

# Offensive Playbook

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Passing Game: Screens

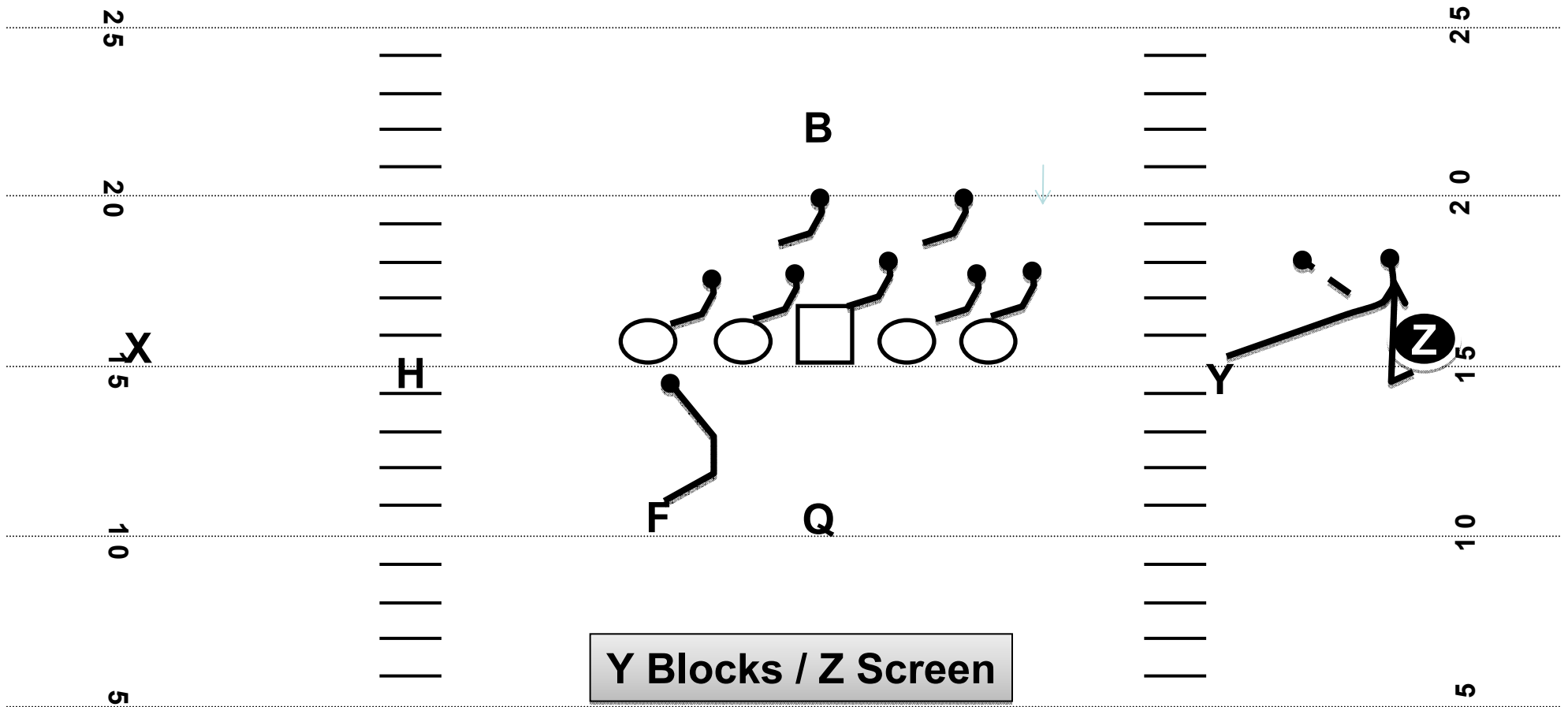


# 4/5 X/H/Y/Z/F (Wildcat)

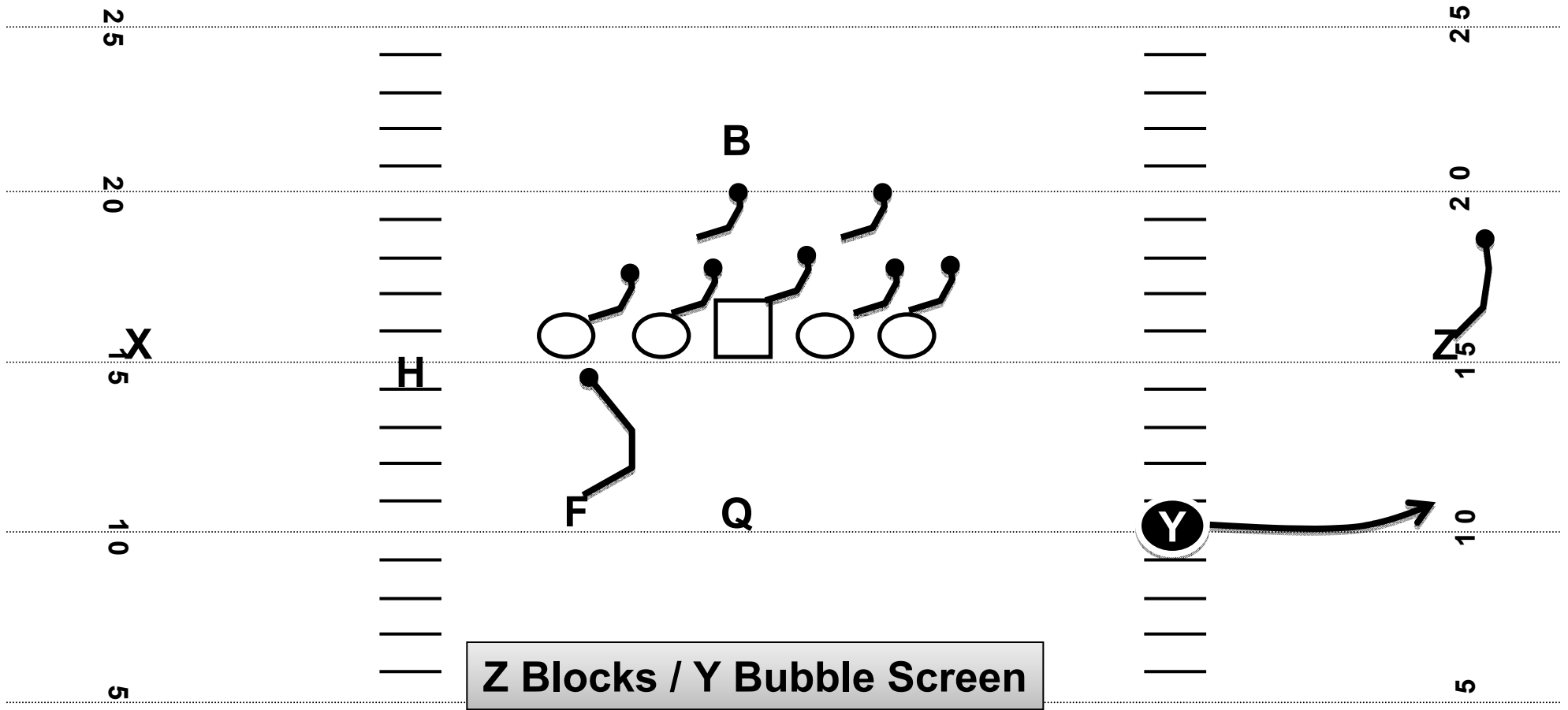
Combination run play/quick screen. Tag with “Wildcat” to remove run play and force QB to throw screen.

Position	Base Rules
OL	Block called run (4 or 5) as normal.
Tagged WR / RB	<p>Widen alignment. Run quick screen steps.</p> <ul style="list-style-type: none"> <li>▪ <b>#1 WR:</b> Top of numbers or wider. Fast arms/feet. Jab, show #s to QB. Catch &amp; get 5 yards upfield before making any move.</li> <li>▪ <b>Slot WR:</b> Back off LOS, heels aligned with toes of QB . Bubble steps: Push off inside foot, open, crossover, eyes to QB.</li> <li>▪ Emphasis is on stretch to the bottom of the numbers.</li> </ul>
Non-Tagged WR	<ul style="list-style-type: none"> <li>▪ Block Most-Dangerous Man (MDM).</li> <li>▪ Path = 6” in front of the front foot of the screen runner.</li> <li>▪ Stalk the defender and time your block so that it begins as the screen runner is catching the ball.</li> </ul>
3x1 Non-Tagged WRs	<p>If ISR is tagged, no change from above. If OSR is tagged:</p> <ul style="list-style-type: none"> <li>▪ <b>H:</b> Block MDM #2 from the sideline, target his outside shoulder.</li> <li>▪ <b>Y:</b> Widen alignment. Kick out cornerback.</li> </ul>
F	<ul style="list-style-type: none"> <li>▪ If tagged, pre-snap speed motion <i>flat down the line</i>. Catch &amp; stretch to sideline.</li> <li>▪ If not tagged, align opposite of the screen direction (like Inside Zone) and block the first defender outside the OT’s zone block.</li> </ul>
QB	Catch snap, flip feet, and “turn a double play” to the screen runner.

