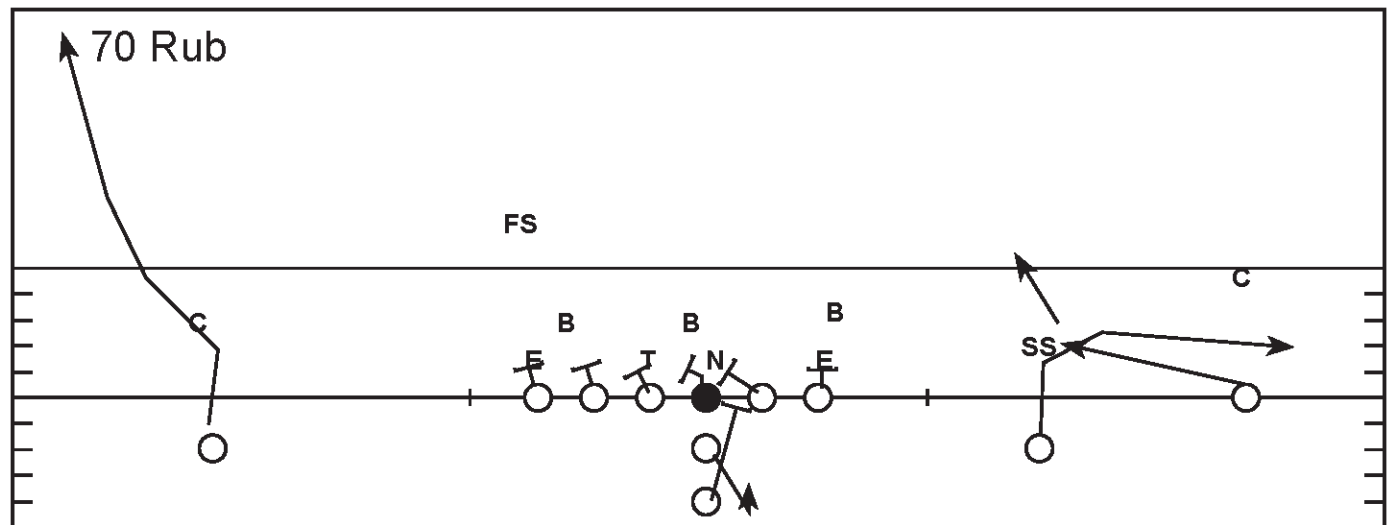
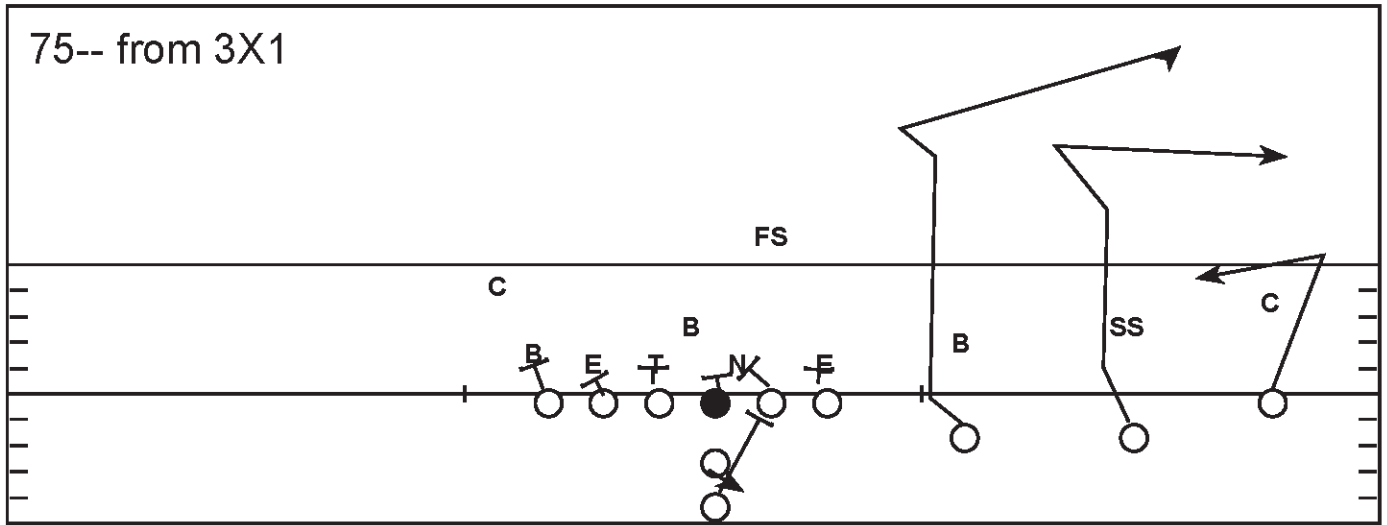
Heavy R 42 Pass--- Tackle over Y on short side. Play Pass on Iso action. The Qb will Make a great ball fake to Rb and set up and read the FS's reaction to the double post. He was to throw to grass leading the receiver down the field. If the double post isn't there go to the TE on Cross route. If the FS and C are both on the Posts the Cross is open. The inside receiver wants to release inside work vertical and run the post across the FS's face and get back vertical. The outside receiver wants to win inside on the corner and run a skinny post vertical to grass. Both receivers are going full speed. the TE will run under first Lber and behind the 2nd Lber gain depth as he crosses the field. Look for open grass to run to.



77 ---- Back shoulder pass. Qb takes quick 3 step drop, and picks the side he wants to go to. Usually, he picks the side with the biggest cushion or least experienced corner. He will throw about 1 yd behind the receiver who will attack the technique of the corner and plant when Qb's arm goes back and will reach back for the ball. We have the receiver react off the front arm of the Qb when he loads the ball stick and come back to the ball. Timing is essential and practice time for this is important. Qb aiming point is 1 yd behind the Receiver.

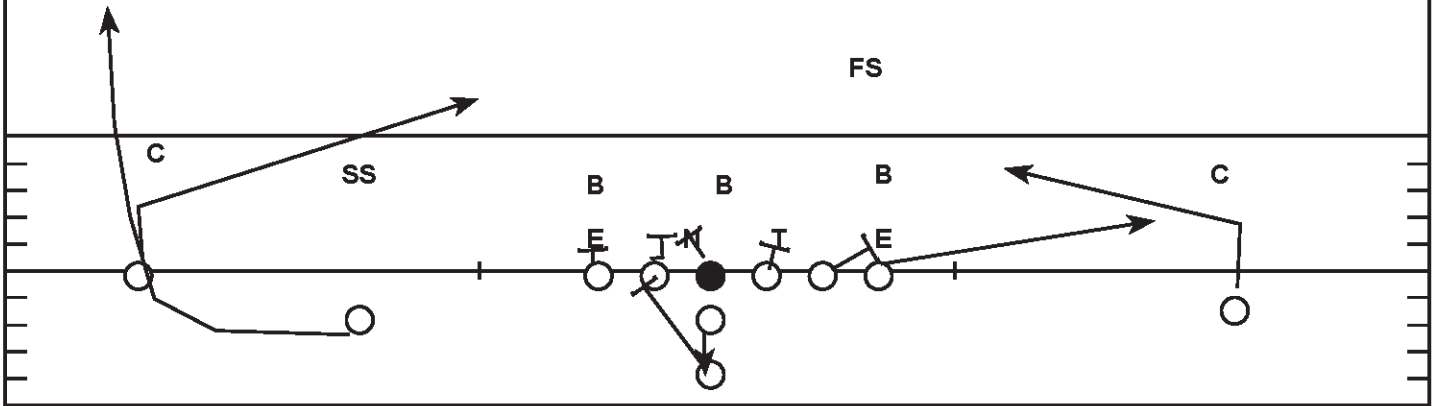


75- Smash Concept-- Vs Man coverage we like to run our Rub or our rub package. On 75, we want to get a 5 yard hitch route working flat and back inside, especially against man coverage. the inside receiver will attack the technique of the defender over him and make a good move to the inside and break to the back pylon. The Qb will take a 3 step drop, check the hitch to the corner route.



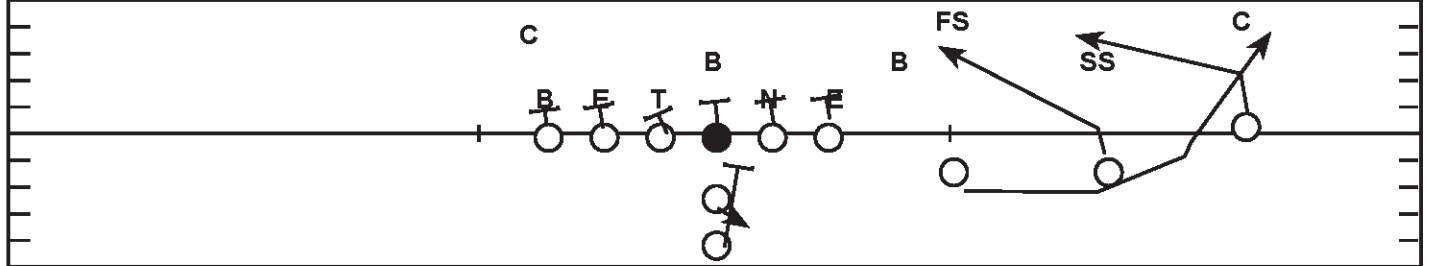
70 Rub-- Rub route between Z and Ze, Z will release inside to the outside hip the defender over Ze, while Ze release inside on the defender over him and will break outside when Z gets to the rub area. You want the defender over Ze to bounce over the top off the rub, don't let him under the rub. Once Z rubs the defender he will work upfield looking for a window. If man continue to run. We also added the Fade option on the opposite side. If we want to throw the fade we will change play to 79. The Qb can do this at the line if he feels the Fade is there.

72-- Slant



All 70's are 3 step drop. Qb will pick best side and read the reaction of the flat defender. Outside Receivers take a 3 step slant with outside foot back. They will run a slant route by flattening as they come inside. Sit in window vs Zone, run vs man.

72 from 3X1



72- Slant-- From 3X1 the inside receiver will run a 1 step slant at the defender over or near the inside receiver. The outside receiver runs a 3 step slant just behind the defender over the 2nd receiver and the inside receiver will run a bubble. The Qb takes 3 step drop and reads inside to outside.

We want to find window and show numbers vs zone and run vs man. If man coverage we want to run rubs with the two outside receiver.



3rd & 3 Down and Distance Play Calls

The ability to grind out a yard whenever needed is a point for football coaches. Success on 3rd down starts with focused detailed planning. After reviewing opponents film we will put together a list of plays we feel confident give us the best chance for success. It is very important to have a high success rate in this area. It's important to include this area in your daily practice plans. Get as many competitive reps as possible. This article will give you a play list of run and pass plays for this situation.

3rd DOWN & 3 PLAY CALLS

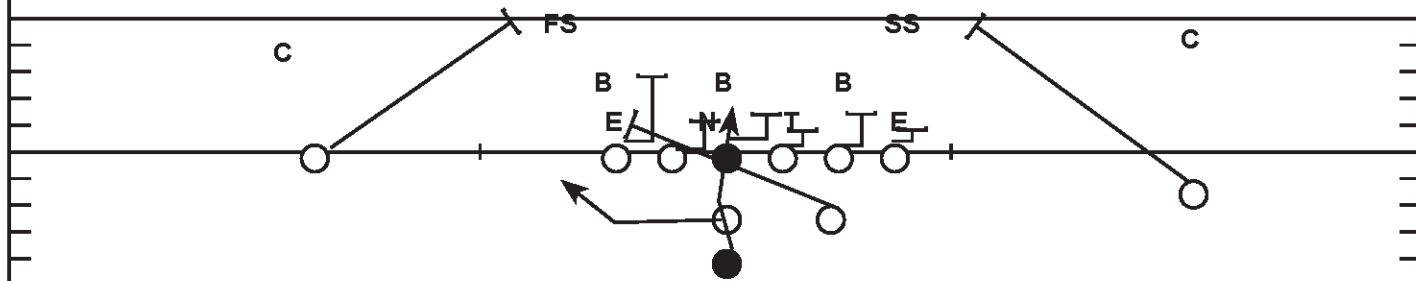
Run

Pro R Kg--40 Zone
Pro L Kg-- 41 Zone
Pro R Kg-- 40 Zone Read
Pro L Kg-- 41 Zone Read
Heavy R Kg-- 42 Ice
Heavy L Kg-- 43 Ice
Pro R Kg-- 44 Power
Pro L Kg-- 45 Power
Pro R Kg-- 44 Power Read
Pro L Kg-- 45 Power Read
Tulsa R-- 30 Trap
Tulsa L-- 31 Trap
Zorro R-- 48 Crack Sweep
Zorro L-- 49 Crack Sweep
Trips R Wk-- 17 Counter
Trips L Wk-- 16 Counter
Trips R 42 Veer
Trips L 43 Veer
Tight Slot R 41 Mid
Tight Slot L 40 Mid
Slot R 240 Bat
Slot L 241 Bat

Pass

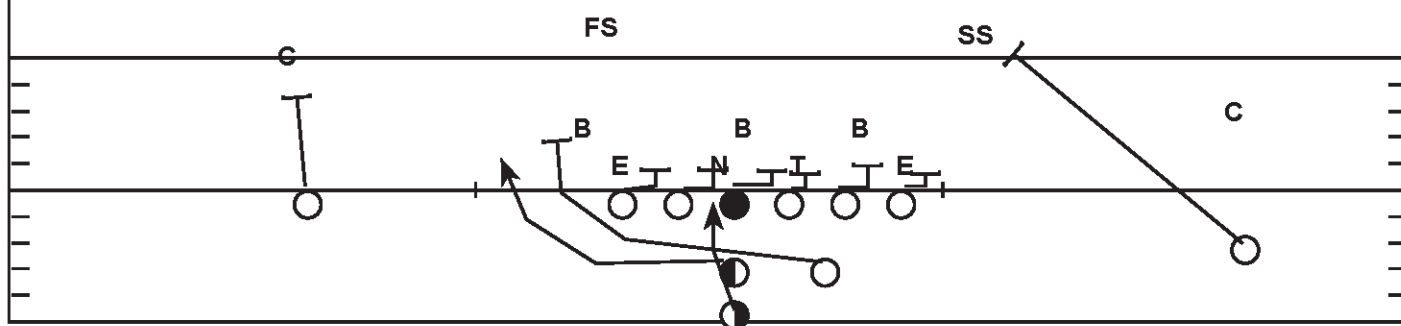
Pro R Kg-- 40 Split Pass
Pro L Kg-- 41 Split Pass
Trips R Flash-- 43 Veer Pass
Trips L Flash-- 42 Veer Pass
Heavy R Kg-- 42 Pass
Heavy L Kg-- 43 Pass
Duece R-- 71
Duece L-- 71
Duece R-- 74
Duece L-- 74
Trips R Stg-- 70 Double Stick
Trips L Stg-- 70 Double Stick
Tulsa R-- 61 Ze Action
Tulsa L-- 60 Ze Action
Tulsa R-- 61 Snag
Tulsa L-- 60 Snag
T-Rip R 44 Power Read
T-Rip L 45 Power Read
Tulsa R 60 Snag
Tulsa L 61 Snag

40 - 41 Zone
40 - 41 Zone Read

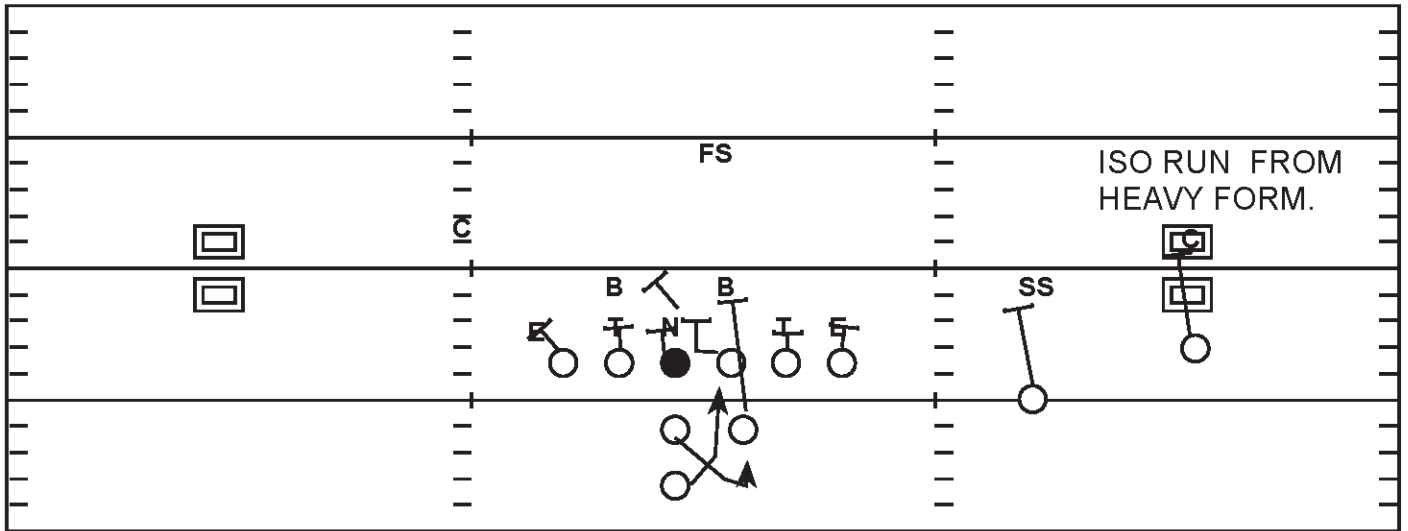


40 - 41 Zone is a split zone play that we really like in short yardage and Red Zone. We really work on our combinations blocks working from level 1 to level 2. The RB works off the outside hip of the center for his running lane. Qb will carry Read action.

