**POWER I 24 BLAST PASS**

**O-LINE:** SLIDE PROTECTION WEAK.

**QB:** FAKE BLAST HANDOFF, READ CORNER TO FLAT. BACKSIDE HITCH ALERT.

**TE:** 6-8 YARD CORNER.

**X:** 5 YARD HITCH. HOT.

**2 BACK:** FAKE 24 BLAST, BLOCK EDGE.

**3 BACK:** FAKE 24 BLAST, RUN 1 YARD FLAT ROUTE.

**4 BACK:** BLOCK 1ST THING OFF STRONGSIDE EDGE.

**POWER I 24 BLAST Vs 6-2**

**O-LINE:** MAN BLOCKING. IF UNCOVERED, WORK BACKSIDE. HANG 2 PLAYSIDE BACKERS FOR THE 3 & 4 BACKS.

*VS 5-2:* COUNT $ AS A LB.

**QB:** OPEN PLAYSIDE, HAND OFF TO 2 BACK.

**TE:** BLOCK END TO 2ND LEVEL. HANG 2 PLAYSIDE BACKERS FOR THE 3 & 4 BACKS.

**X:** BLOCK MAN ON.

**2 BACK:** DOWNHILL COURSE, FOLLOW BLOCKERS.

**3 BACK:** LEAD BLOCK ON 1ST PLAYSIDE LB.

**4 BACK:** LEAD BLOCK ON 2ND PLAYSIDE LB.

**POWER I 28 SWEEP Vs 4-4**

**O-LINE:** ZONE BLOCKING. IF UNCOVERED, DOUBLE TEAM PLAYSIDE TO 2ND LEVEL.

*VS 5-2:* COUNT $ AS A LB.

**QB:** OPEN WEAKSIDE, QUICK TOSS TO 2 BACK, BOOT AWAY.

**TE:** SAME RULES AS O-LINE.

**X:** BLOCK MAN ON.

**2 BACK:** SWEEP COURSE.

**3 BACK:** SWEEP COURSE BLOCK 1ST LB OFF THE L.O.S.

**4 BACK:** SWEEP COURSE, BLOCK CORNER OR MOST DANGEROUS MAN.
**JUMBO 19 SWEEP VS 5-2**

**O-Line:** Zone blocking. If uncovered, double team playside to 2nd level.

*VS 5-2:* Count $ as a LB.

**QB:** Open weakside, roll strong and follow blockers.

**TE's:** Same rules as O-Line.

**2 Back:** Sweep course, block most dangerous man.

**Z:** Block widest defender, possible combo with TE.

**4 Back:** Sweep course, block corner.

---

**SHOOT 18 OPTION PASS**

**O-Line:** Reach blocking. Block playside gap.

**QB:** Open on 18 series course, sell the run for a few steps, then get depth.

**Z:** Stalk corner for a few steps until he bites on run, then go vertical.

**X:** 5 yard drag route.

**2 Back:** Same rules as O-Line.

**3 Back:** Go in short motion. Run 18 series course, sell the run and block anyone who shows.

**4 Back:** Fake 18 series dive.

---

**WISHBONE 34 CROSS LEAD**

**Keeper vs 4-4**

**O-Line:** Man blocking. Hang 2nd level playside LB for 4 Back.

*VS 5-2:* Count $ as a LB.

**QB:** Open playside, fake hand off to 3 Back, boot away. 2nd in mesh.

**TE's:** Same rules as O-Line.

**2 Back:** Cross block backside to corner. 1st in mesh.

**3 Back:** Lead course, fake handoff. 3rd in mesh.

**4 Back:** Lead block on first defender on the 2nd level playside.
DOUBLE WING 38 SWEEP VS 4-4

O-LINE: TRACK BLOCKING HEAD UP TO BACKSIDE. BACKSIDE PULLING TACKLE PULL FOR PLAYSIDE 2ND LEVEL DEFENDER.

QB: OPEN WEAK, QUICK TOSS TO 3 BACK, THEN LEAD BLOCK FOR CORNER OR WIDEST DEFENDER.

TE’S: TRACK BLOCKING HEAD UP TO BACKSIDE. F: CUT OFF.

2 BACK: TRACK BLOCKING HEAD UP TO BACKSIDE.

3 BACK: GO IN SHORT MOTION, CATCH THE TOSS, RUN SWEEP COURSE.

4 BACK: SWEEP COURSE BLOCKING FOR MOST DANGEROUS MAN.

DOUBLE WING 38 SWEEP VS 5-3

DOUBLE WING 38 SWEEP VS 6-2