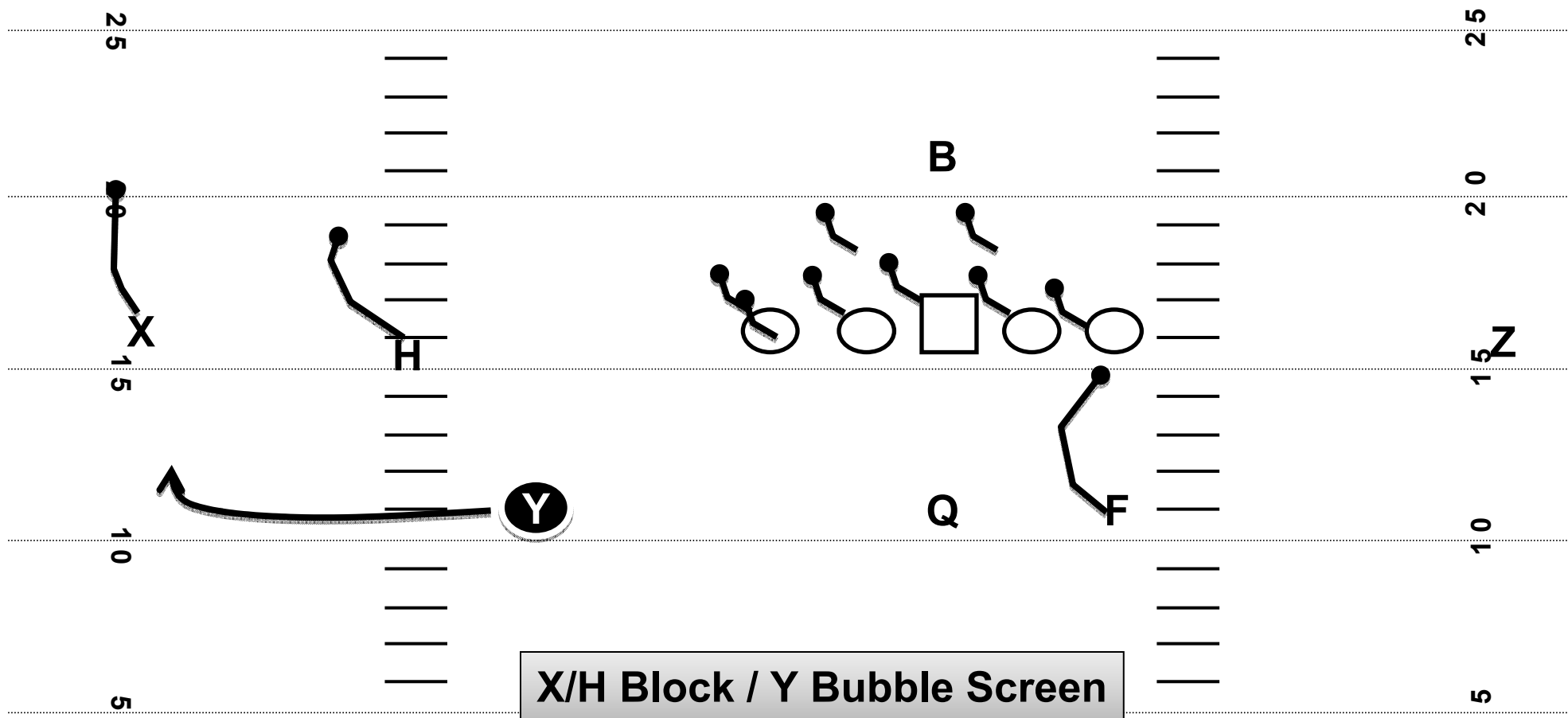
# Ace 4 Z



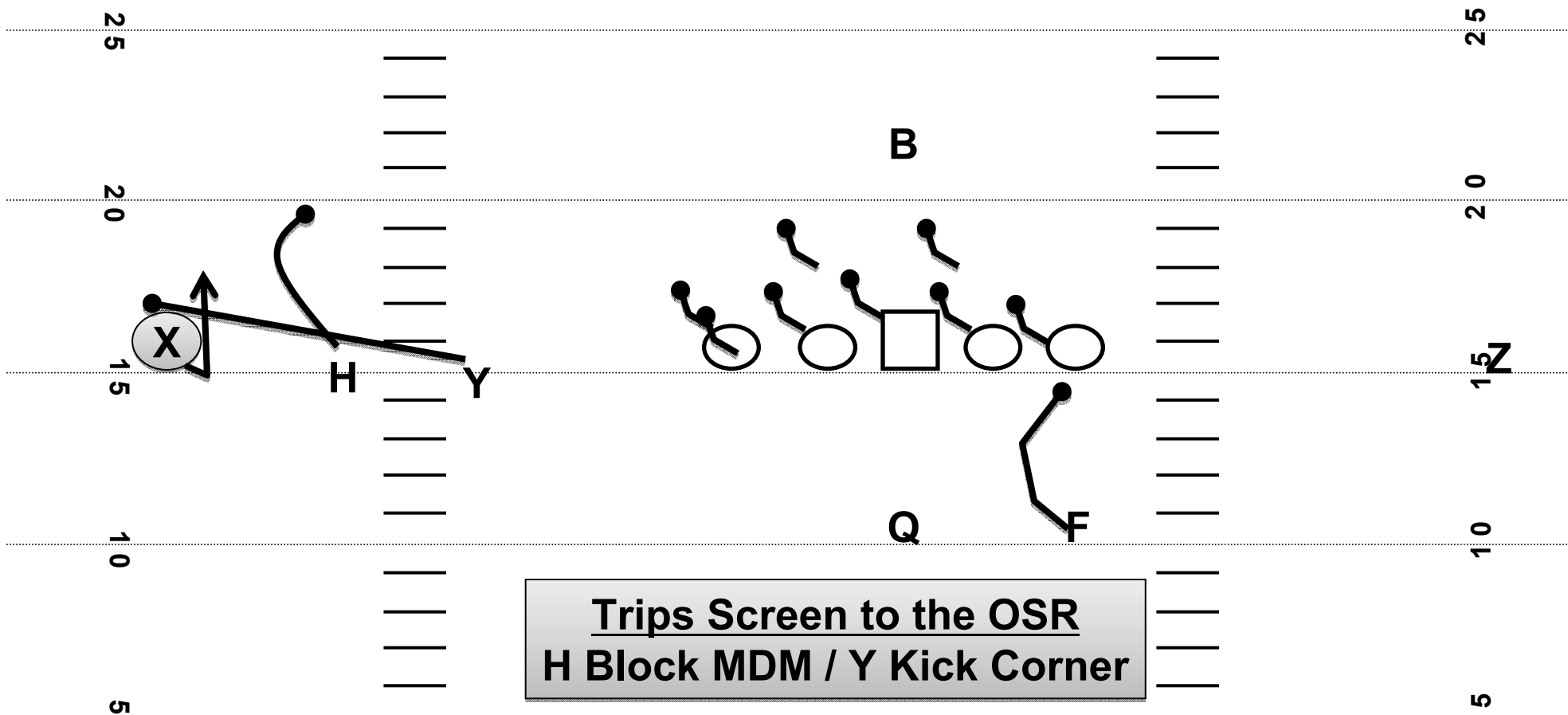
# Ace 4 Wildcat Y



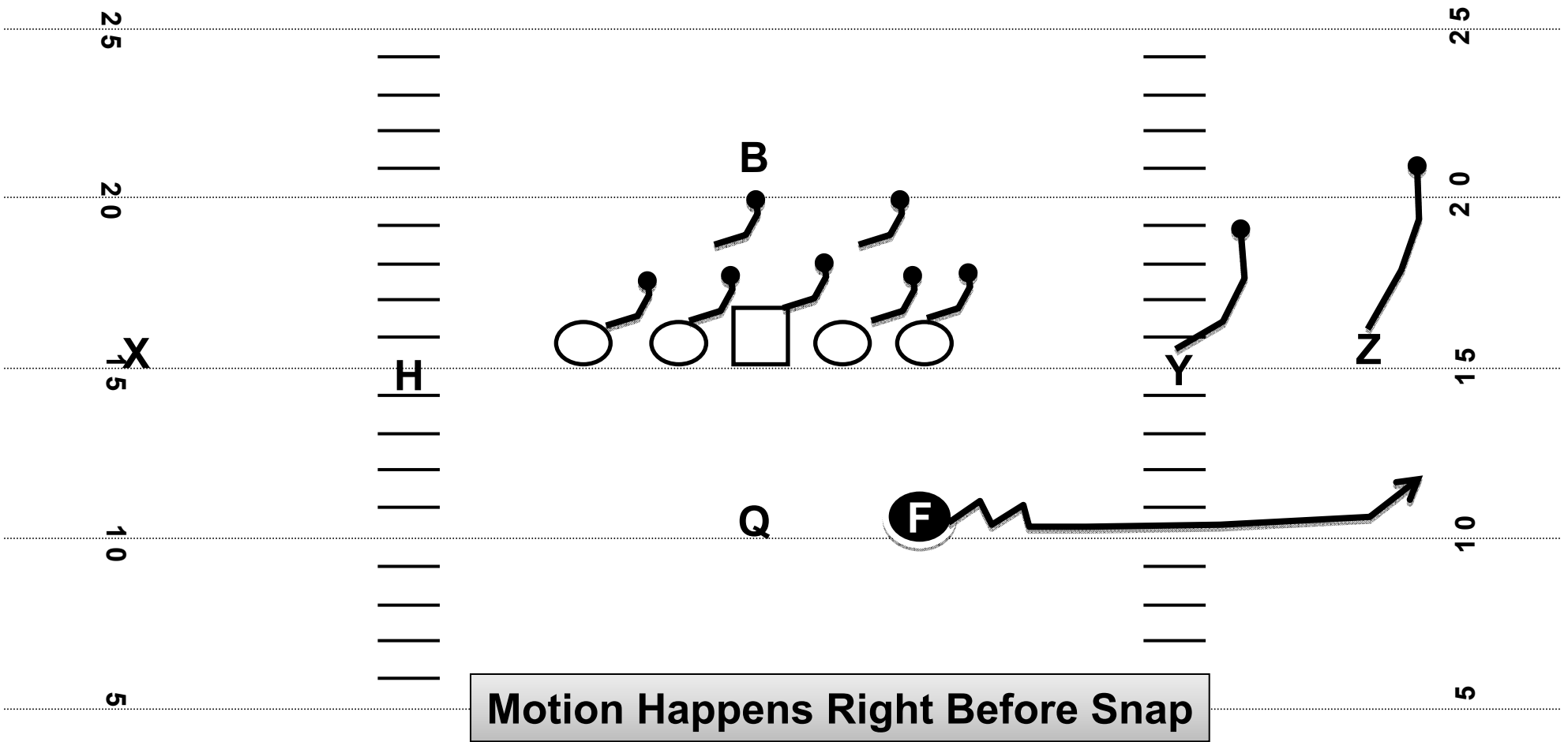
# Jag Left 5 Wildcat Y



# Jag Left 5 Wildcat X



# Ace F-Rob 4 F



# "Stutter" Tag

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Screen fake. Can be called from sideline or as an audible.

- Stutter WR sells the block then releases skinny inside.
- Non-Stutter WR fakes his screen to draw the defender.