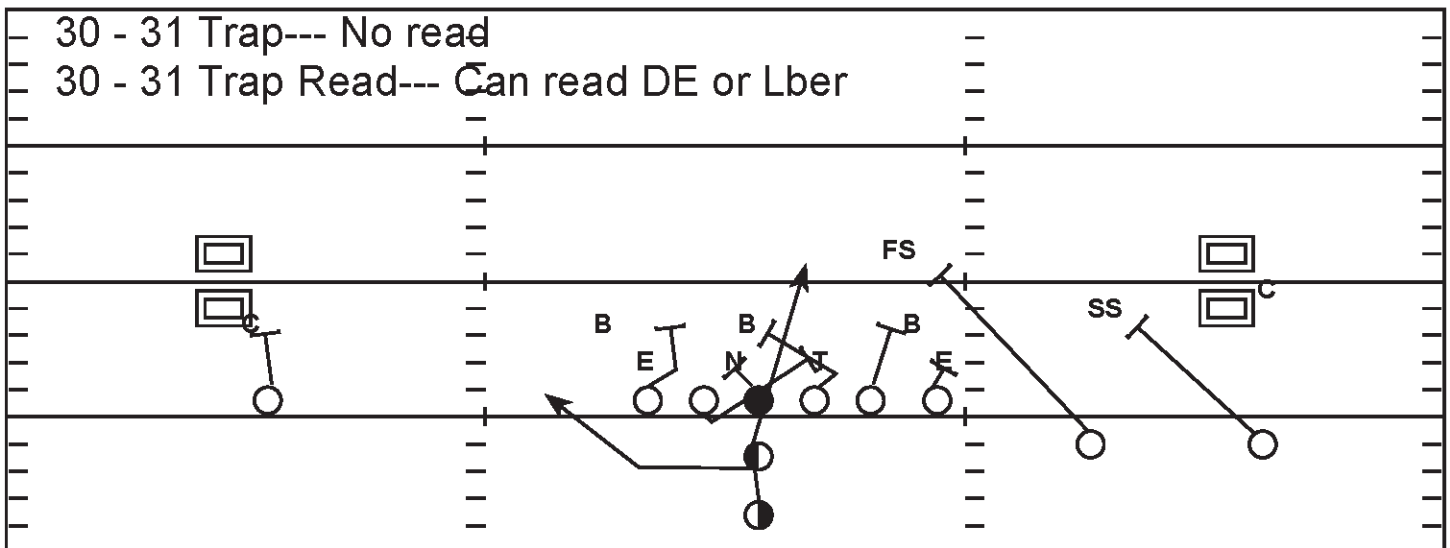
40 - 41 Zone Read



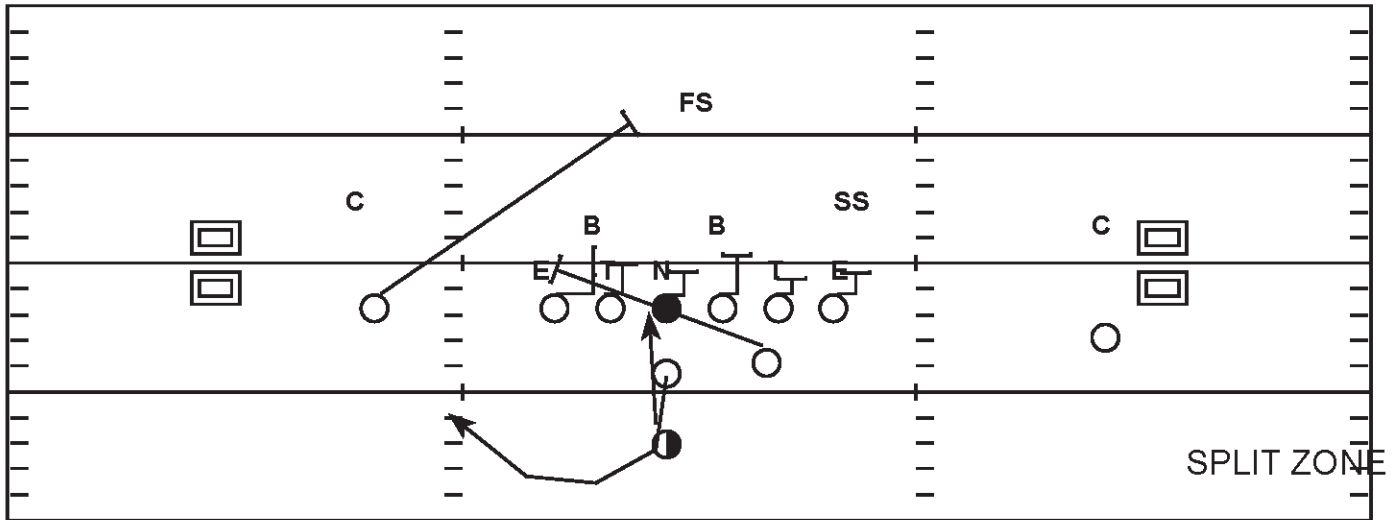
40-41 Zone Read--- On the diagram above the Qb is reading the Outside Lber to his side for Give/Keep option. The play is blocked just like split zone with exception to the read and the Tackle blocking the DE. We will Read the DE as well depending on the game plan for that week. If the Lber is aggressive and attacks the zone the Qb keeping the ball with an easy path to the end zone. If he sits on Qb the RB's path is easier and larger.



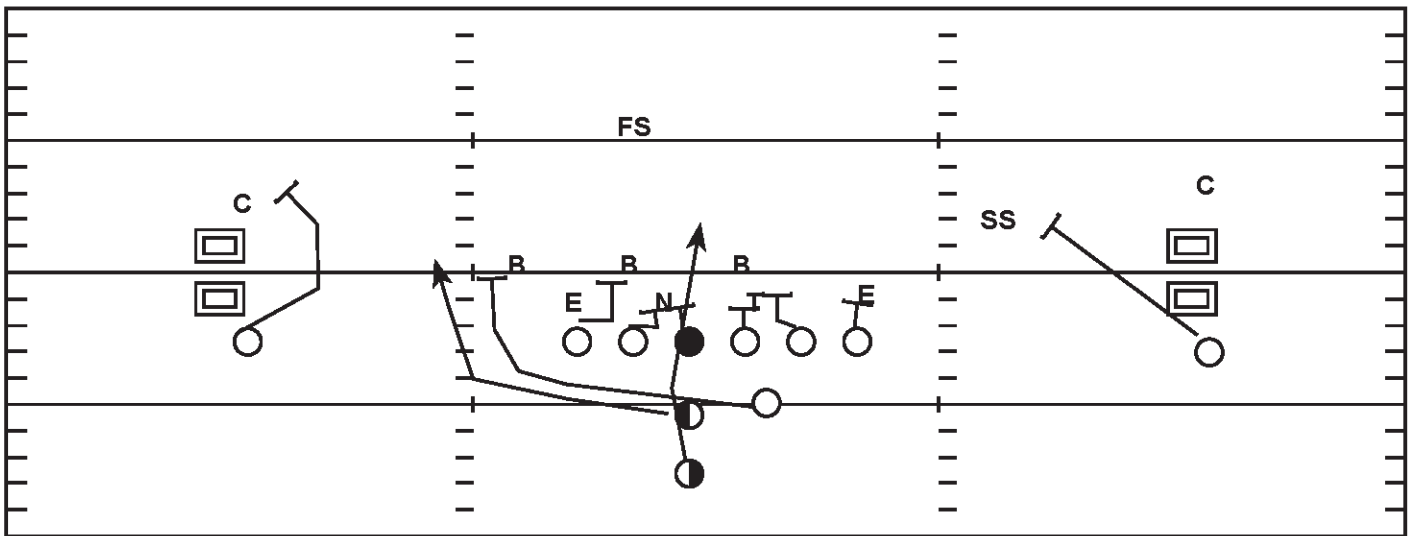
HEAVY R 42 ICE/ HEAVY L 43 ICE



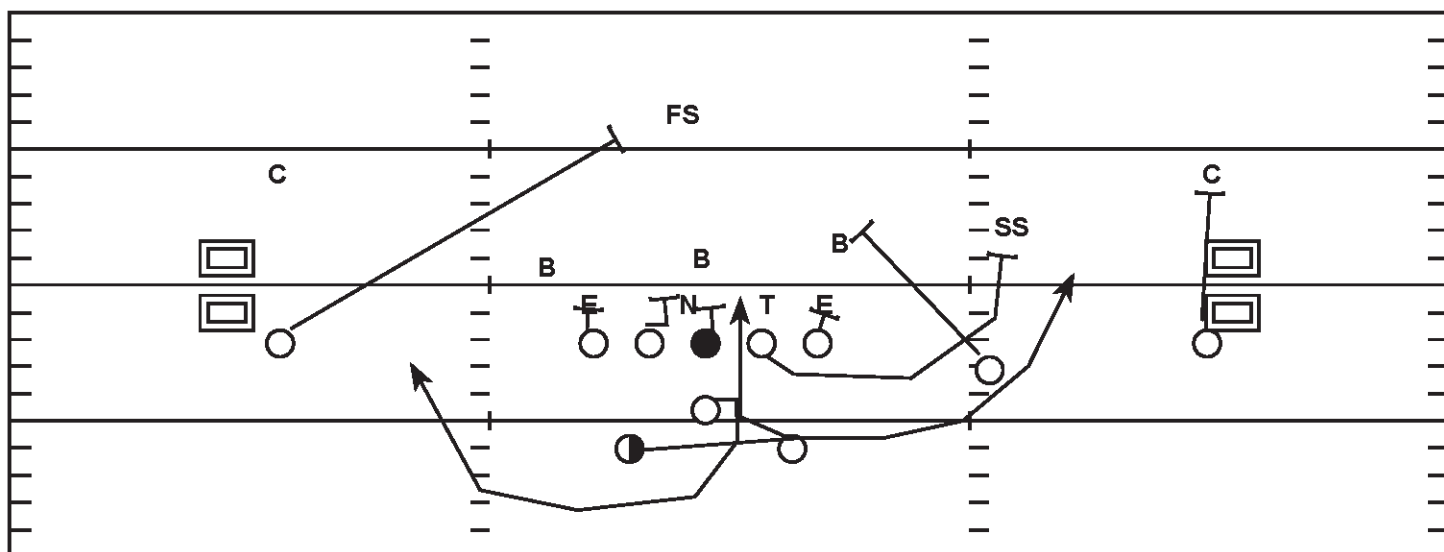
The 30-31 Trap and Trap Read is another play we will script into our Red Zone offense. On the Trap Read the Qb will read the DE for Give/Keep. If running the Trap without the read the Qb will hand the ball off and run same action as the read. We have game planned blocking the DE with the Tackle and reading the Lber. We would read the Lber if he aligned tight inside.



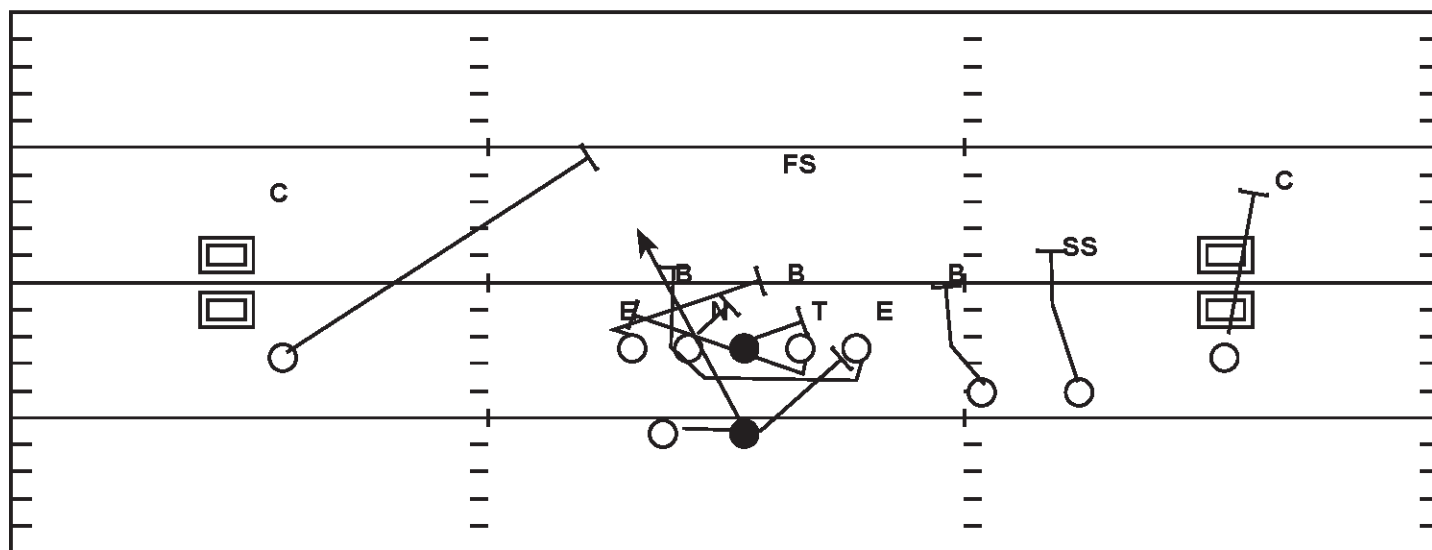
40 - 41 Zone-- Work combinations to get push and create running lanes for RB. The Rb work the back side hip of the center.



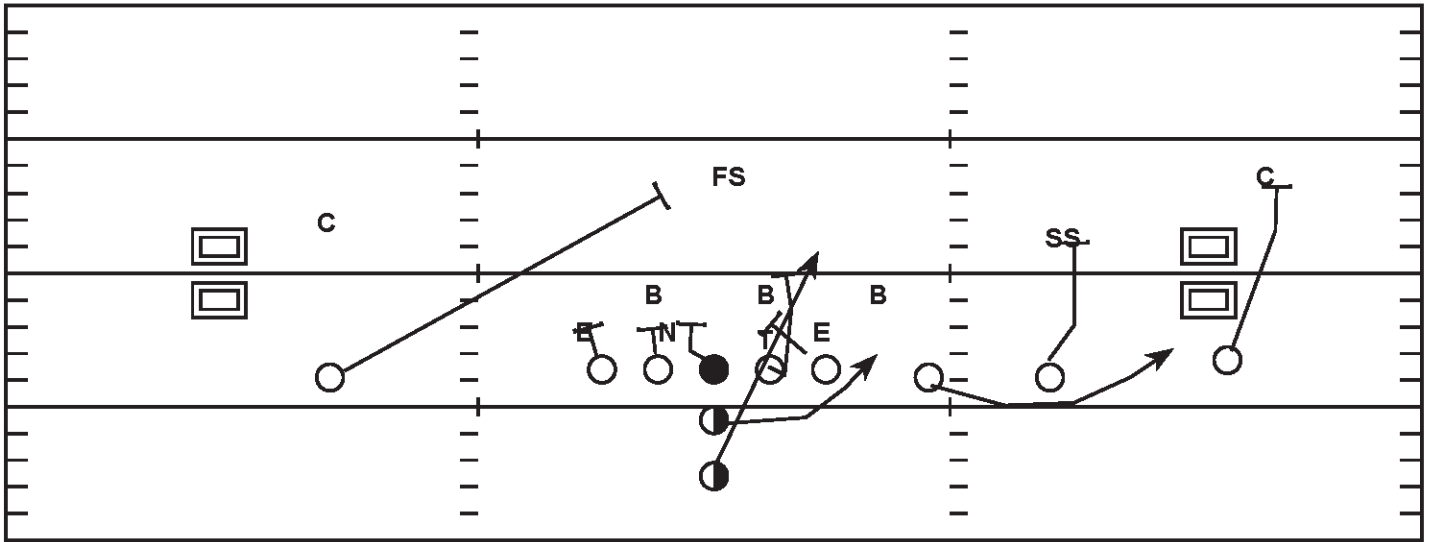
40 - 41 Zone Read--- Everything is blocked like the Split Zone with exception of the Fb who will lead around end and block any defender who shows up the field. The Qb will read and react of the DE for Give/Keep.