- At the snap, QB pump-fakes the screen then hits the Stutter WR streaking downfield with a hard, straight ball (not a fade).
- If QB finds post-snap that he was tricked by the defense, he can keep it and run the zone play (4 or 5).

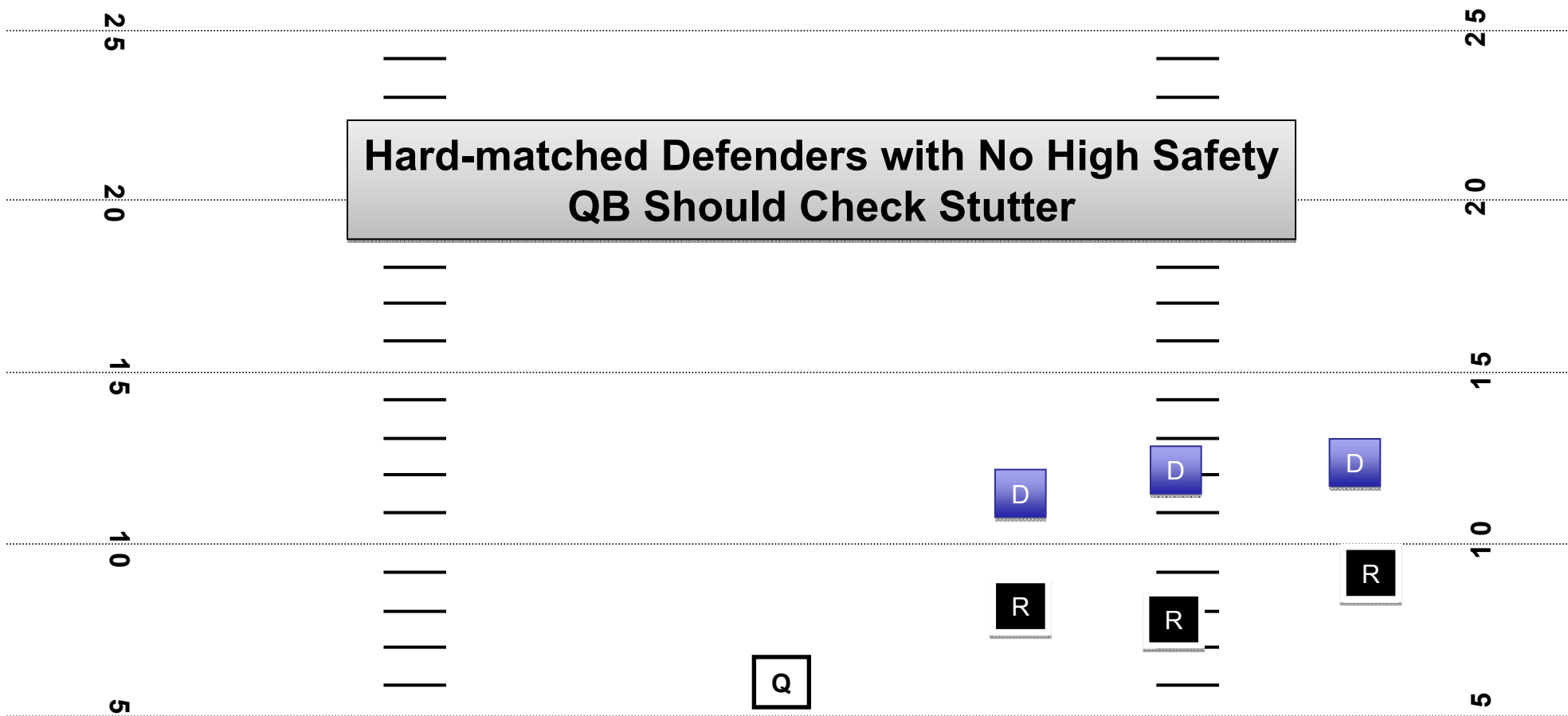
## **As an audible:**

- When a screen is called but there is no leverage pre-snap, QB can check to Stutter if no safety lined up on screen side.
- QB gives Stutter signal to widest non-tagged WR. *WR must give the signal back to acknowledge.*