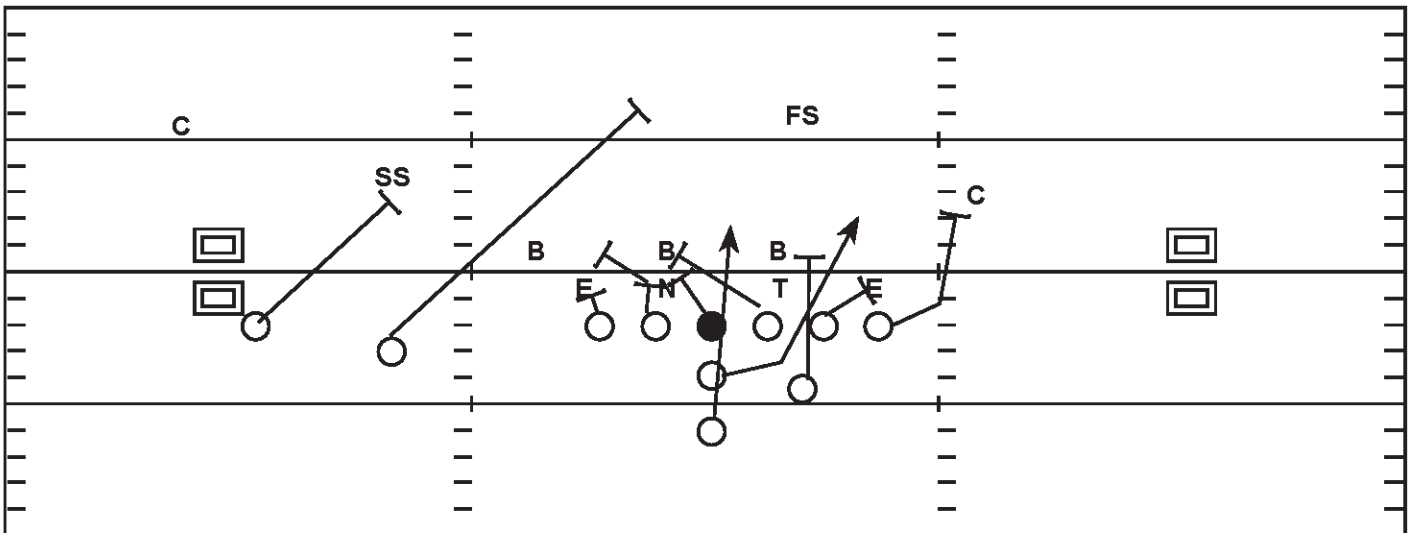
48 - 49 Crack Sweep--- Qb must make a great fake to the Back on the Dive action, turn and hand ball off to the opposite back who will run the sweep. Play side guard will pull and will block the alley. Y blocks #2 on the second level.



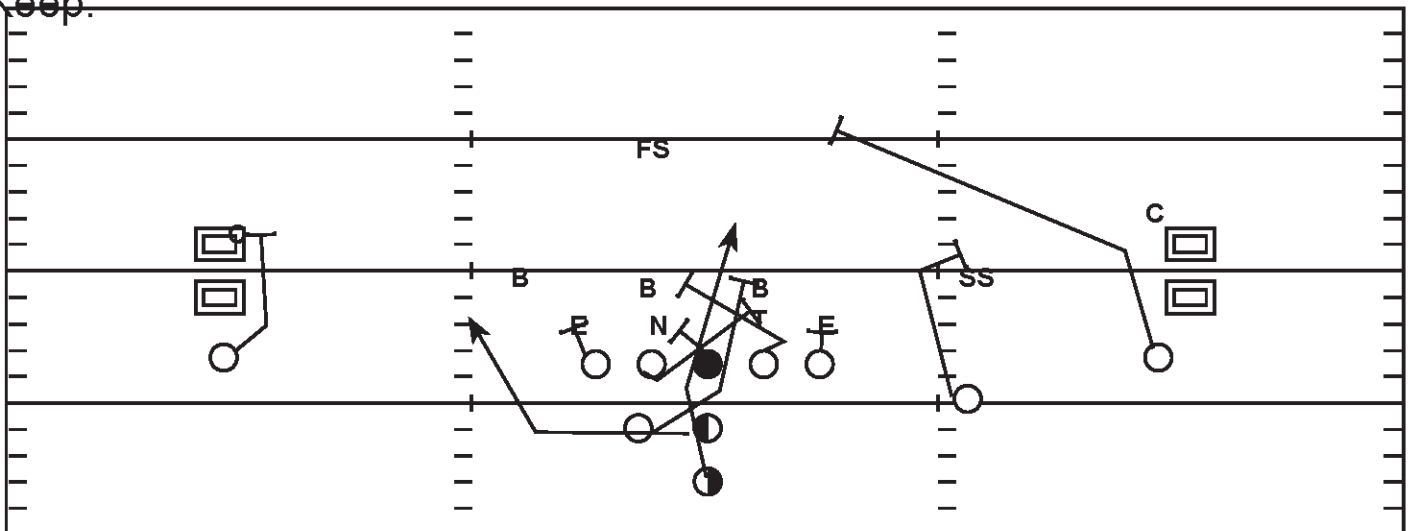
16 -17 Counter--- Run Counter sweep blocking with the Qb making good fake to Rb who will cut off DE away from play and Qb will run Counter to the Left in the above diagram. QB Counter!



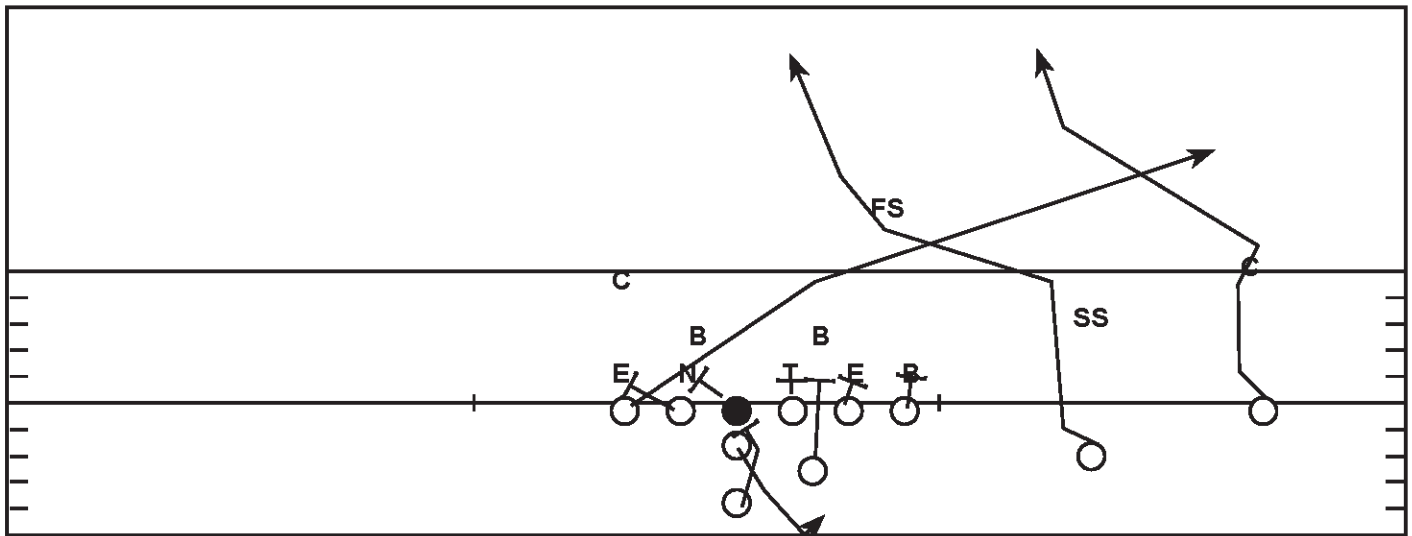
Trips R 42 Veer-- Fold scheme, read DE for Give Keep to Outside Defender for Keep/Pass. Qb must read the window. Also have #2 block down on Lber and read the SS.



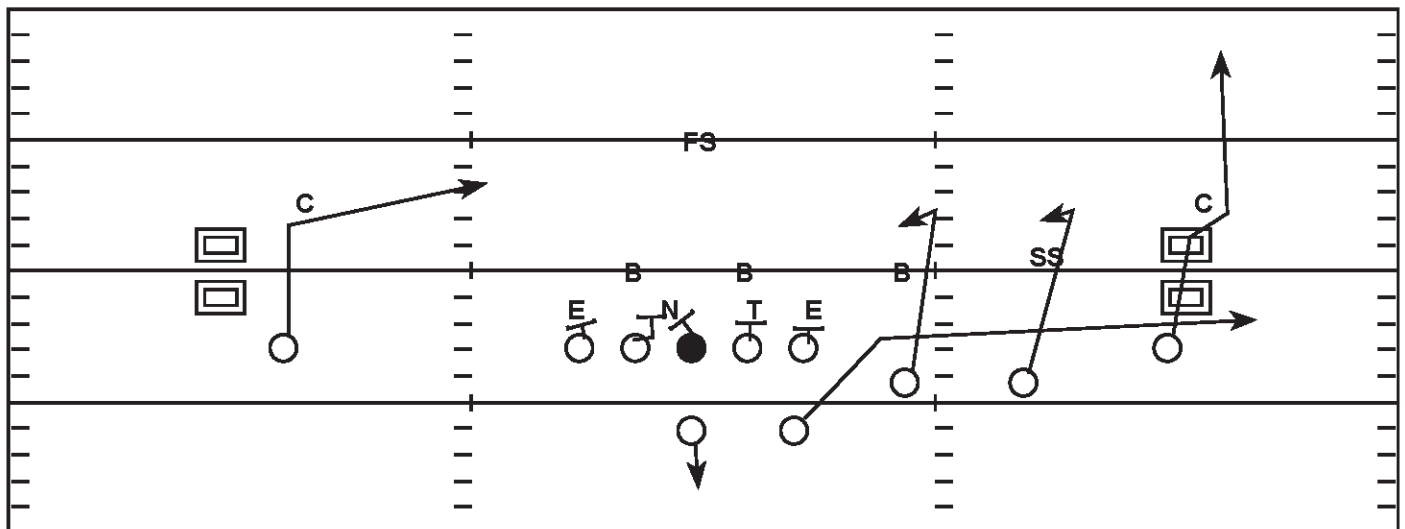
Tight Slot L 40 Mid--- Qb read reaction of first defender past C for Give/Keep.



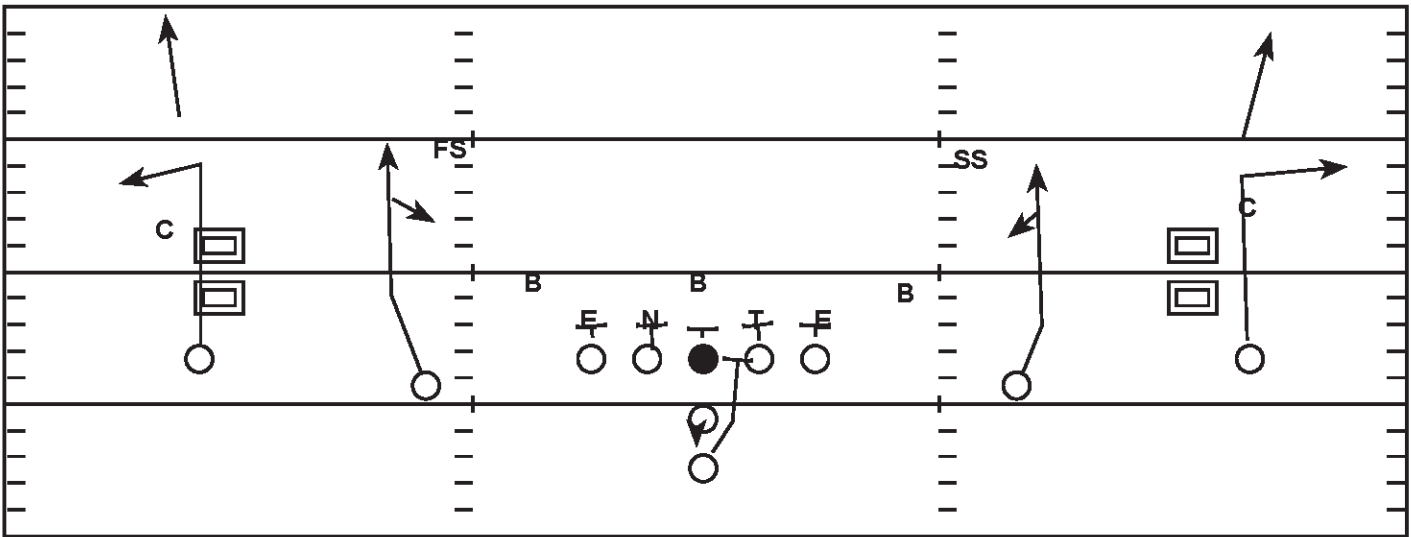
Slot R Qn 240 Bat-- Qb reads Lber away for Give/Keep.



Heavy R 42 Pass--- Tackle over Y on short side. Play Pass on Iso action. The Qb will Make a great ball fake to Rb and set up and read the FS's reaction to the double post. He was to throw to grass leading the receiver down the field. If the double post isn't there go to the TE on Cross route. If the FS and C are both on the Posts the Cross is open. The inside receiver wants to release inside work vertical and run the post across the FS's face and get back vertical. The outside receiver wants to win inside on the corner and run a skinny post vertical to grass. Both receivers are going full speed. the TE will run under first Lber and behind the 2nd Lber gain depth as he crosses the field. Look for open grass to run to.

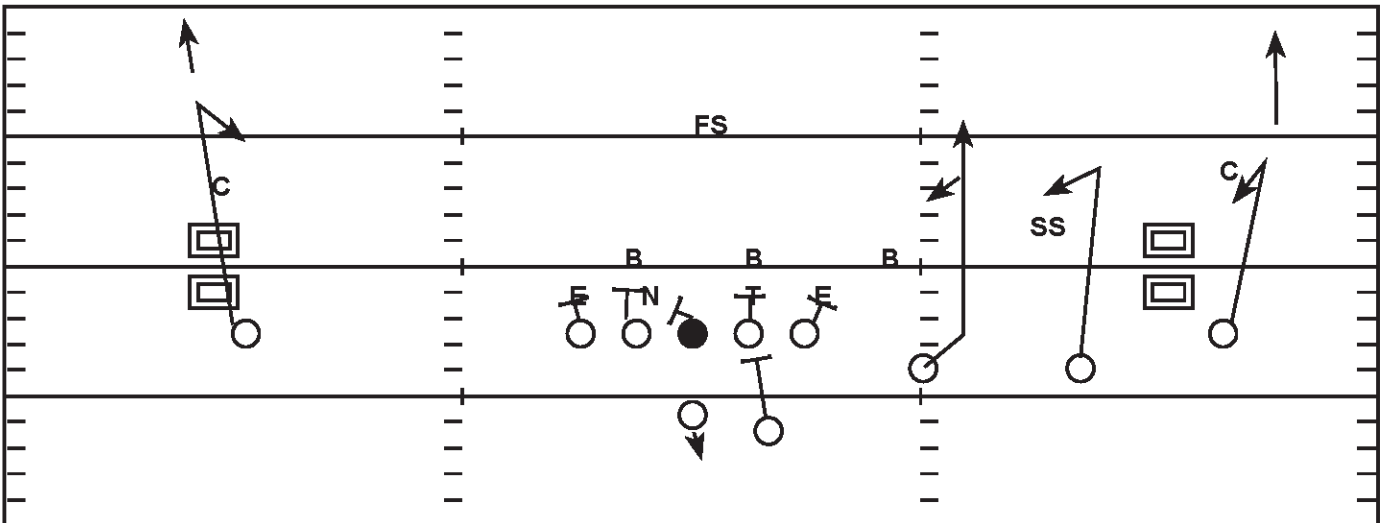


Trips R Stg 70 Double Stick---- Qb- Grab- Stab- Throw-- Read the flat defender.