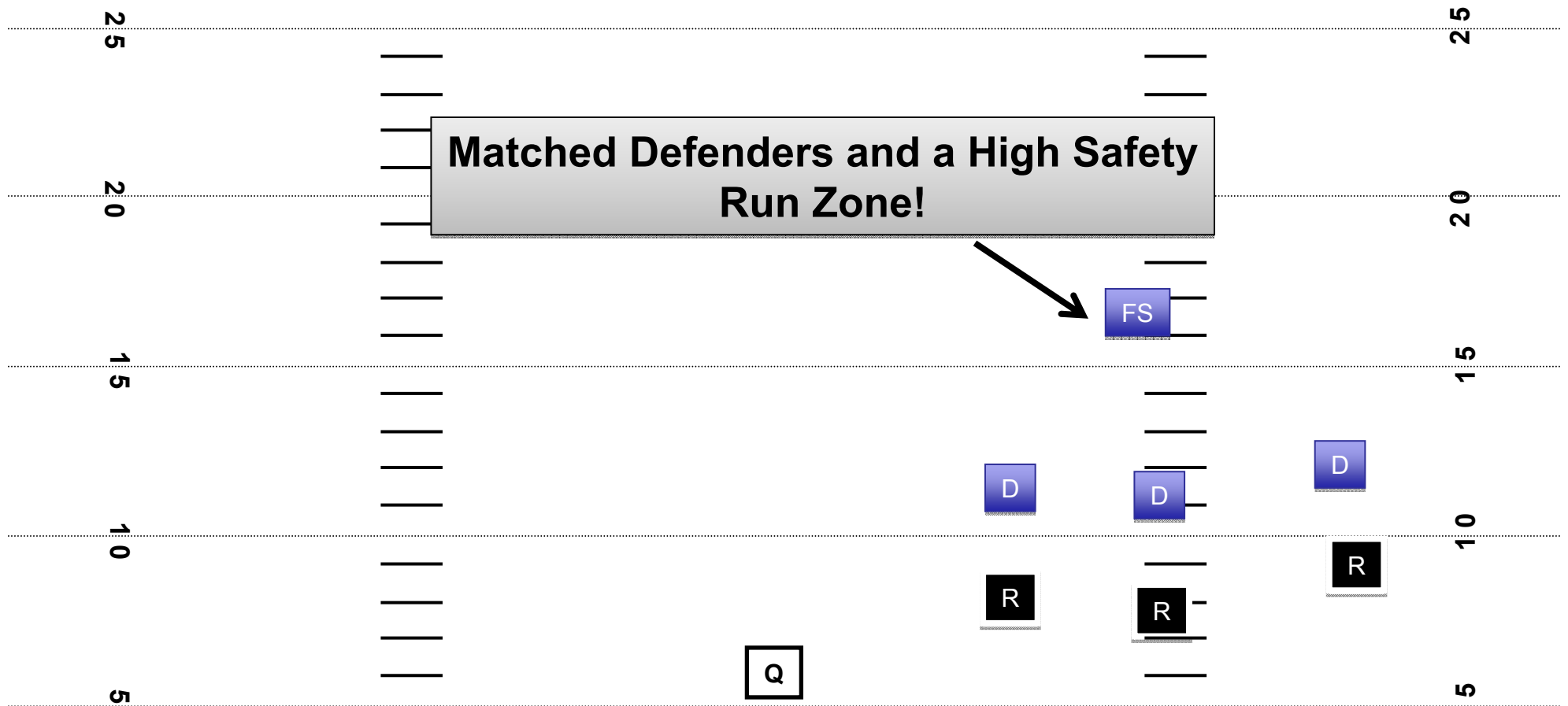


# Checking to Stutter

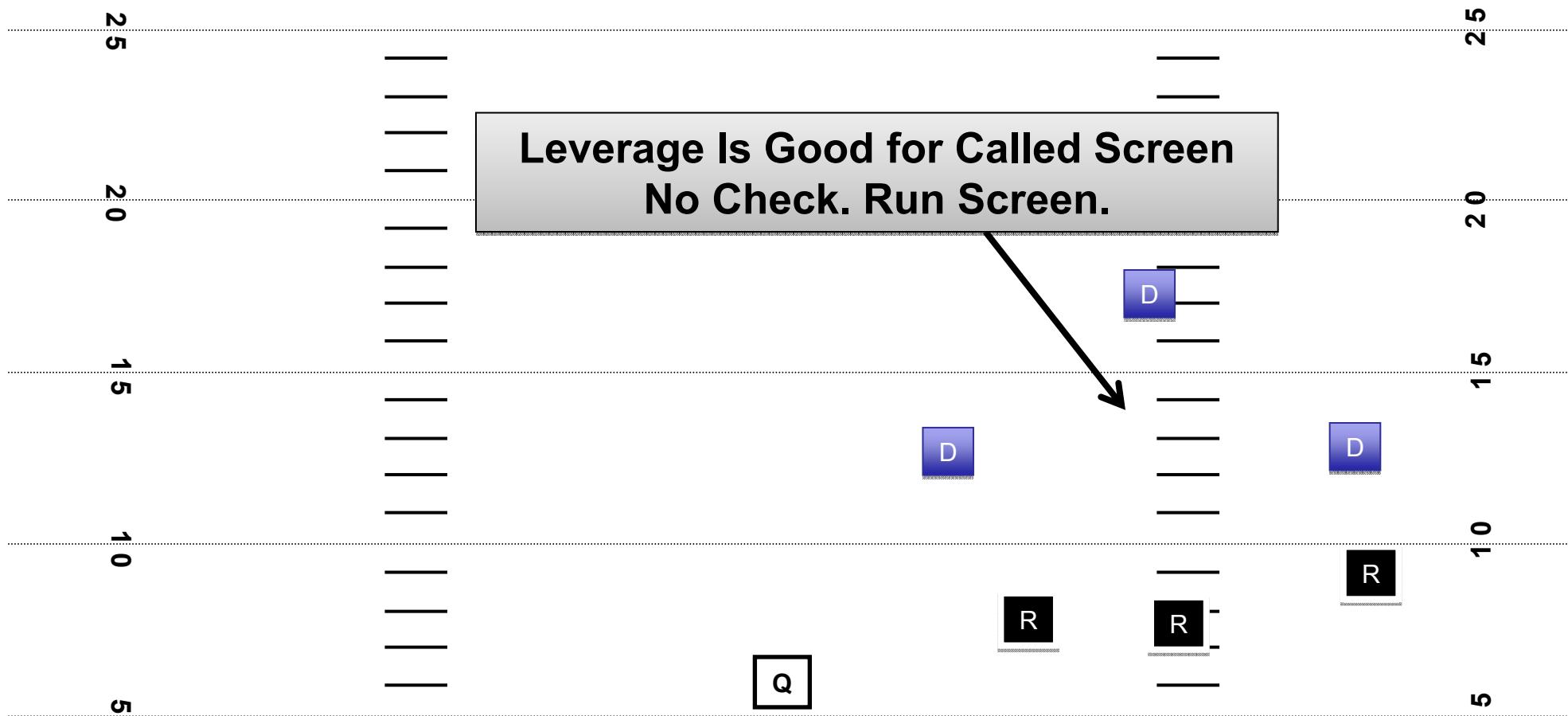
Hard-matched Defenders with No High Safety  
QB Should Check Stutter



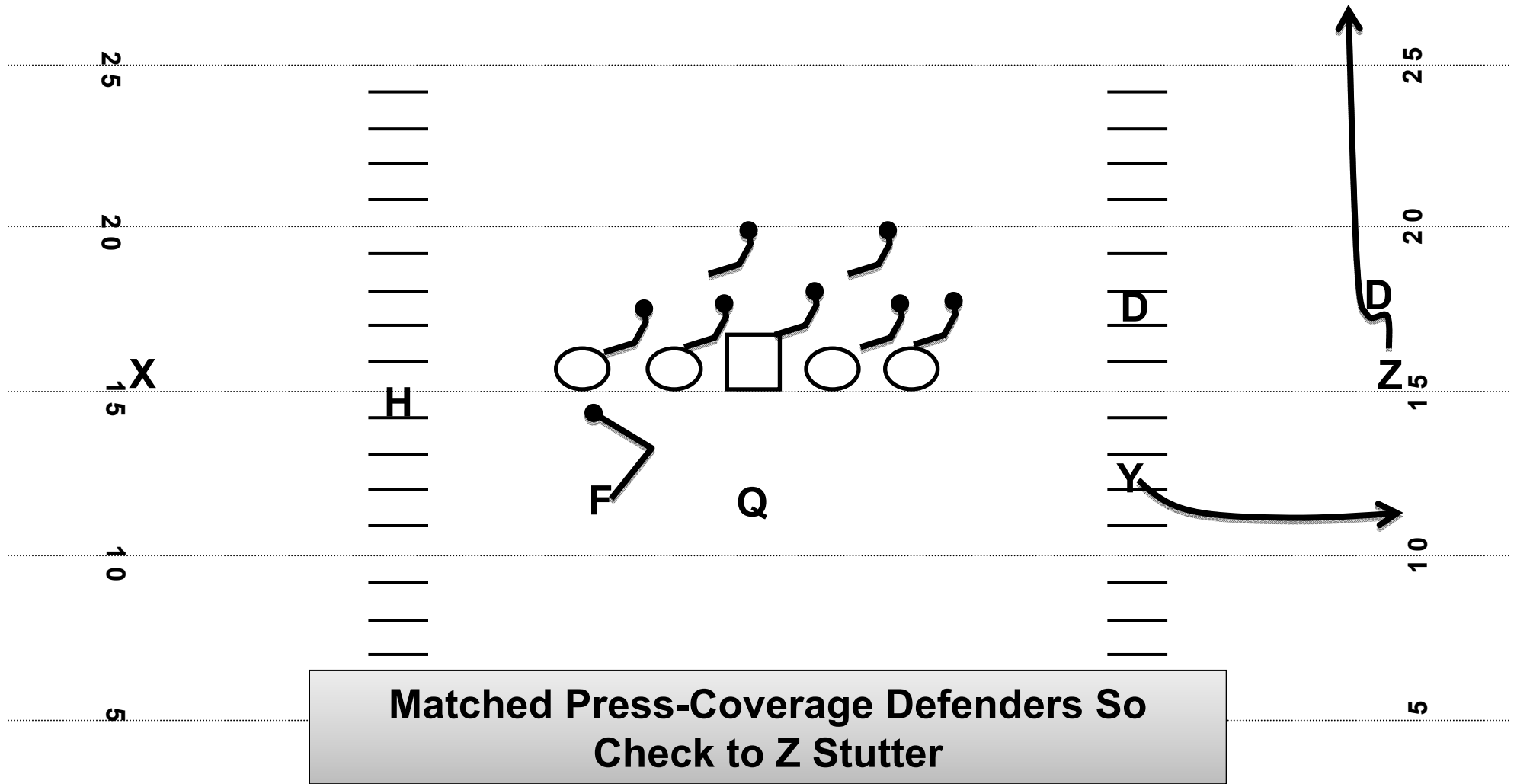
# Checking to Stutter



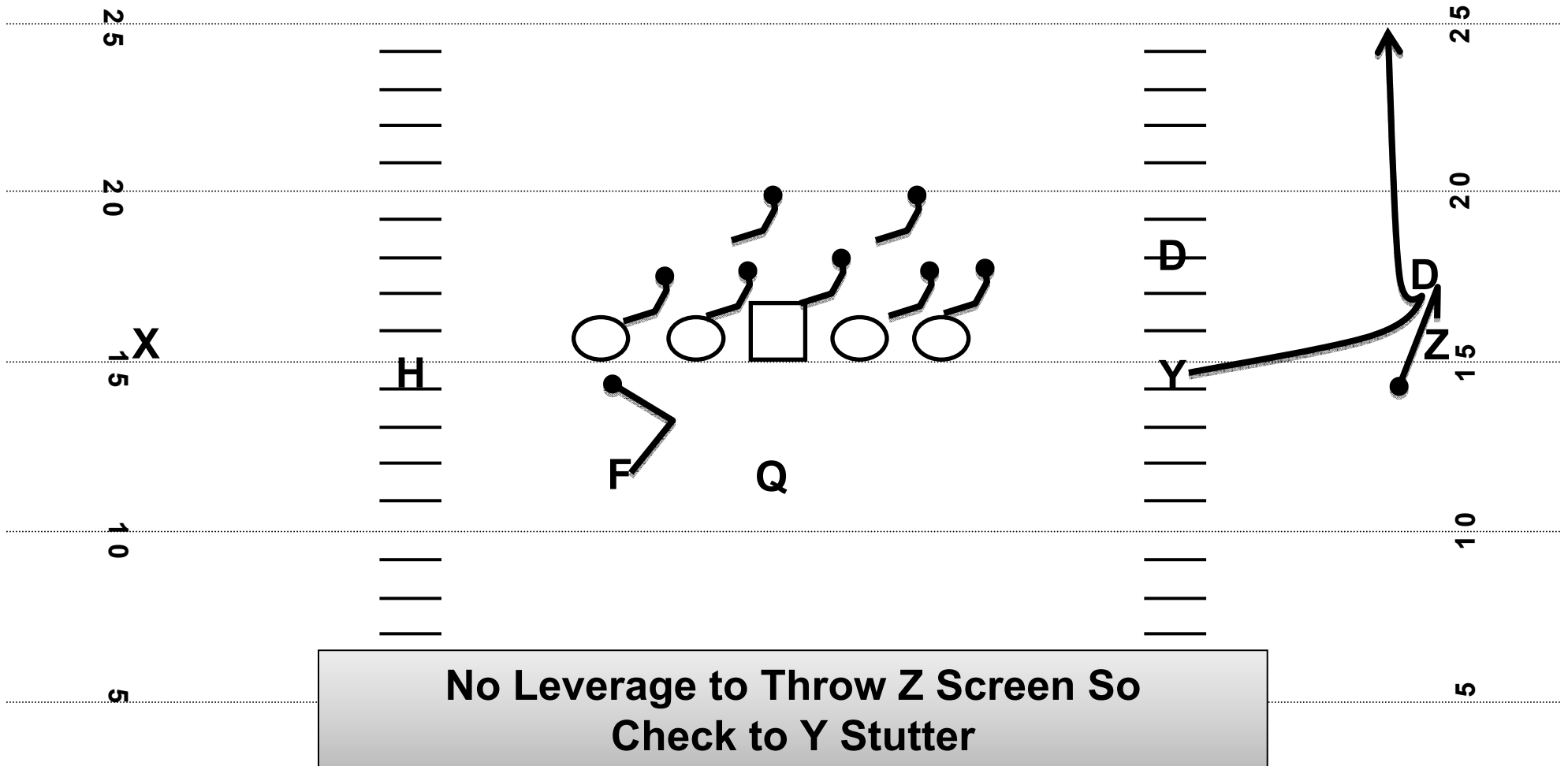
# Checking to Stutter



# Ace 4 Wildcat Y - Check Stutter

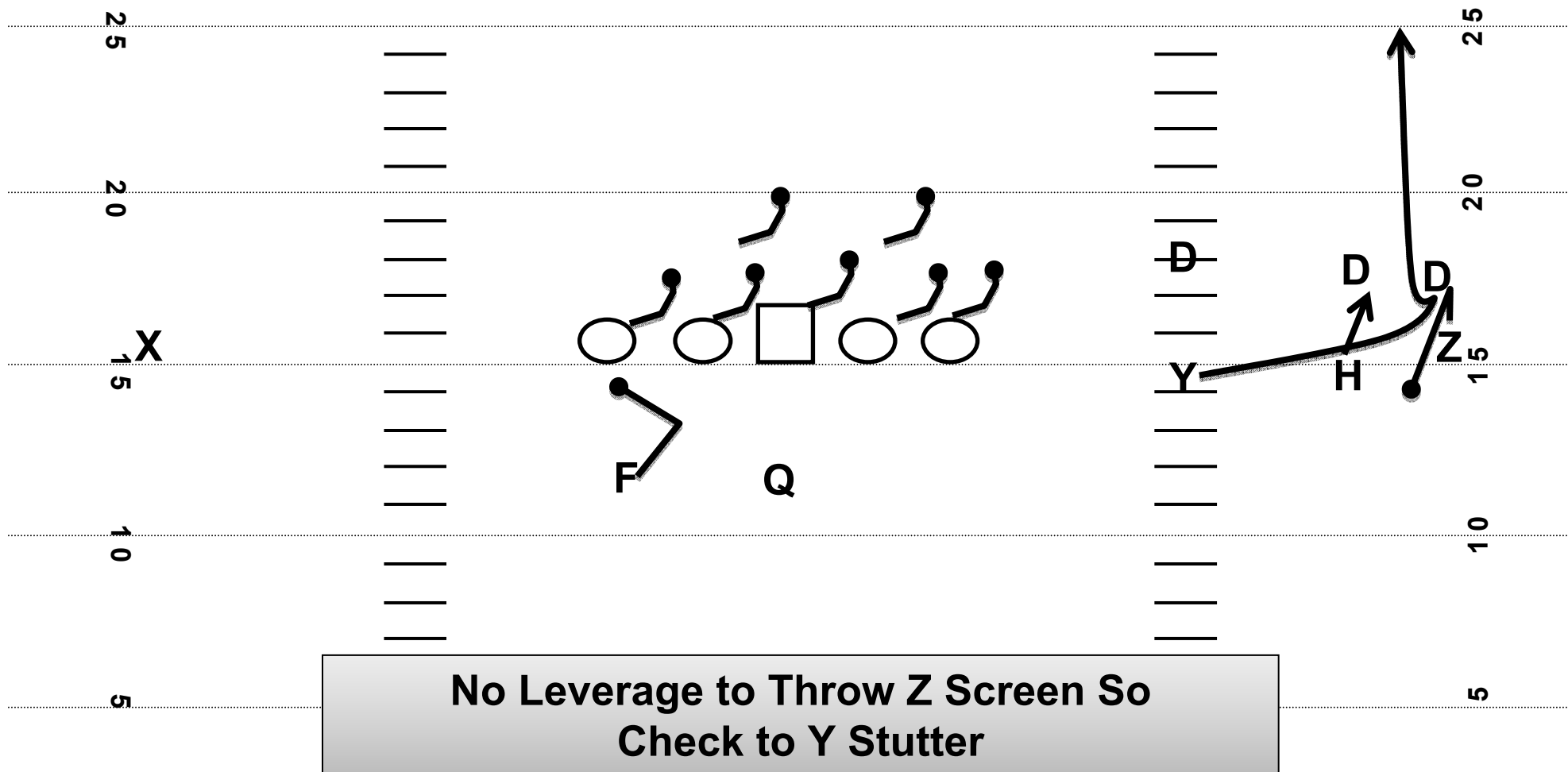


# Ace 4 Wildcat Z - Check Stutter





# Jag 4 Wildcat Z - Check Stutter



# 0/1 Dump

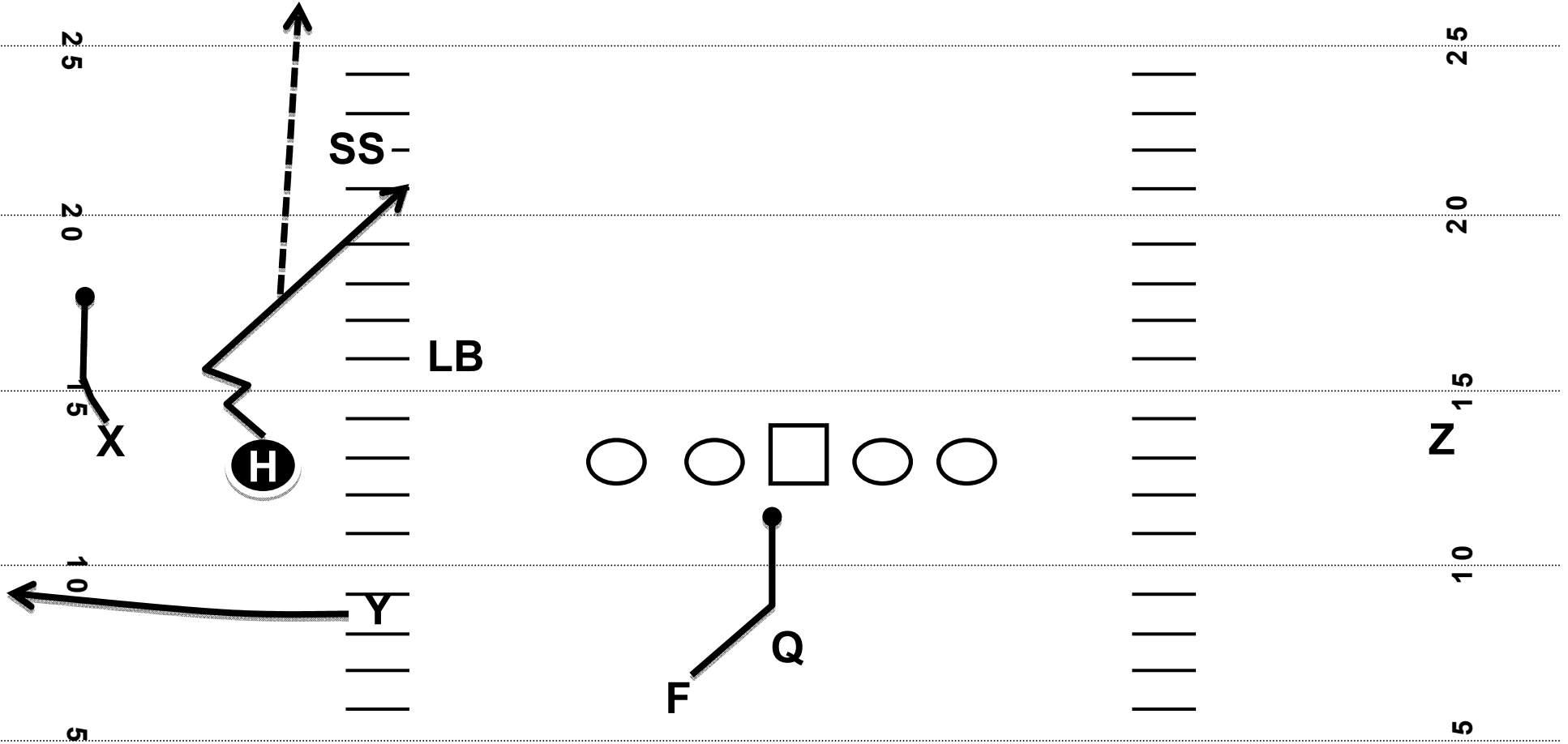
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Fake bubble screen out of trips, pass to middle WR.

Position	Base Rules
<b>OL</b>	Block called run (0 or 1) as normal.
<b>OSR</b>	Block for bubble.
<b>Middle WR</b>	<ul style="list-style-type: none"><li>▪ Align wider as if preparing to block for the bubble.</li><li>▪ At the snap, fake the bubble block.</li><li>▪ Keep eyes on the closest safety:<ul style="list-style-type: none"><li>- If he backpedals, snap the route in front of him.</li><li>- If he sits or attacks, run past him.</li><li>- If only one safety, keep it skinny.</li></ul></li></ul>
<b>ISR</b>	Bubble route.
<b>F</b>	Run 0 or 1 and fit inside in the protection.
<b>QB</b>	<ul style="list-style-type: none"><li>▪ Keep eyes on the playside safety and long ride on fake handoff to F.</li><li>▪ Throw to the dumper:<ul style="list-style-type: none"><li>- If the playside safety backpedals, throw to grass in front of him and protect the WR from the OLB.</li><li>- If playside safety sits or attacks, throw the WR open behind the safety.</li><li>- If 1-high safety, keep the dumper skinny.</li></ul></li></ul>