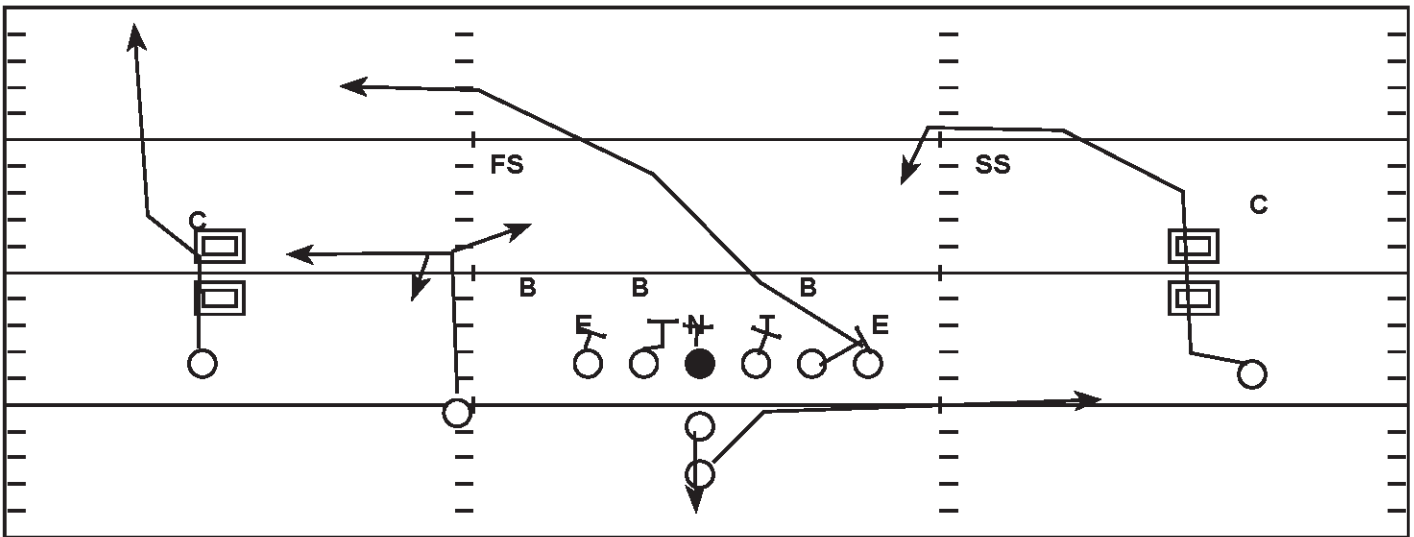
71--- 6 yard out by outside receivers. Inside receivers run a seam read. If there is a defender over him on level 3 he will set the route down at around 6 yards. If a single safety, run seam route vertical down or near hash. Qb will Grab snap, stick his right foot if right handed and throw the ball to the outside receiver if the throwing lane is clear. If clutter hitch up and come back inside. We tell the inside receiver to key the flat defender, if he buzzes the out look for ball. Qb will pick side he wants to go to. Biggest cushion etc.. We like the out because it gives us some separation. 3X1 formation the 2nd receiver will also run the out.

AMF Rule

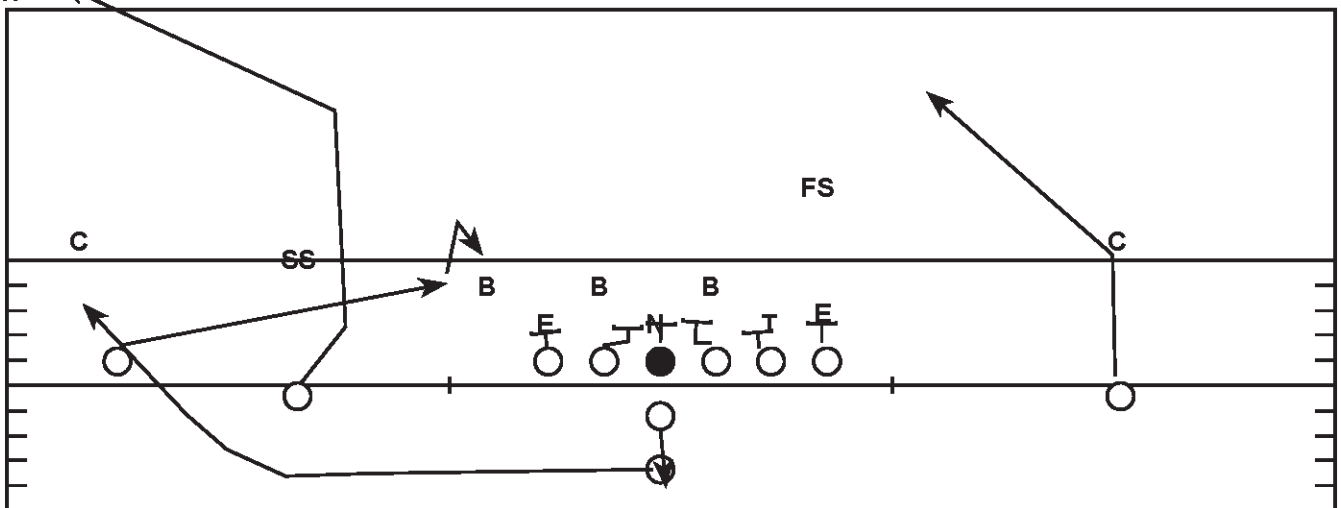


74 --- 6 Yard Hitch route. QB=Grab, Stab, and Throw.

AMF Rule -- Audios My Friend, If Corner sits on our Out or Hitch we will convert the route to a Fade.



Ze Action--- We really like to pass on 1st Down. X must outside release and win vertically. If the Corner sits flat look for pass in the hole behind the Corner and in front of the safety. Ze run a option route, of the Lber on or inside him. If he is inside run the out at 6 yds, if head up stem inside and take best release. If he drops sit down. If outside, break inside and find window. Y run deep cross under first Lber behind the second. Work to 15 to 17 yards to opposite sideline. Z will run a flat post and hunt for the window inside. Rb check release on Lber to Flat route. Qb will read corner alignment and reaction of X. If the corner drops go to the option route - Cross- flat post. He will take a quick 5 step drop no hitch.



60 Snag --- This is our version of the Snag Route. We want X to release inside and pick the near Lber. After the Lber clears or chases; sit down or run the Snag Route. Work to get open when Qb eyes come to you..Ze runs a Corner Route and the RB will run a Flare Route outside turning down field. The Qb will take a quick 5 Step Drop, going to the Corner to Flare to the Sit Down or Snag Route. If FS over plays the 2 wide out side, we want to throw the Post to Z.







The Backed Up Offense

Play-calling deep near your end zone is a risky business, and the negative consequences of any mistake adds to pressure on the offense to move the ball away from the goal line. A bad play can result in disaster and give your opponent excellent scoring position.

You won't worry about it until you are backed-up near your goal line, whether you are on the 1 foot line or the 10yard line. So how should your team address the challenges of playing deep from your own territory.

When we began looking at the numbers behind play calling in this situation, we found that we were far more cautious than in other field zones. The play calling becomes conservative, relying heavily on the run and the short passing game to avoid giving the opponent good starting position.

After looking at game film and what the defense is doing here, we put together our game plan for this area of the field. We normally go into a game with 4 runs and 2 pass plays. Being a shot gun spread team we will reduce the number of formations to allow us to run what gives us a better chance of having positive results. Your solid "Bread and Butter" plays give you that best chance.

We will coach this category with our team and emphasize things that can't happen. We want all equipment such as mouth pieces and chin straps, etc. up to speed. Then we talk about not having penalties, we, don't get too fancy here. We can't have any turnovers, keeping two hands on the ball or take a loss of any kind. We encourage getting positive movement to establish room to punt the ball if necessary.

We add this category to our practice plan, we will place the ball on the 1yard line and will give the offense 3 downs to get a first down. We are live, to the ball but only tag the back not taking him to the ground. You need full speed blocking where everyone gets a feel. We line our scout team up on defense and tell them to just tag the back and he is down. We are a no huddle team so we signal the play in. The scout team know are signals so this evens up the competition. We will run the scripted plays and keep track of the time the offense made the first down and the defense stopped them. We will run all right-side plays for specified time then switch to the left side. This like to keep all our practice phases as intense and competitive as possible.

We make sure our team knows the situation and understands what must happen. By practicing this situation your players are better prepared to play football. So, when the situation occurs during the game your team has experienced it and are familiar with it.

You really hate to think of throwing the ball in this situation, but certain situations may force you to pass. We run the shotgun spread so we feel comfortable throwing here. You run what

you do best with very little chance of throwing an interception. We will script practices into our competition period. We emphasize not taking a sack in this area.

Our game plan sheet will have a backup offense category. We will have 4 runs and 2 passes scripted and when the situation arises will go to this category and call a play from there. We could have the same plays called out of 2 or 3 different formations depending on what we see on film study.

It's probably no surprise the offenses are more conservative deep in their own territory. Any mistake can swing the game in favor of the opponent. When we sit down and put together our offense, we will script this area into our daily practice plan. We script the Split Zone, Power, trap and Iso for example, whether we are running a one or two back set we will run these plays.

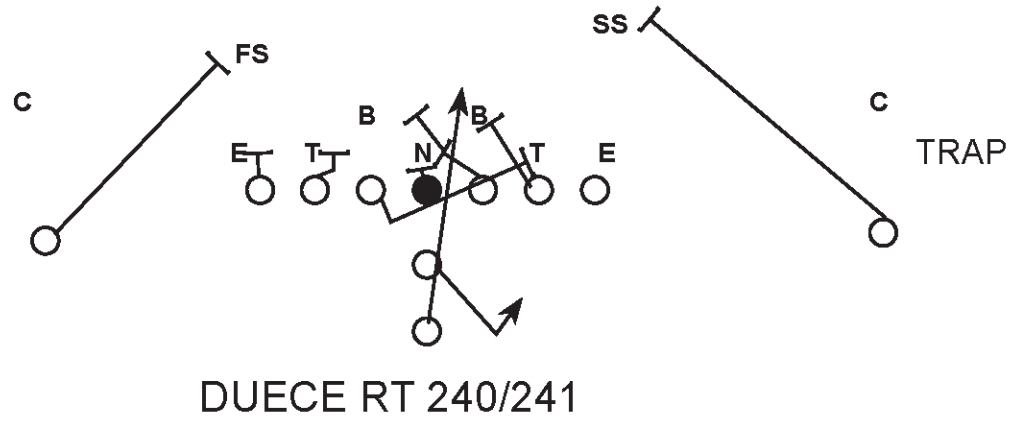
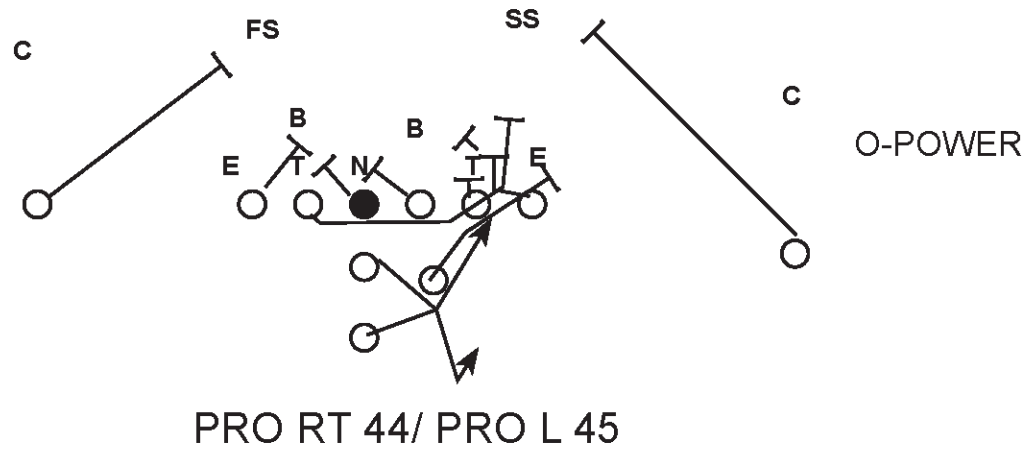
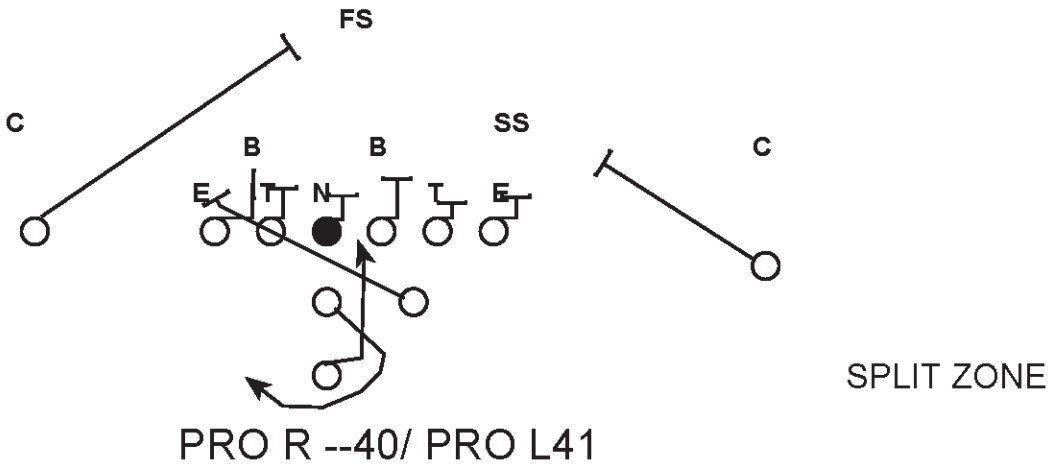
You will find that many of the plays you've selected to run here are also part of your goal line offense as well. You are getting repetition in both categories as well as establishing a smash mouth offense.

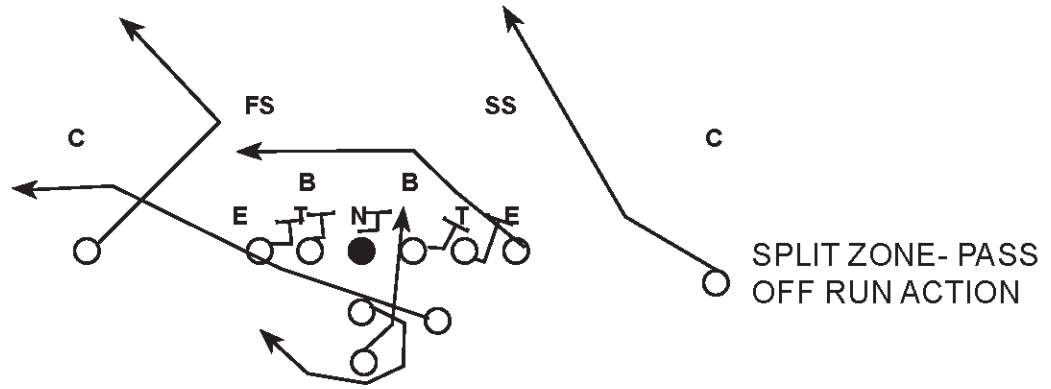
The offenses primary goal in this area is to gain at least one first down. Complicated blocking schemes are usually avoided. Passes will probably be of a low and outside nature. Passes over the middle are usually avoided because of the possibility of a big hit or a tipped ball.

Regardless of the overall defensive philosophy a team subscribes to, coaches and players should understand that the seeds of victory or defeat can be sown in the "coming out" area.

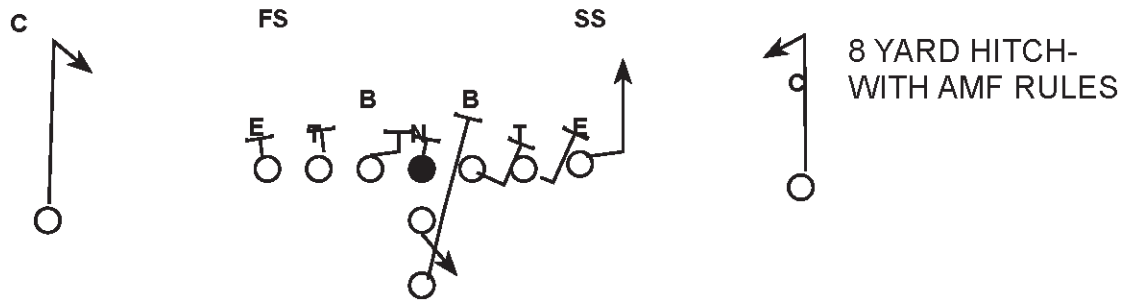


Plays are scripted to both Right and Left sides.