# 0 Dump



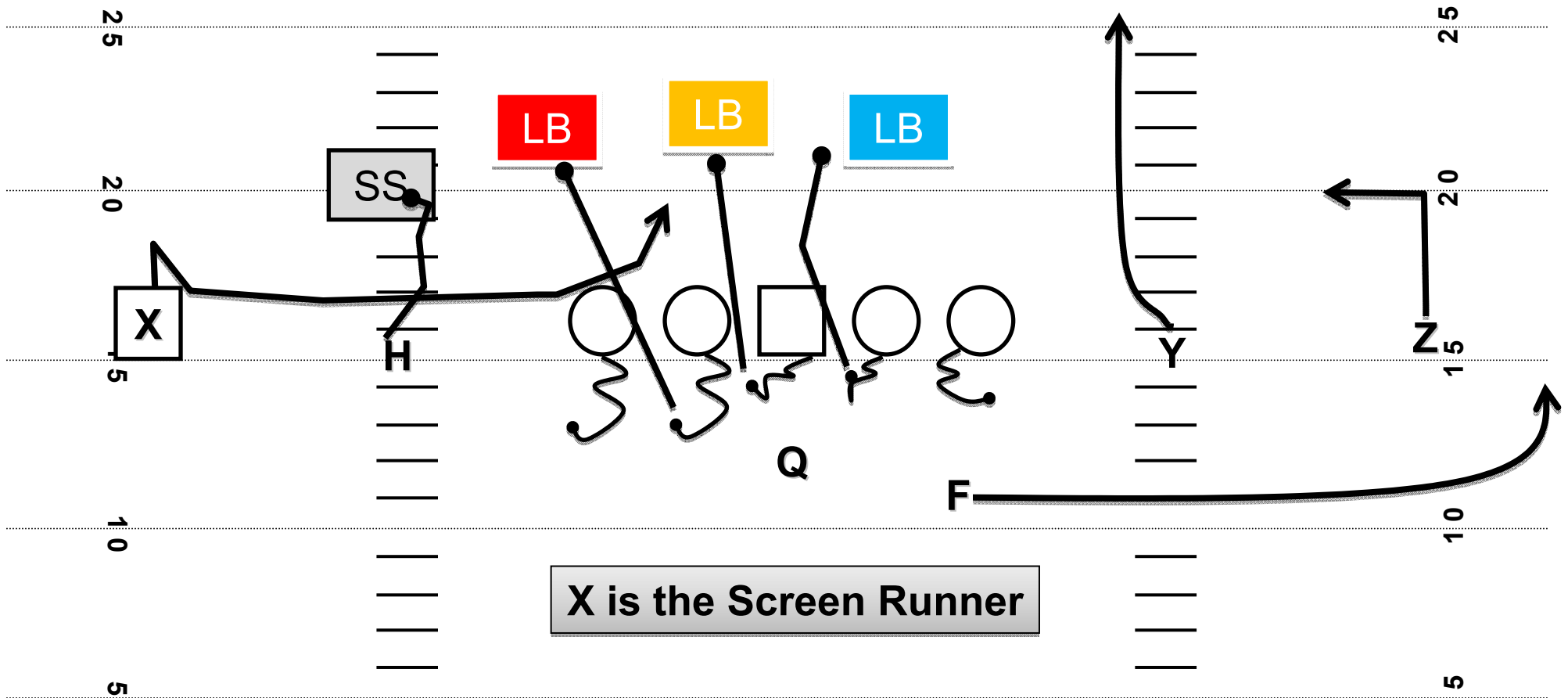
# 80/81 Monster

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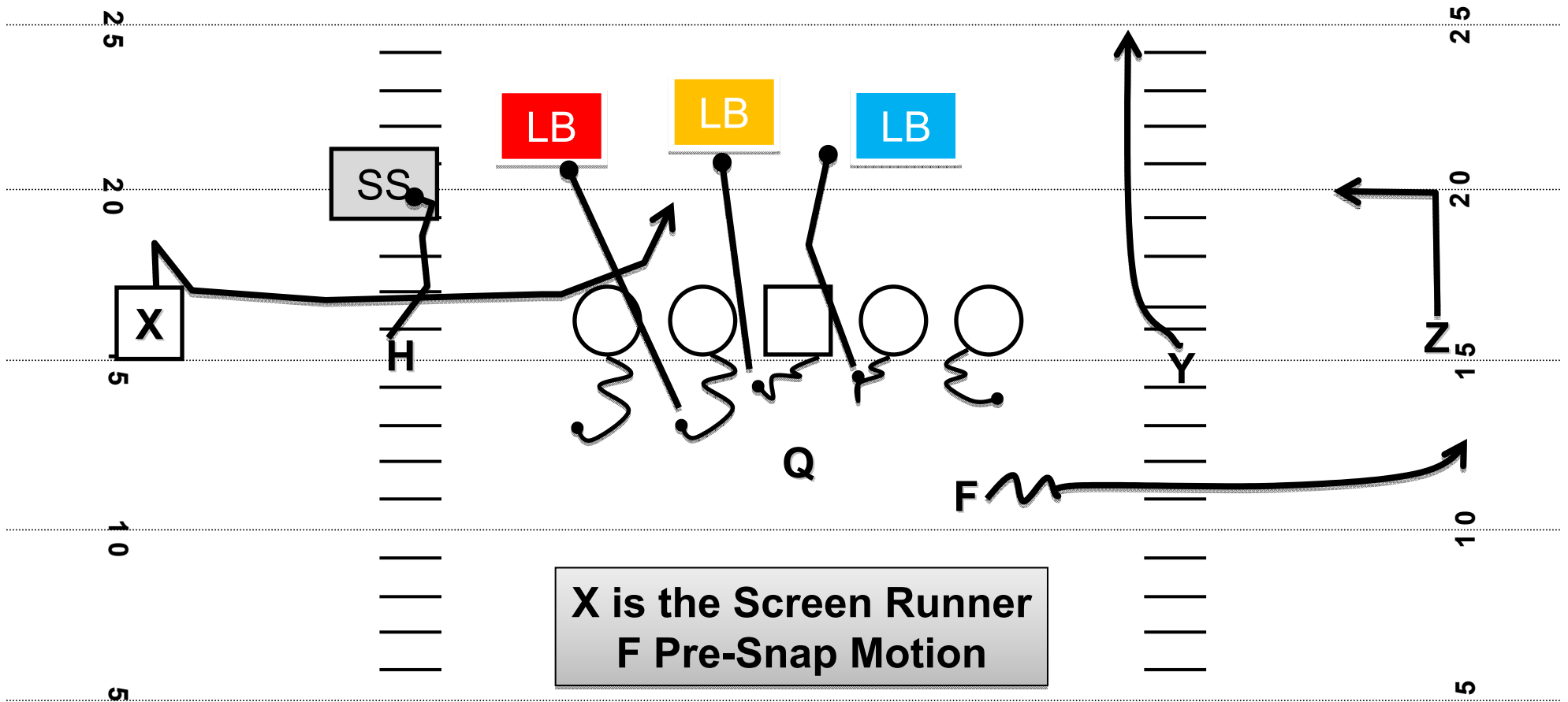
Middle screen to the tagged WR.

Position	Base Rules
Tagged WR	<ul style="list-style-type: none"> <li>▪ <b>As OSR:</b> 1 step downfield then flat down the LOS at <math>\frac{3}{4}</math> speed. Catch the screen and ride the wave of blockers to the endzone.</li> <li>▪ <b>As ISR:</b> 3 steps flat outside then flat down the LOS at <math>\frac{3}{4}</math> speed to ride the wave. Be patient and let the hole player run past you before you “get fast.”</li> </ul>
Other WRs	<ul style="list-style-type: none"> <li>▪ <b>Playside:</b> Run Win route and block the covering defender.</li> <li>▪ <b>Backside:</b> Squeeze.</li> </ul>
OTs	<ul style="list-style-type: none"> <li>▪ Normal pass set. High wall.</li> </ul>
Guards, Center	<ul style="list-style-type: none"> <li>▪ Bear call. Pass set for 3 steps then release to the LBs.</li> <li>▪ Ignore any LB coming from depth.</li> </ul>
F	<ul style="list-style-type: none"> <li>▪ Swing route.</li> </ul>
QB	<ul style="list-style-type: none"> <li>▪ <b>Communication to OL:</b> “80 - 57 Monster,” “81 - 65 Monster,” etc. Can also use the name of monsters (e.g. “Frankenstein,” Dracula”).</li> <li>▪ Pump-fake to F, big 3-step drop, buy time with your feet while screen runner gets into position.</li> </ul>