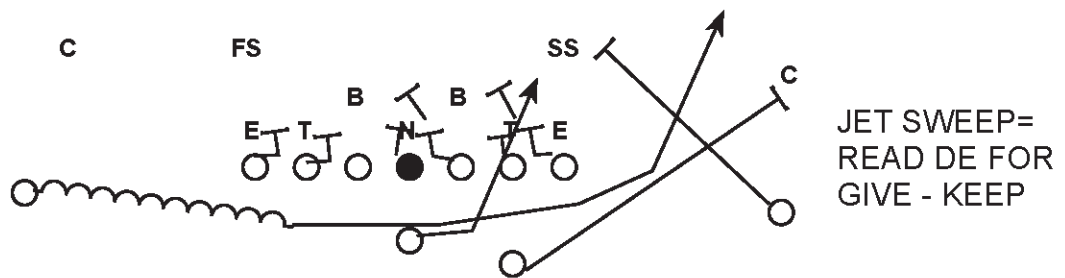




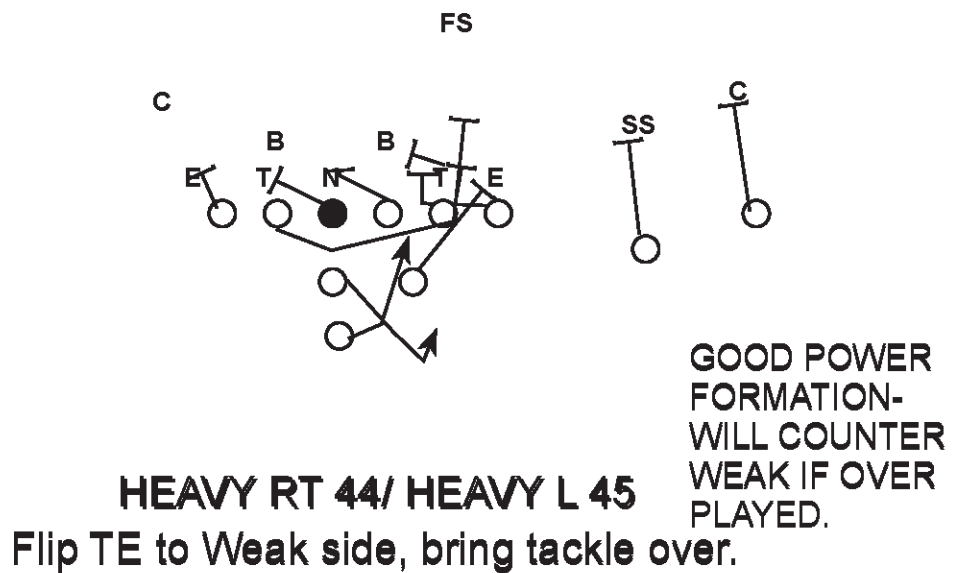
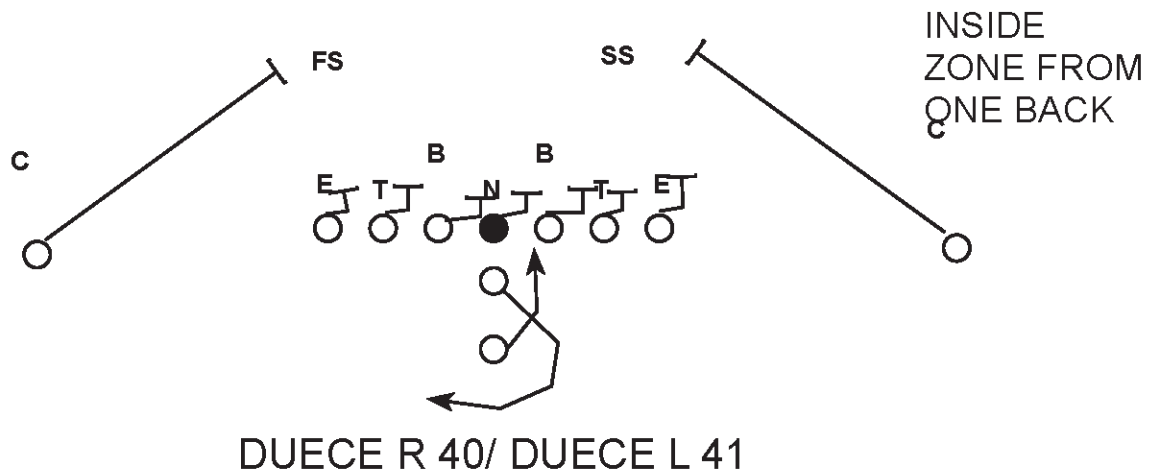
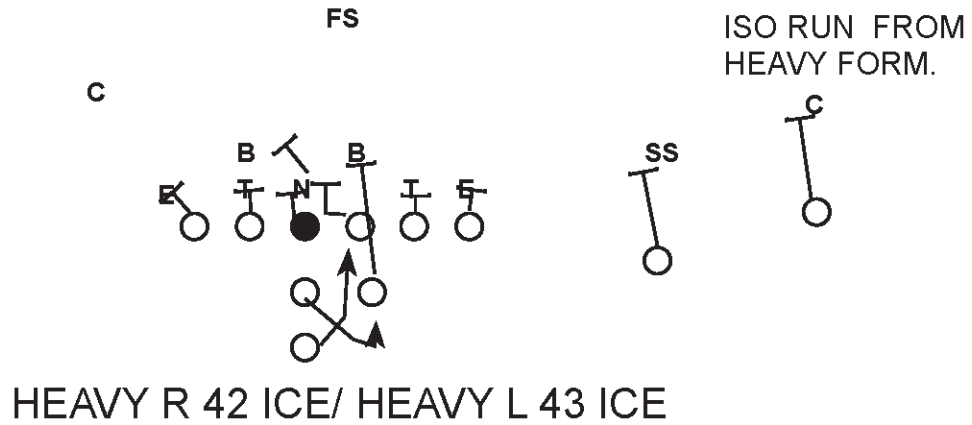
PRO RT 40 PASS/PRO L 41 PASS

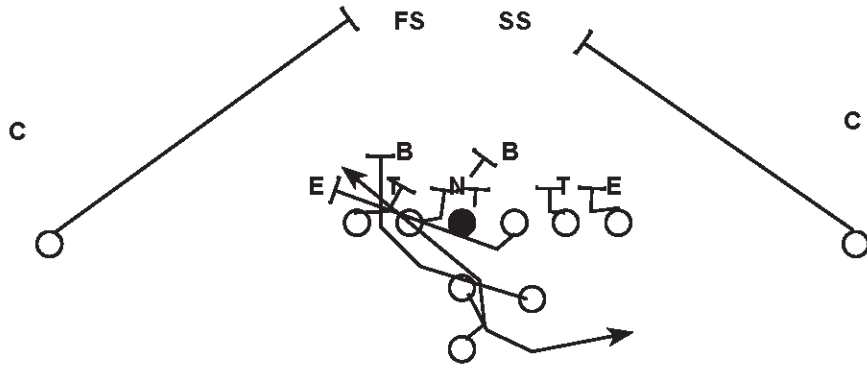


DUECE R 71/DUECE L 71



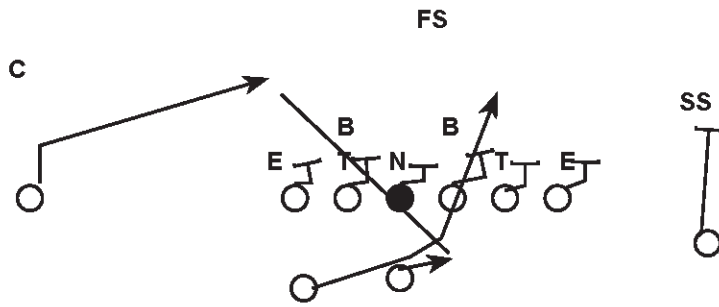
DUECE R ZE FLY 44 READ
DUECE R ZE FLY 45 READ





COUNTER ACTION
WHERE ONLY 1
LINEMAN PULLS AND
THE FB ATTACKS
LBER.

PRO RT 45 BAG PRO L 44 BAG



C
PLAY PASS OFF
INSIDE ZONE
ACTION-- READ
THE BACKSIDE
LBER FOR GIVE
PASS.

TREY RT 40 PASS/ TREY L 41 PASS





Two-Minute Offense

The Two-Minute offense is a form of hurry-up no huddle procedure that can keep the defense on its heels. We are attacking on offense! In some situations you are playing against the clock, or some use it as a change of pace. Whatever, the reason there are some simple rules to executing the Two-Minute successfully. Always have a second play ready, never throw to your check down and do what your team does best. It's important that your team knows how many time outs you have and what starts and stops the clock. It is very important that the Qb knows he can't take a sack and if it happens to call time out.

We are a up-tempo, no huddle offense that is operated from the Gun. We never go under center. In reality we run a version of the two-minute as our base offense. The plays are signaled in from the sideline. I call the play and it's signaled in by an assistant coach to the team. We have the Qb call out the formation as the team hustles to the ball and look to the coach for the next play. This article will diagram the plays which we run in a hurry-up two-minute situation either before the half or at the end of the game. We will run entirely out of 10/11 personnel when we are running a true Two-Minute concept working against the clock.

Two-Minute Play Calls

Runs--	Passes--	60-61 Series
Trips R -- 18 Load	70 Stick/D. Stick	Cal
Trips L -- 19 Load	71 Quick Out/Seam	Plant
Duece R Stg Fly-- 28	72 Slant/Arrow	Omaha
Duece L Stg Fly-- 29	73 Vertical/5 yd Out	Florida
Duece R Stg Fly-- 28 Power Rd	74 Hitch/Seam	Pitt
Duece L Stg Fly-- 29 Power Rd	75 Bones-6 yd Curl/6 yd Rub	Winston
Trips R Wk Fly-- 29 Kick Sweep	76 Out /Double	Cobra
Trips L Wk Fly-- 28 Kick Sweep	77 Back Shoulder Throw	Frisco
Duece R Stg-- 48 Rocket	78 Poke	DC
Duece L Stg-- 49 Rocket	79 Spacing	Smash/Out
Play Action--	Screens--	Scissors
Trips R 42 Veer Pass	Duece R 60 Alcatraz	Action
Trips R Flash 43 Veer Pass	Duece L 61 Alcatraz	Snag
Trips R Stg 41 Sail	Duece R 60 Scrape	
Trips L Stg 40 Sail	Duece L 61 Slip	

We don't run the ball as much in the Two-Minute as we do in our regular concepts. We mix in a lot of different types of passes and use the run in short yardage and to keep the defense honest. One thing that we noticed was how the pass rushing tired the defensive lineman. This helps us run the ball better and gives us more time for the pass. The contingencies that I have listed and diagramed is an example of what we go into the game with. If we need a quick call we will go to the game sheet and make a call. Once a call is made we are getting ready for the next play call.

1st Down Run

Trips R 18 Load
Trips L 19 Load
Duece R Stg Fly 28
Duece L Stg Fly 29
Duece R Stg Fly 28 P. R.
Duece L Stg Fly 29 P.R.
Trips R Wk Fly 29 K.Sw.
Trips L Wk Fly 28 K.Sw.
Duece R Stg 48 Rocket
Duece L Stg 49 Rocket

1st & 10 Pass

Trips R Stg 70 Stick/D. Stick
Duece R 71 Quick Out/Seam
Duece R 72 Slant/Arrow
Duece R 73 Vertical/5 yd Out
Duece R 74 Hitch/Seam
Duece R 75 Bones-6 C./6 R
Duece R 76 Out /Double
Duece R 77 Back Shoulder
Duece R 78 Poke
Trips R 79 Spacing
Duece R 61 Ze Action
Duece L 60 Ze Action
Duece R Wk 61 Snag
Duece L Wk 60 Snag
Duece R 60 Alcatraz
Duece L 61 Alcatraz

2nd & Long 8-10 Run

Trips R 18 Load
Trips L 19 Load
Duece R Stg Fly 28
Duece L Stg Fly 29
Duece R Stg Fly 28 P. R.
Duece L Stg Fly 29 P.R.
Trips R Wk Fly 29 K.Sw.
Trips L Wk Fly 28 K.Sw.
Duece R Stg 48 Rocket
Duece L Stg 49 Rocket

2nd & Long 8-10 Pass

Duece R Stg 60 Omaha
Duece L Stg 61 Omaha
Duece R 60 Frisco
Duece L 61 Frisco
Duece R 60 Cobra
Duece L 61 Cobra
Trips R 60 Pitt
Trips L 61 Pitt
Duece R 60 Smash out
Duece L 61 Smash out
Trips R 60 DC
Trips L 61 DC
Duece R 77
Duece L 77
Trips R 61 Slip
Trips L 60 Slip

2nd & Med 4-6 Run

Duece R Stg Fly 28
Duece L Stg Fly 29
Duece R Stg 18 Load
Duece L Stg 19 Load
Duece R Stg Fly 28 P.R.
Duece L Stg Fly 29 P.R.
Duece R 40 Key
Duece L 41 Key

2nd & Med 4-6 Pass

Trips R Stg 70 Stick/D. Stick
Duece R 71 Quick Out/Seam
Duece R 72 Slant/Arrow
Duece R 73 Vertical/5 yd Out
Duece R 74 Hitch/Seam
Duece R 75 Bones-6 C./6 R
Duece R 76 Out /Double
Duece R 77 Back Shoulder
Duece R 78 Poke
Trips R 79 Spacing
Duece R 61 Ze Action
Duece L 60 Ze Action
Duece R Wk 61 Snag
Duece L Wk 60 Snag

2nd & Short 1-3 Run

Trips R Wk 28 K.S.
Trips L Wk 29 K.S.
Duece R Stg 48 Rocket
Duece L Stg 49 Rocket
Duece R 40 Key
Duece L 41 Key

2nd & Short 1-3 Pass

Trips R 60 Pitt
Duece R 60 Florida
Duece R 60 Winston
Duece R 61 Ze Action
Duece L 60 Ze Action
Trips R Stg 70 D Stick
Trips R Flash 42 Pass
Trips L Flash 42 Pass
Trips R 41 Sail
Trips L 40 Sail

3rd & Long 8-10 Run

Trip R 18 Load
Trips L Stg 19 Load
Duece R Stg Fly 28
Duece L Stg Fly 29
Duece R Stg Fly 28 P. R.
Duece L Stg Fly 29 P.R.
Trips R Wk Fly 29 K.Sw.
Trips L Wk Fly 28 K.Sw.
Duece R Stg 48 Rocket
Duece L Stg 49 Rocket
Duece R Fly 28 C.Sweep
Duece L Fly 29 C. Sweep
Trips R Wk 17 C.R.
Trips L Wk 16 C. R.

3rd & Long 8-10 Pass

Duece R Stg 60 Omaha
Duece L Stg 61 Omaha
Trips R 60 Pitt
Duece R 60 Pitt
Duece R 60 Florida
Trips R Stg 60 Scissors
Trips L Stg 61 Scissors
Trips R Stg 60 Shallow
Trips L Stg 61 Shallow
Duece R 60 Cobra
Duece R 60 Frisco
Trips R 60 Scissors
Trips L 61 Scissors
Trips R 61 Slip
Trips L 60 Scrape

3rd & Med. 4-6 Run

Duece R Fly 28
Duece L Fly 29
Trips R Wk Fly 29 Kick
Trips L Wk Fly 28 Kick
Duece R Stg 48 Rocket
Duece L Stg 49 Rocket
Trips R 18 Load
Trips L 19 Load
Duece R 40 Key
Duece L 41 Key
Duece R Fly 28 CS
Duece L Fly 29 CS

3rd & Med. 4-6 Pass

Duece R 60 Ze Action
Duece L 61 Ze Action
Trips R Stg 70 D.S
Duece R Stg 71
Duece R 75
Duece R 76
Trips R 77
Trips L 77
Duece R Wk 61 Snag
Duece L Wk 60 Snag
Trips R 60 DC
Trips L 61 DC

3rd & Short 1-3 Run

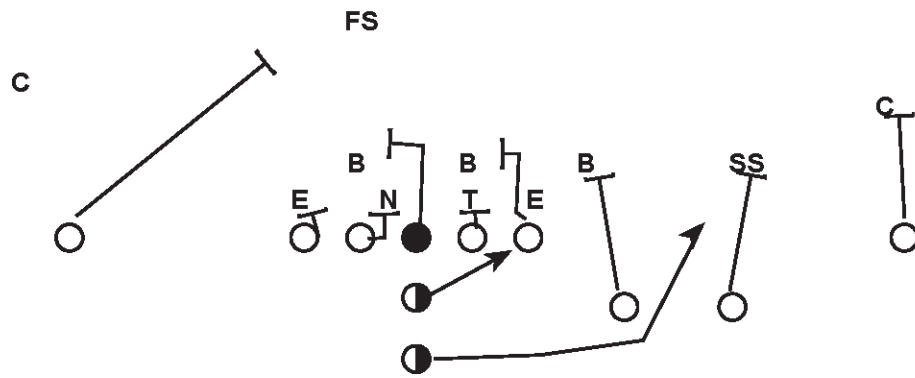
Duece R 40 Key
Duece L 41 Key
Trips R 40 Key
Trips L 41 Key
Trips R 19 Load
Trips R 18 Load
Trips R Wk 17 C.R.
Trips L Wk 16 C.R.

3rd & Short 1-3 Pass

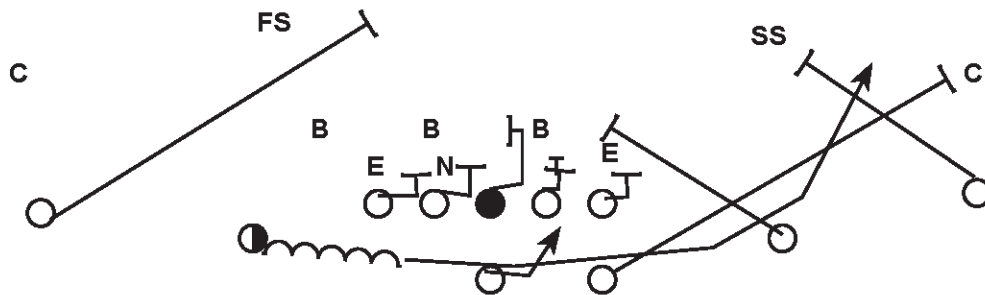
Trips L Flash 42 Pass
Trips R 42 Pass
Trips R 41 Sail
Trips L 40 Sail
Duece R 74
Duece R 76
Trips R Stg 70 Stick
Trips L Stg 70 Stick
Trips R 79 Spacing
Trips L 79 Spacing

****Many of these plays are explained in detail in the other concepts

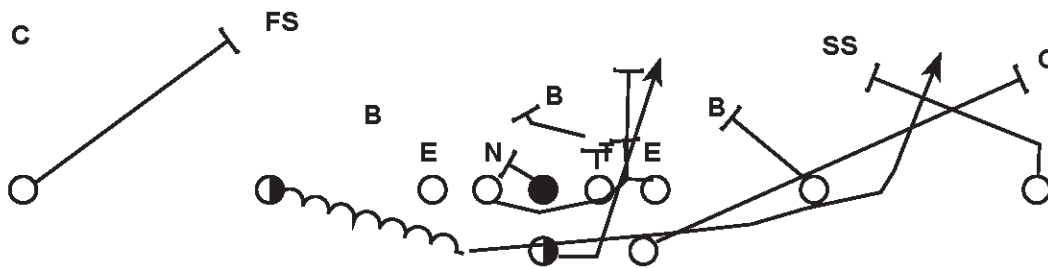
Play Title--18-19 Load



Play Title 28-29

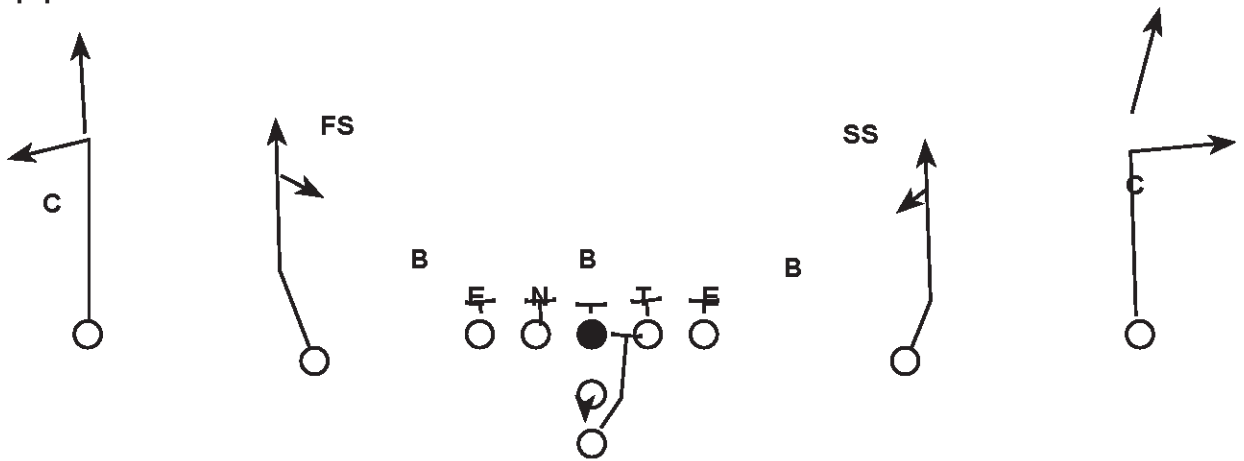


Play Title 28-29 Power Read



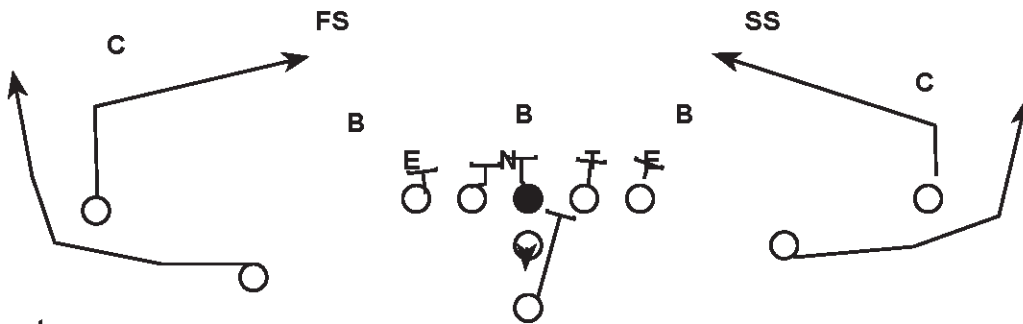
****Many of these plays are explained in detail in the other concepts

Play Title 71



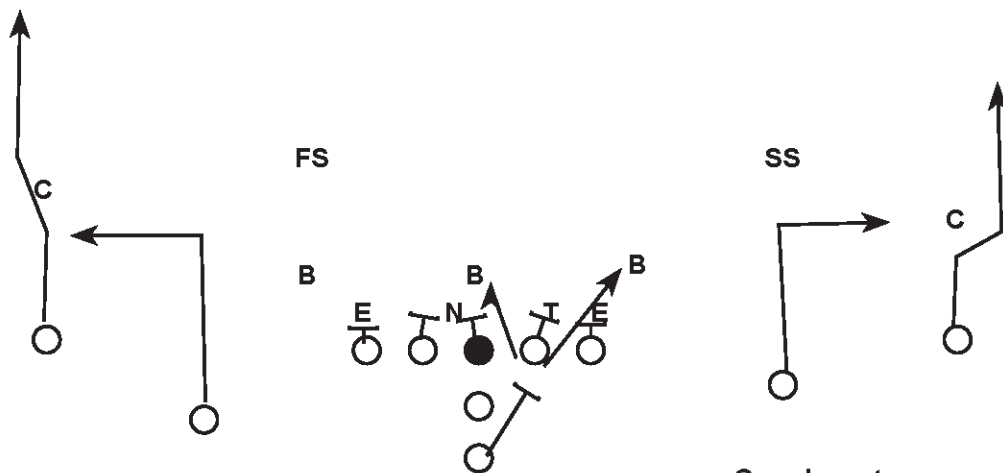
5 yd out/ Seam Read

Play Title 72



3 step Slant

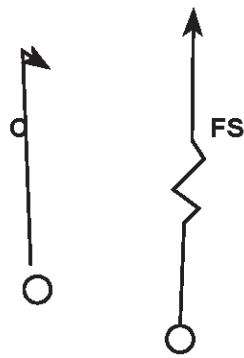
Play Title 73



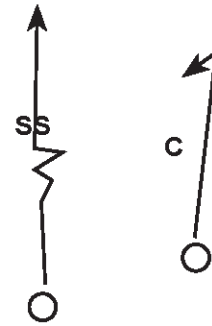
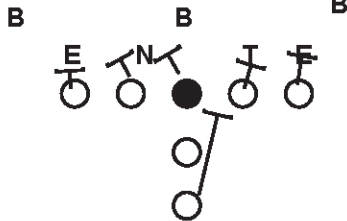
6 yd out

****Many of these plays are explained in detail in the other concepts

Play Title 74

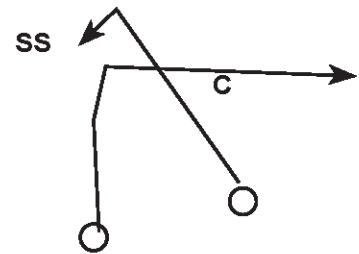
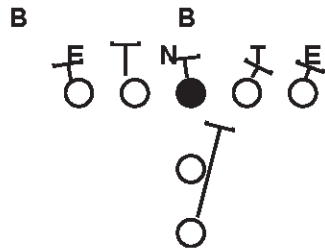
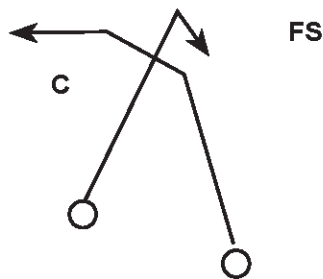


Seam Read



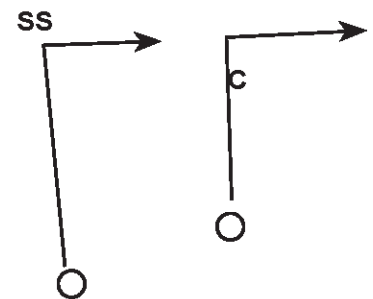
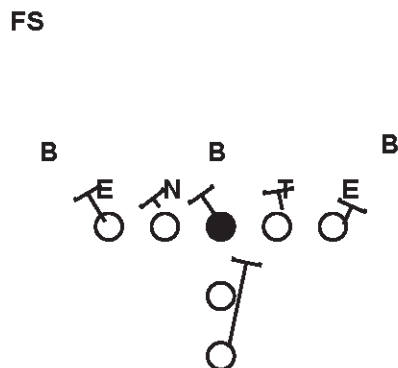
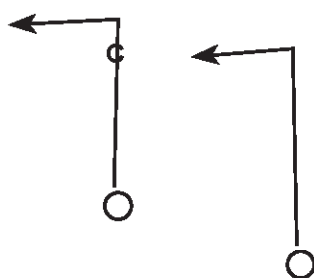
6 yd Hitch

Play Title 75 {Bones}



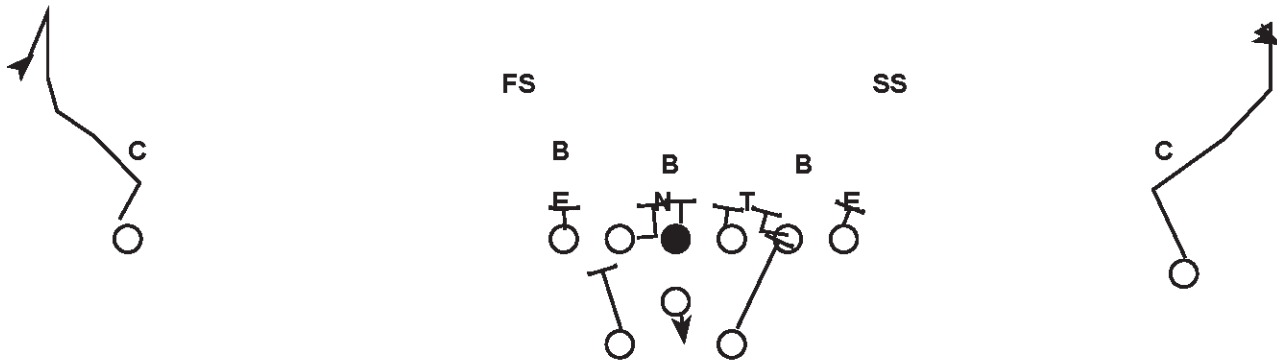
6 yd Curl and 6 yd Rub

Play Title 76

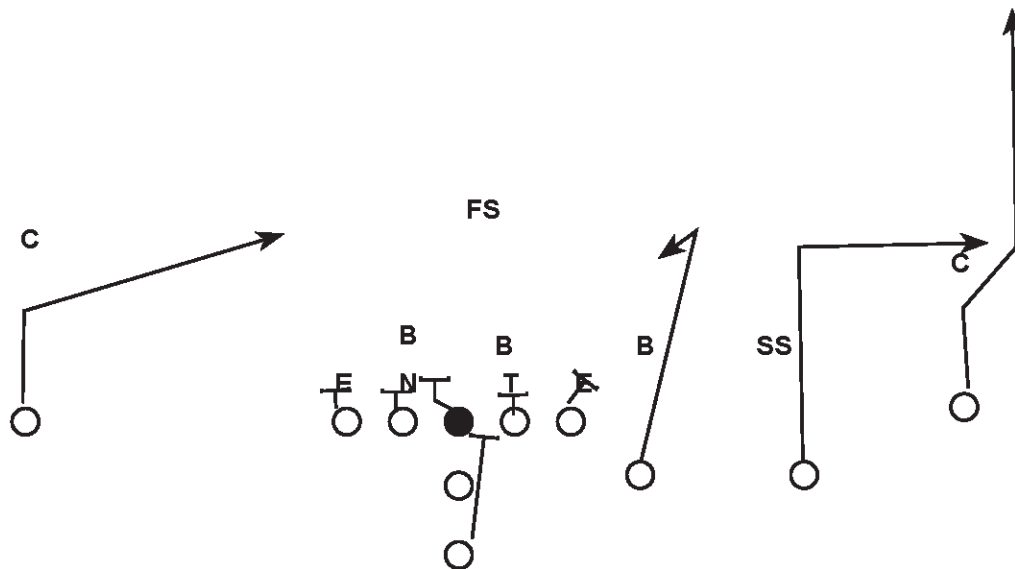


Double 6 yd Outs

****Many of these plays are explained in detail in the other concepts



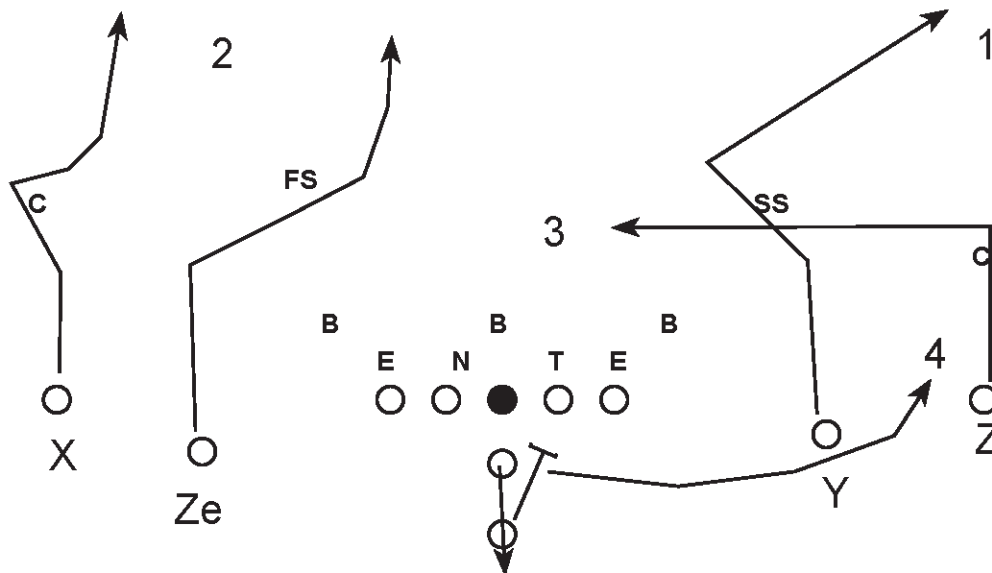
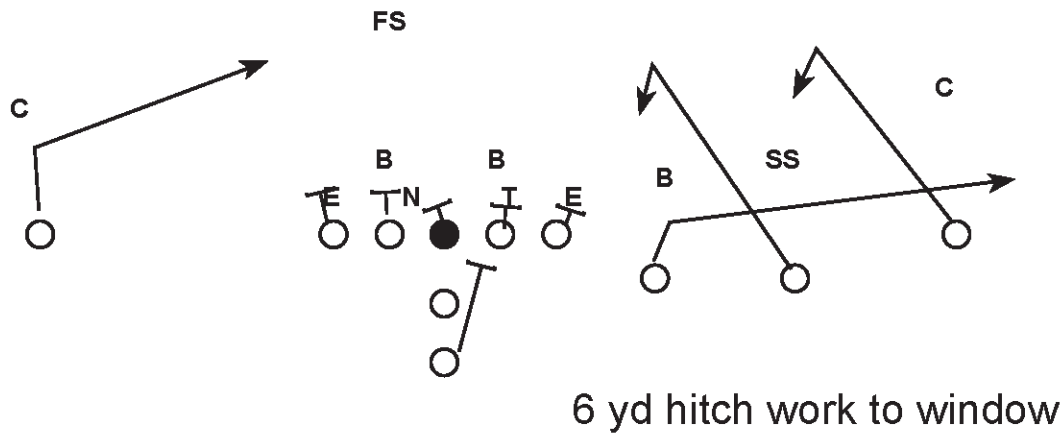
77 ---- Back shoulder pass. Qb takes quick 3 step drop, and picks the side he wants to go to. Usually, he picks the side with the biggest cushion or least experienced corner. He will throw about 1 yd behind the receiver who will attack the technique of the corner and plant when Qb's arm goes back and will reach back for the ball. We have the receiver react off the front arm of the Qb when he loads the ball stick and come back to the ball. Timing is essential and practice time for this is important. Qb aiming point is 1 yd behind the Receiver.



78 (Poke)

****Many of these plays are explained in detail in the other concepts

Play Title 79 (Spacing)



60 Pitt-- In my opinion this is the best deep route. Teach it correctly and you will have big plays.

Z- release upfield for 8 yds under control, break flat inside to middle of field. Find open area.

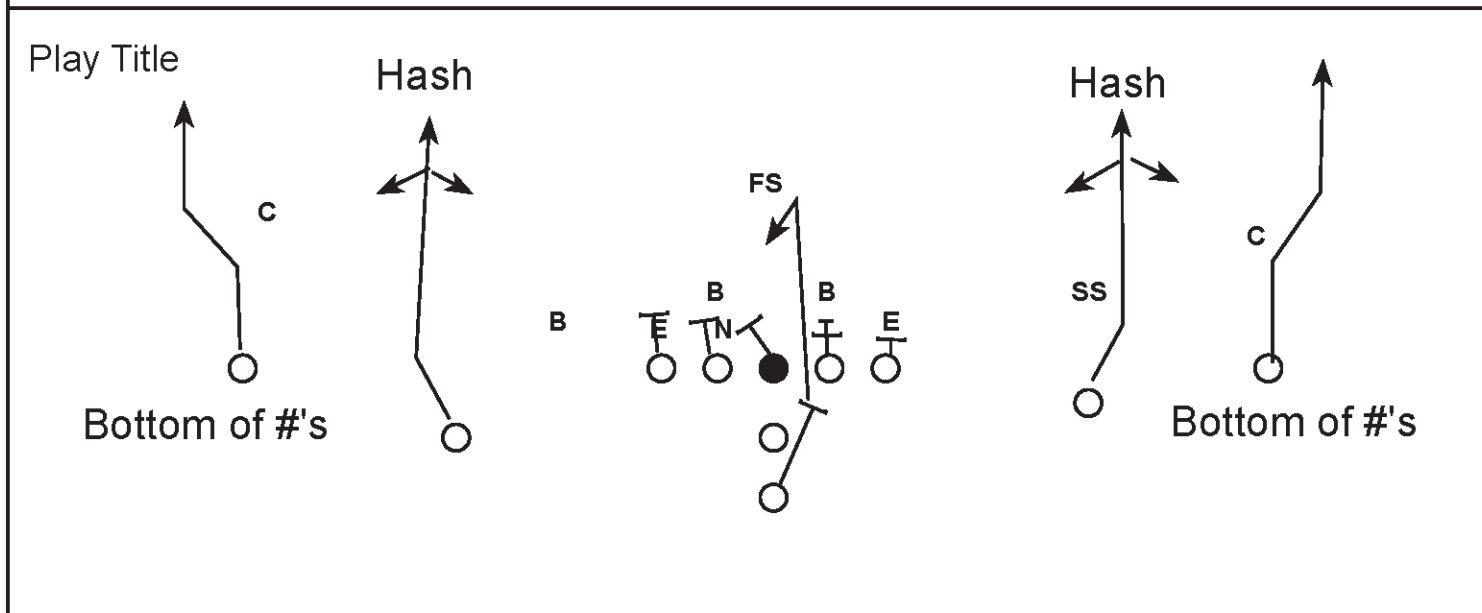
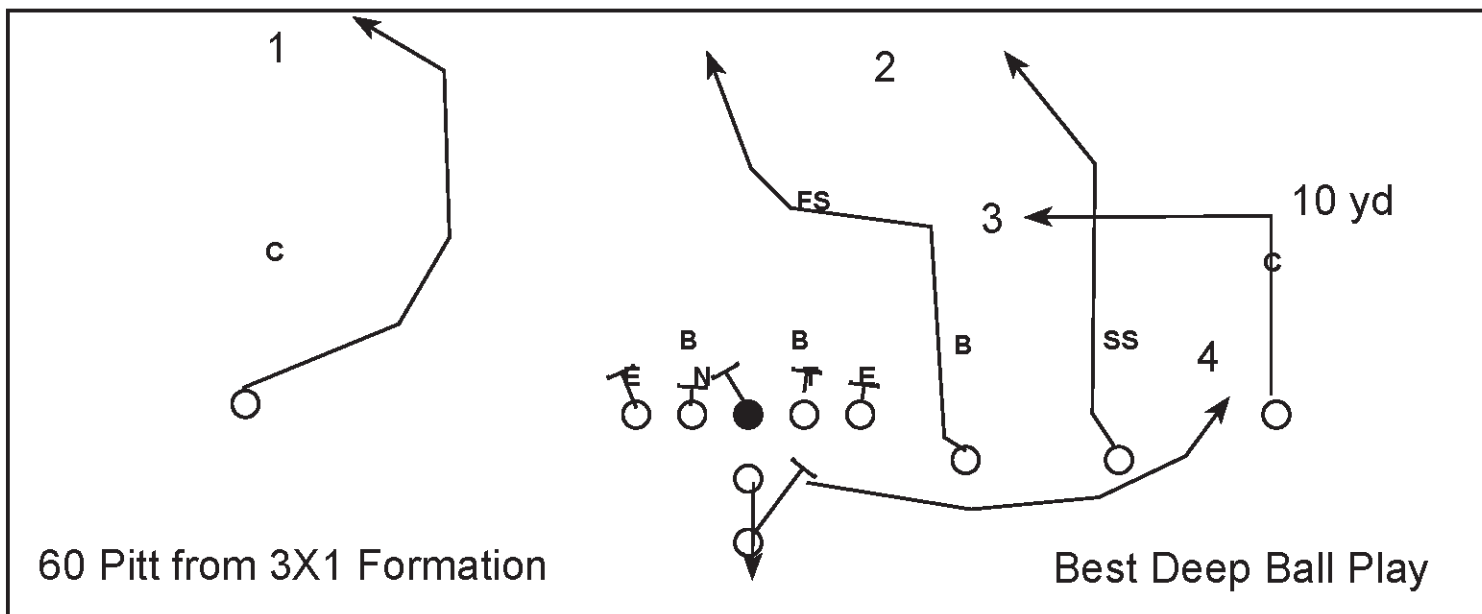
Y- Run a Corner route to the back pylon.

Ze- Release upfield, you must cross the Safeties face and get back vertical once across. If single Safety, you still cross face.

X- Release with inside stem and work vertical turning corners hips, once turned come back under him and run skinny post beat him inside and deep.

Qb-- 5 step drop with hitch. Eyes go to Corner and work across the field. Throw the ball to grass downfield allowing X to run under it.

****Many of these plays are explained in detail in the other concepts



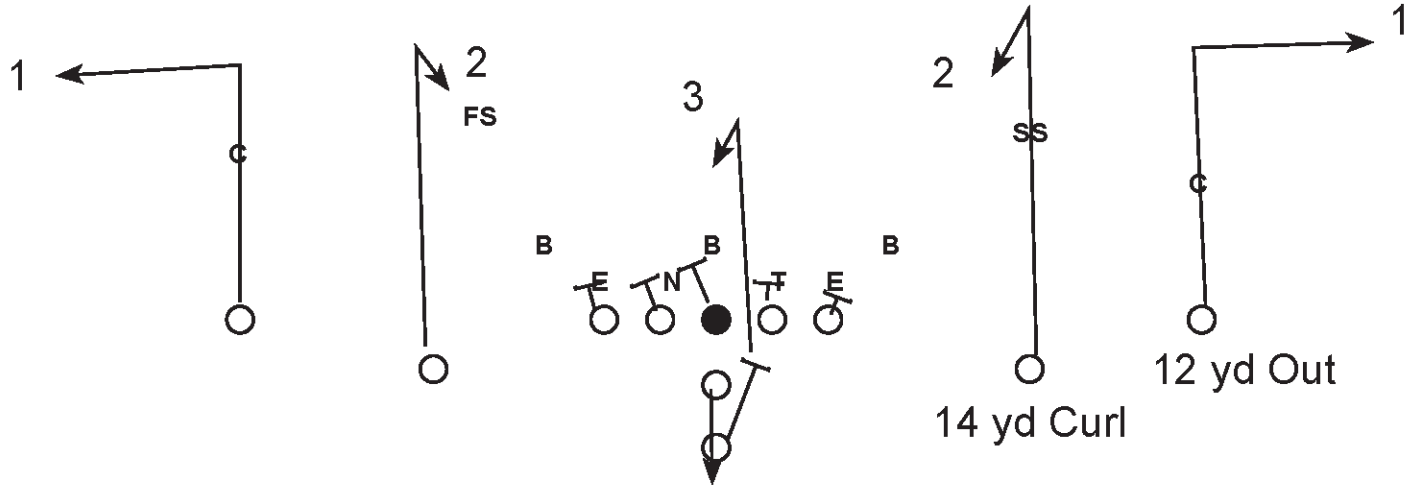
60 Florida---

Outside Rec. run vertical down the bottom of the #'s. Must win deep
 Inside Rec. release to hash and will go vertical down hash if there is no
 defender over them. If there is a defender over them they will work a
 option route off the Lber to their inside. If he is in, I am out, If he is out, I
 am in. If he walls off, press into and break outside. Option decision must
 be made at 10 yds.

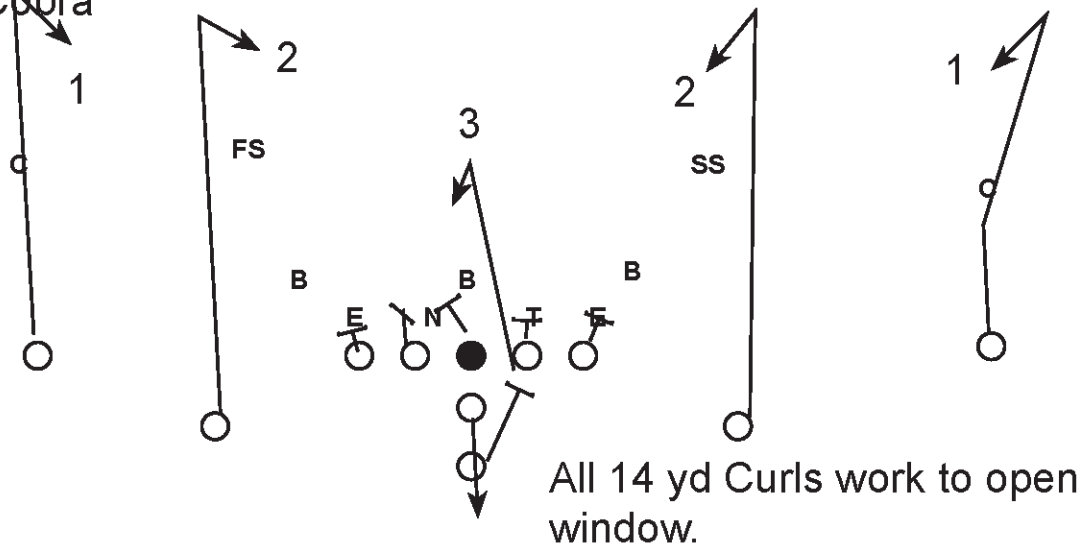
Qb-- 5 step drop pick a outside receiver to go to, if not open, hitch up and
 come down to the option route to that side. The Back is check down.

****Many of these plays are explained in detail in the other concepts

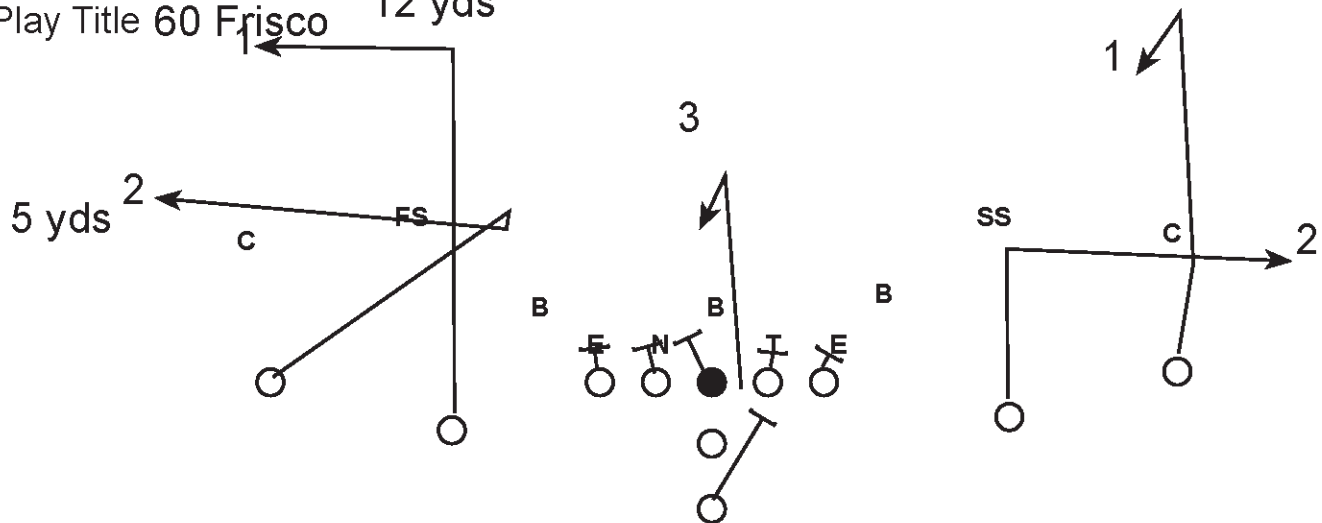
Play Title 61 Winston



Play Title 70 Cobra

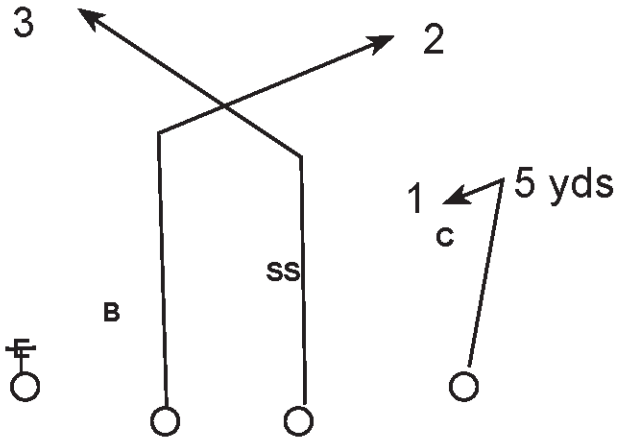
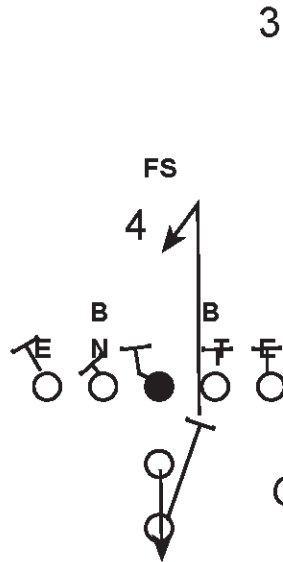


Play Title 60 Frisco 12 yds



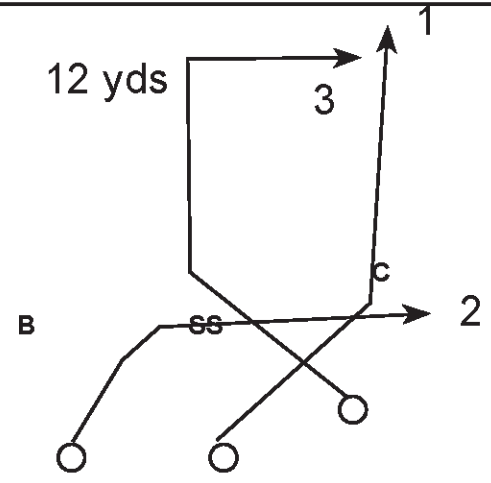
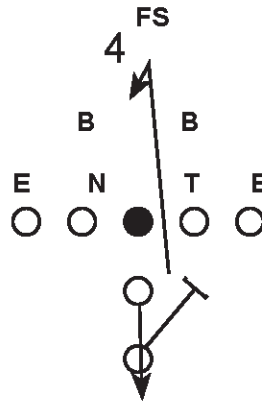
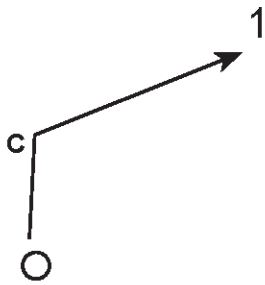
****Many of these plays are explained in detail in the other concepts

Play Title 60 Scissors



Go under Post to corner

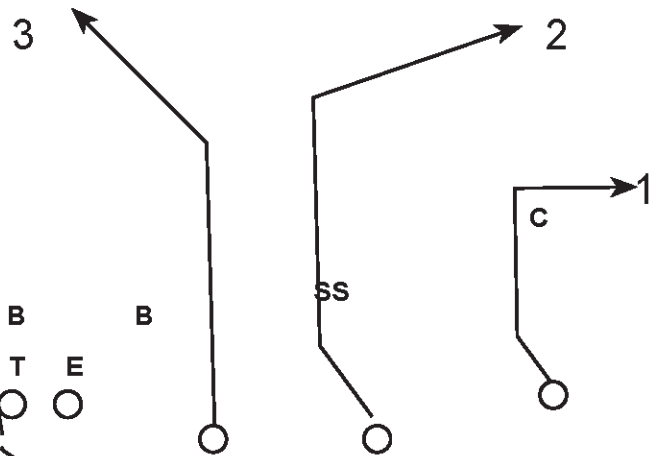
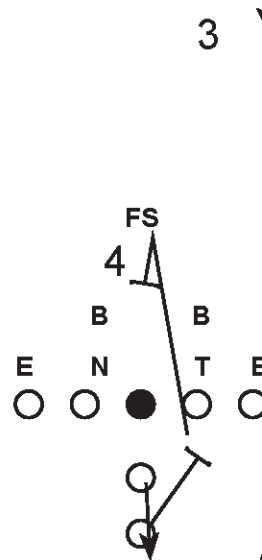
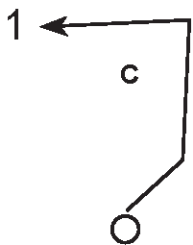
Play Title 60 DC



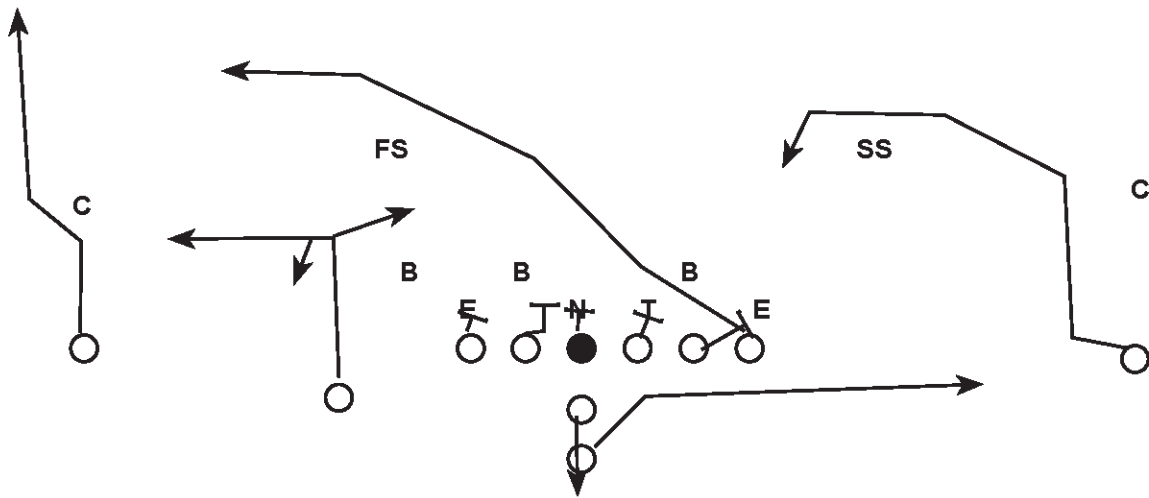
Qb-- 5 Quick Steps, peak Deep route on drop go to Arrow-Out

#2 breaks off #1's hip vertical. 3 run Arrow

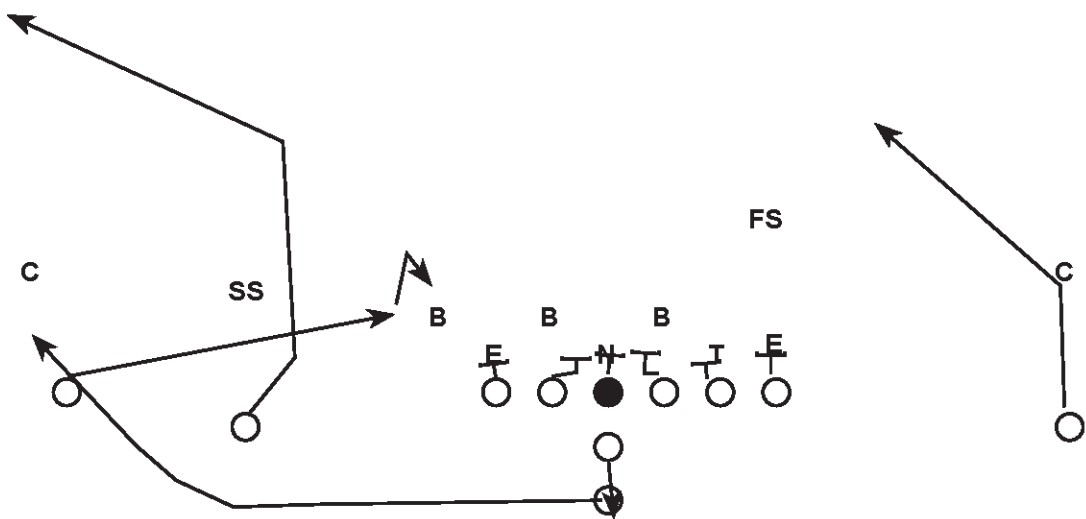
Play Title 60 Smash /Out



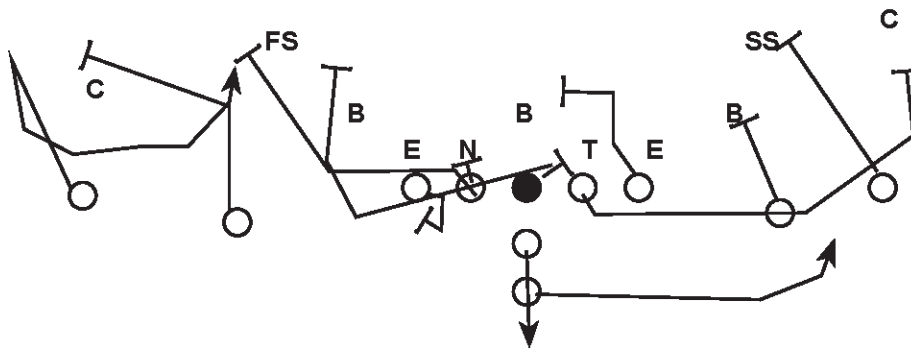
Out at 5 yds replaces Hitch at 5.



Ze Action--- We really like to pass on 1st Down. X must outside release and win vertically. If the Corner sits flat look for pass in the hole behind the Corner and in front of the safety. Ze run a option route, of the Lber on or inside him. If he is inside run the out at 6 yds, if head up stem inside and take best release. If he drops sit down. If outside, break inside and find window. Y run deep cross under first Lber behind the second. Work to 15 to 17 yards to opposite sideline. Z will run a flat post and hunt for the window inside. Rb check release on Lber to Flat route. Qb will read corner alignment and reaction of X. If the corner drops go to the option route - Cross- flat post. He will take a quick 5 step drop no hitch.

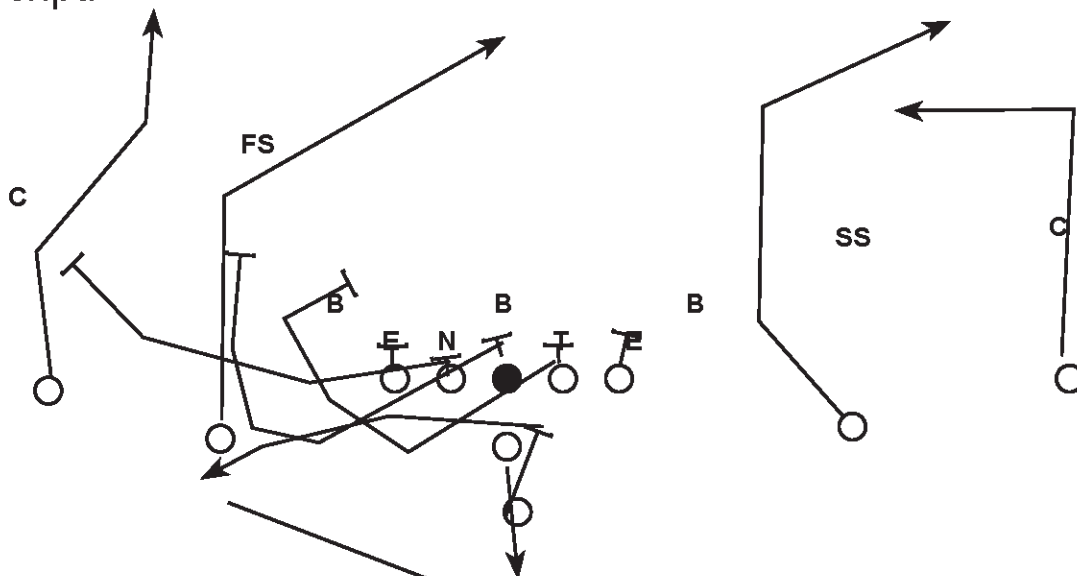


60 Snag --- This is our version of the Snag Route. We want X to release inside and pick the near Lber. After the Lber clears or chases; sit down or run the Snag Route. Work to get open when Qb eyes come to you..Ze runs a Corner Route and the RB will run a Flare Route outside turning down field. The Qb will take a quick 5 Step Drop, going to the Corner to Flare to the Sit Down or Snag Route. If FS over plays the 2 wide out side, we want to throw the Post to Z.



60 - 61 Alcatraz--- Right Tackle will pass set and release to the inside Lber, Right Guard turn and pull outside and seal the Corner outside. Center, pass set for 3 counts and release outside to block trash. Left Guard, pass set 3 counts and release outside and up field to safety. Left Tackle, pass set and invite upfield, keep DE's hands down, Ze seal the Corner on your side outside, don't let under you. X, 3 step upfield and re-trace and work inside to alley looking for pass. Z, block #2 on your side. Y Block defender on or inside of you, seal inside. Rb turn and sprint to sideline looking for pass. Qb, 5 step drop read DE to RB's side, if he rushes pass to Rb, if he runs with Rb drift and pass to tunnel screen on backside.

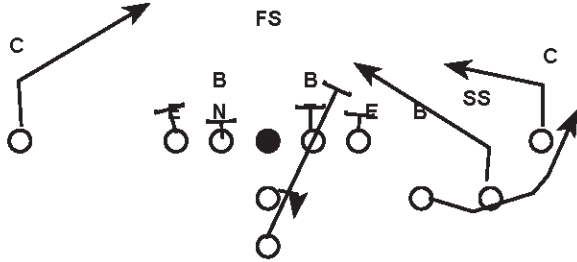
We like to Screen pass on 1st down. Usually have it in our opening play script.



61 Slip-- 3 count screen, stop rusher feet. PSG Kick out-C blocks Alley-BSG pulls looks for trash. RB pass set like always when lineman pull out slide to that side and look for pass. Run Alley

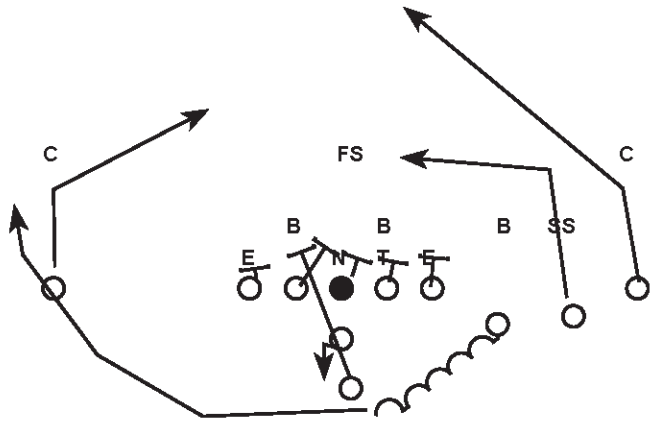
PLAY ACTION PASSES

Play Title



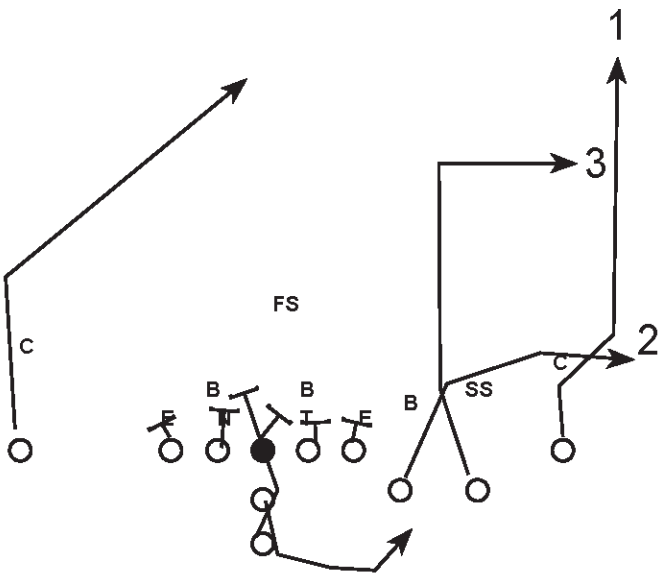
42 Pass

Play Title

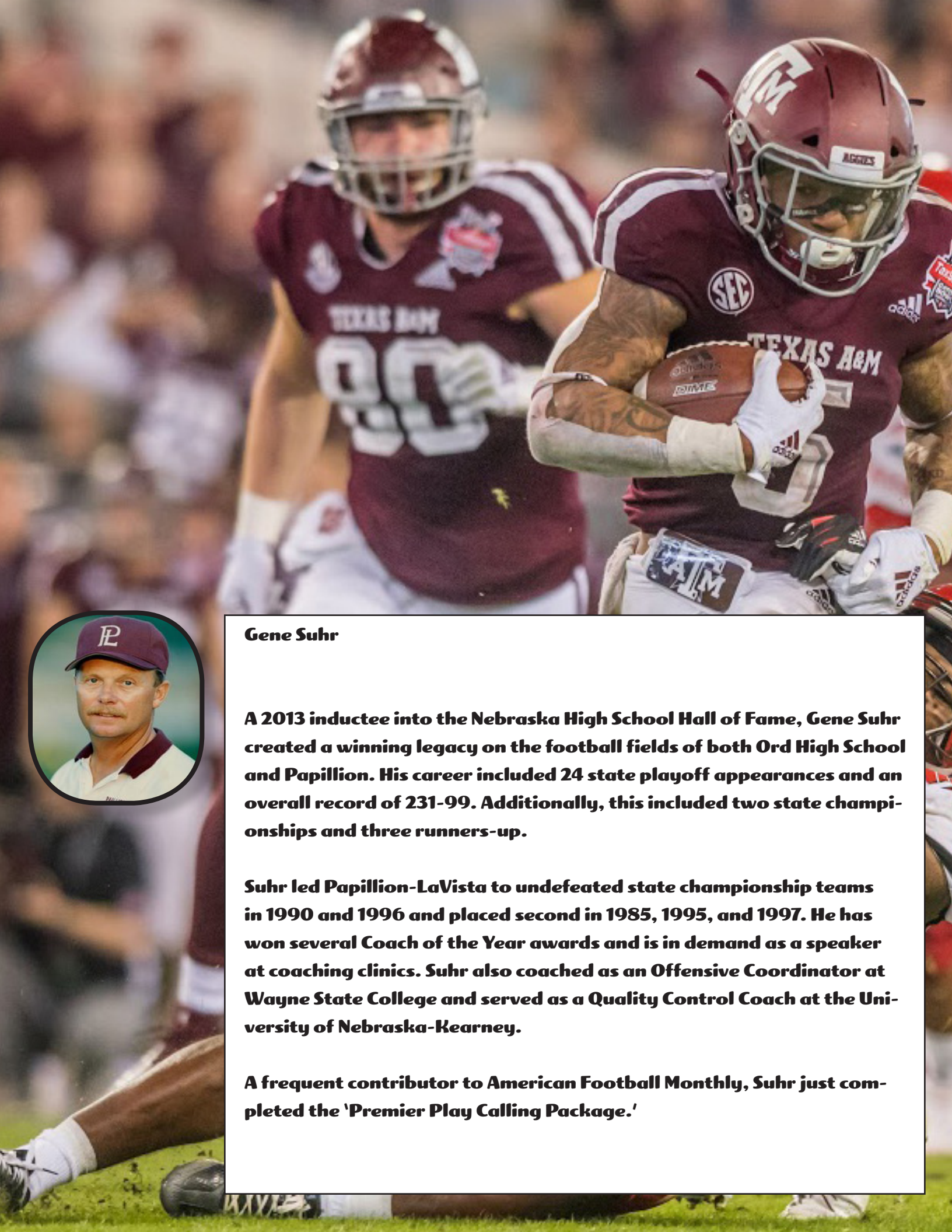


Flash 43 Pass

Play Title



41 Sail



Gene Suhr

A 2013 inductee into the Nebraska High School Hall of Fame, Gene Suhr created a winning legacy on the football fields of both Ord High School and Papillion. His career included 24 state playoff appearances and an overall record of 231-99. Additionally, this included two state championships and three runners-up.

Suhr led Papillion-LaVista to undefeated state championship teams in 1990 and 1996 and placed second in 1985, 1995, and 1997. He has won several Coach of the Year awards and is in demand as a speaker at coaching clinics. Suhr also coached as an Offensive Coordinator at Wayne State College and served as a Quality Control Coach at the University of Nebraska-Kearney.

A frequent contributor to American Football Monthly, Suhr just completed the 'Premier Play Calling Package.'