# Ace 80 X Monster

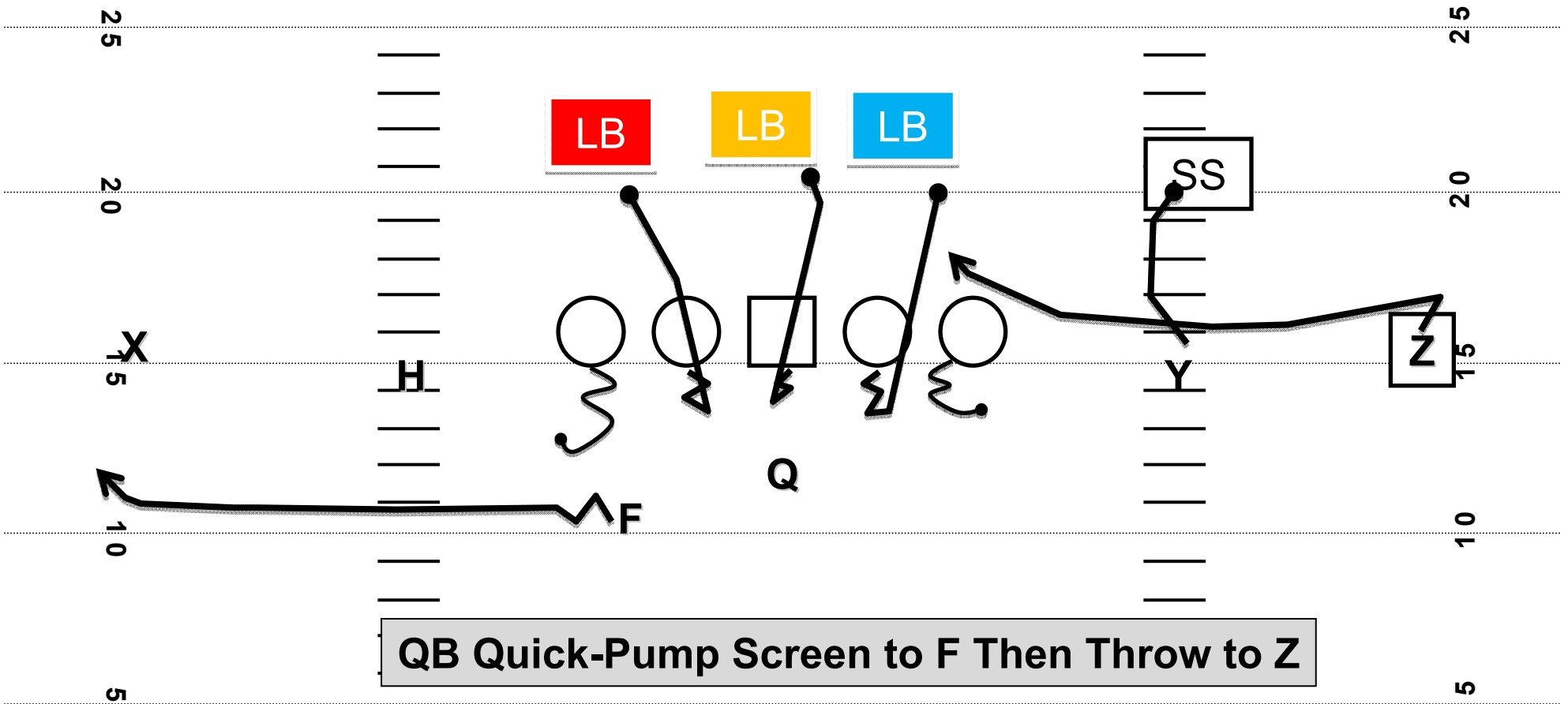


# Ace F-Rob 80 X Monster





# Ace F-Lob 81 Z Monster

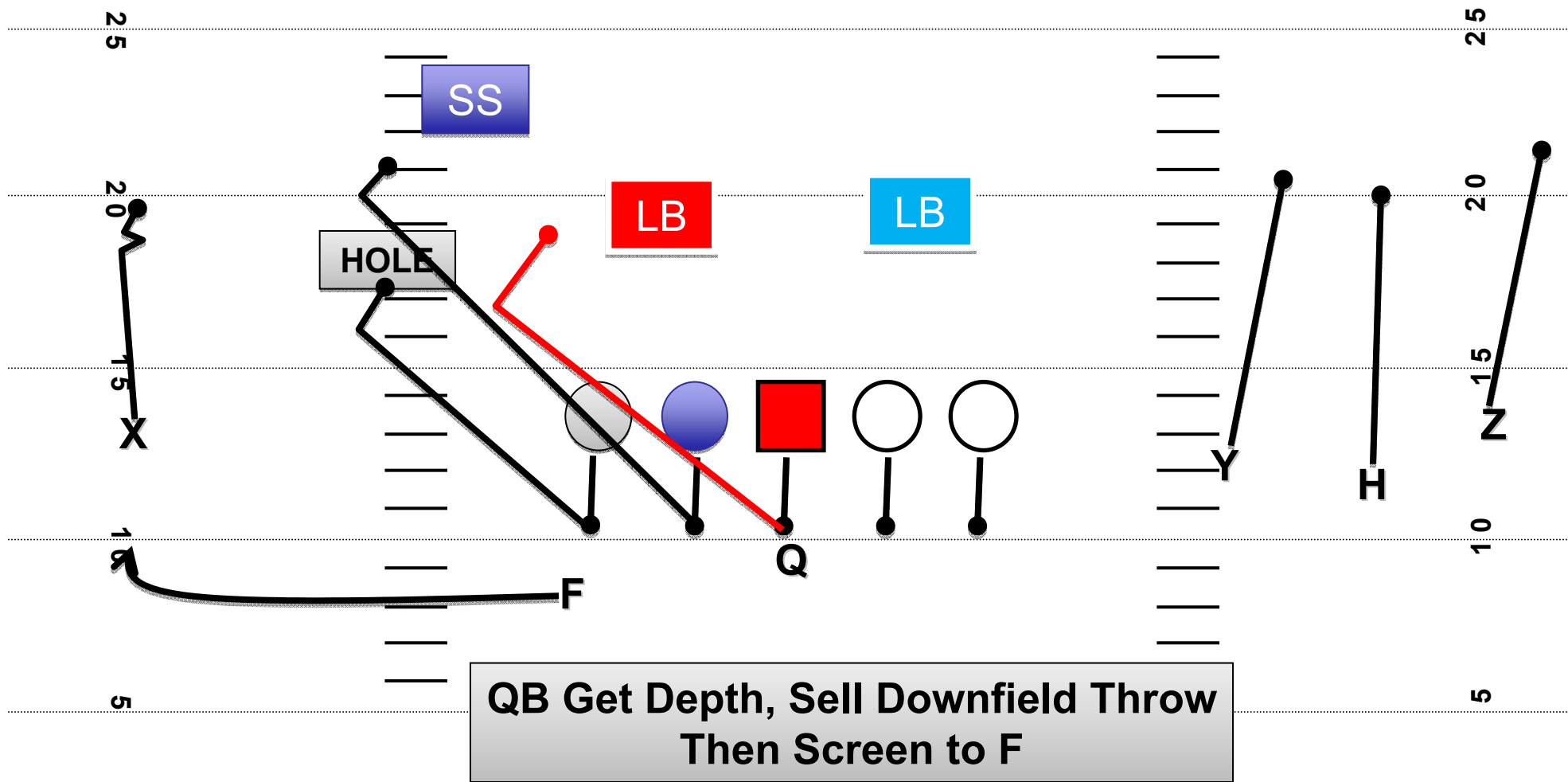


# Slip

## Drop-back slip screen to the F.

Position	Base Rules
WRs	<ul style="list-style-type: none"><li>▪ <b>Playside:</b> Push vertical and block MDM. Begin block as F catches the ball.</li><li>▪ <b>Backside:</b> Run defenders away from play.</li></ul>
OL	<p>Automatic Bear call. Vertical set 3 steps straight back (Bear call). Ignore any blitz from depth. If blitz from LOS, uncovered OL pick up (no combos). Then...</p> <ul style="list-style-type: none"><li>▪ <b>Playside OL:</b> Flash hands &amp; lose outside. Release flat for 5 steps:<ul style="list-style-type: none"><li>- PST: To hole player</li><li>- PSG: To safety (lead up in the tunnel)</li><li>- Center: To playside LB</li></ul></li><li>▪ <b>Backside OL:</b> Pass set</li></ul>
F	<ul style="list-style-type: none"><li>▪ Align outside leg of playside OT.</li><li>▪ Buzz feet, avoiding contact, release flat. Then catch and stretch.</li></ul>
QB	<ul style="list-style-type: none"><li>▪ Drop back. Sell the downfield throw. Then drift and get the ball to the F.</li></ul>

# Jag 81 F Slip





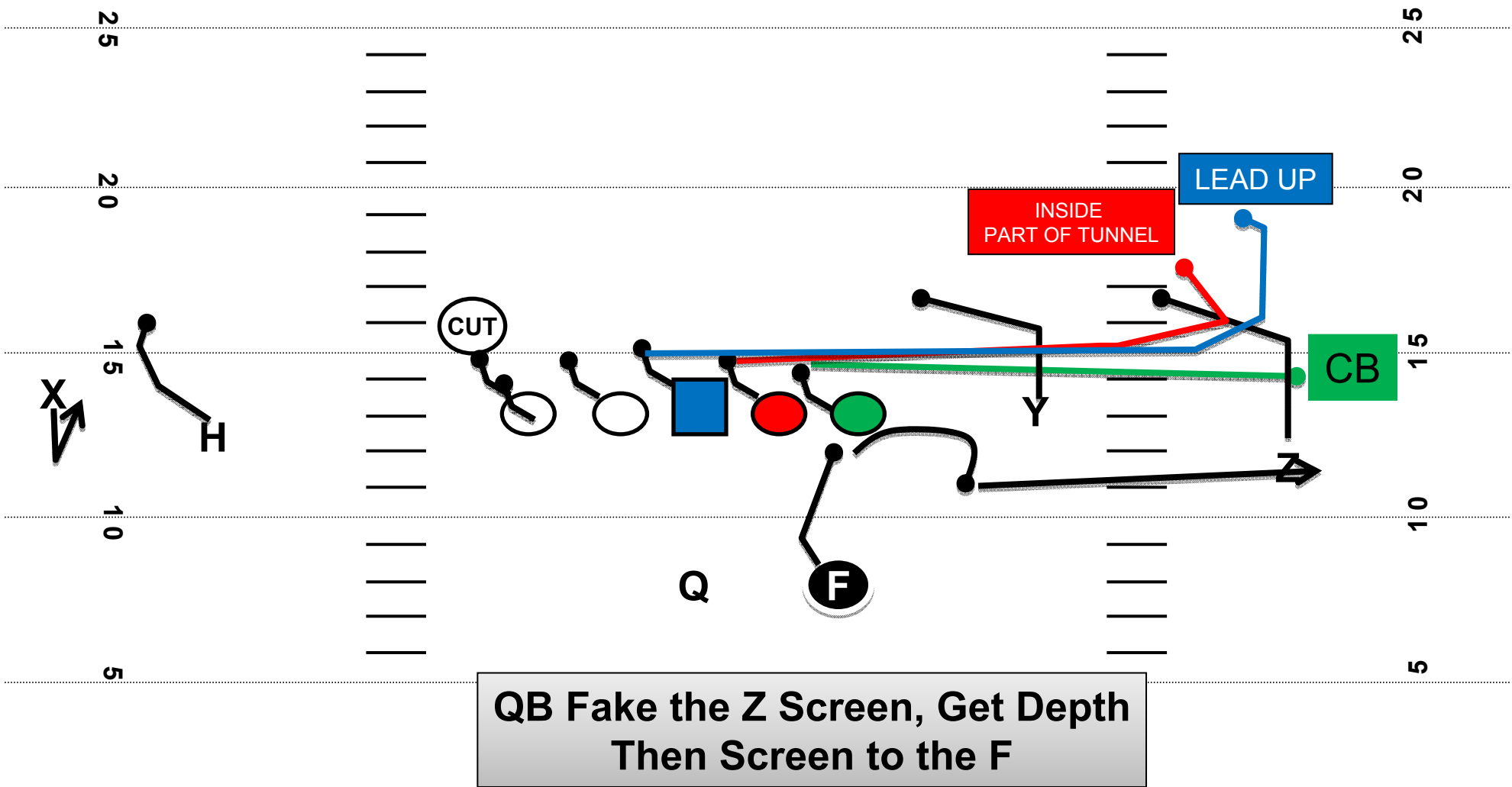
# 4/5 X/Z/Y/H Bobcat

Crack screen to the F after fake Wildcat screen.

Position	Base Rules
<b>Called-Side WRs</b>	<ul style="list-style-type: none"><li>▪ <b>Tagged WR:</b> Fake the Wildcat screen.</li><li>▪ <b>Non-tagged WR:</b> Block the MDM just like Wildcat.</li></ul>
<b>Crack-Side WRs</b>	<ul style="list-style-type: none"><li>▪ Push downfield 2 steps then crack back on the first defender within reach.</li></ul>
<b>OL</b>	Block inside zone to the direction called, then... <ul style="list-style-type: none"><li>▪ <b>Crack-side OT:</b> Release flat and kick out the corner. Stay flat!</li><li>▪ <b>Crack-side OG:</b> Release flat and seal the inside part of the tunnel with the crack blocks (5 steps flat).</li><li>▪ <b>Center:</b> Release flat &amp; lead up inside tunnel looking inside-out (5 steps flat).</li><li>▪ <b>Called-side OL:</b> Stay on zone.</li></ul>
<b>F/H</b>	<ul style="list-style-type: none"><li>▪ Step up to block the backside DE (just like Wildcat) for count of 2 then lose outside, pivot, and settle. Catch and stretch to the sideline.</li></ul>
<b>QB</b>	<ul style="list-style-type: none"><li>▪ Catch the snap, flip feet, and fake the “Turn a Double Play” throw to the fake screen runner. Then drift back and buy time with your feet while the F gets into position.</li></ul>



# Ace 5 X Bobcat



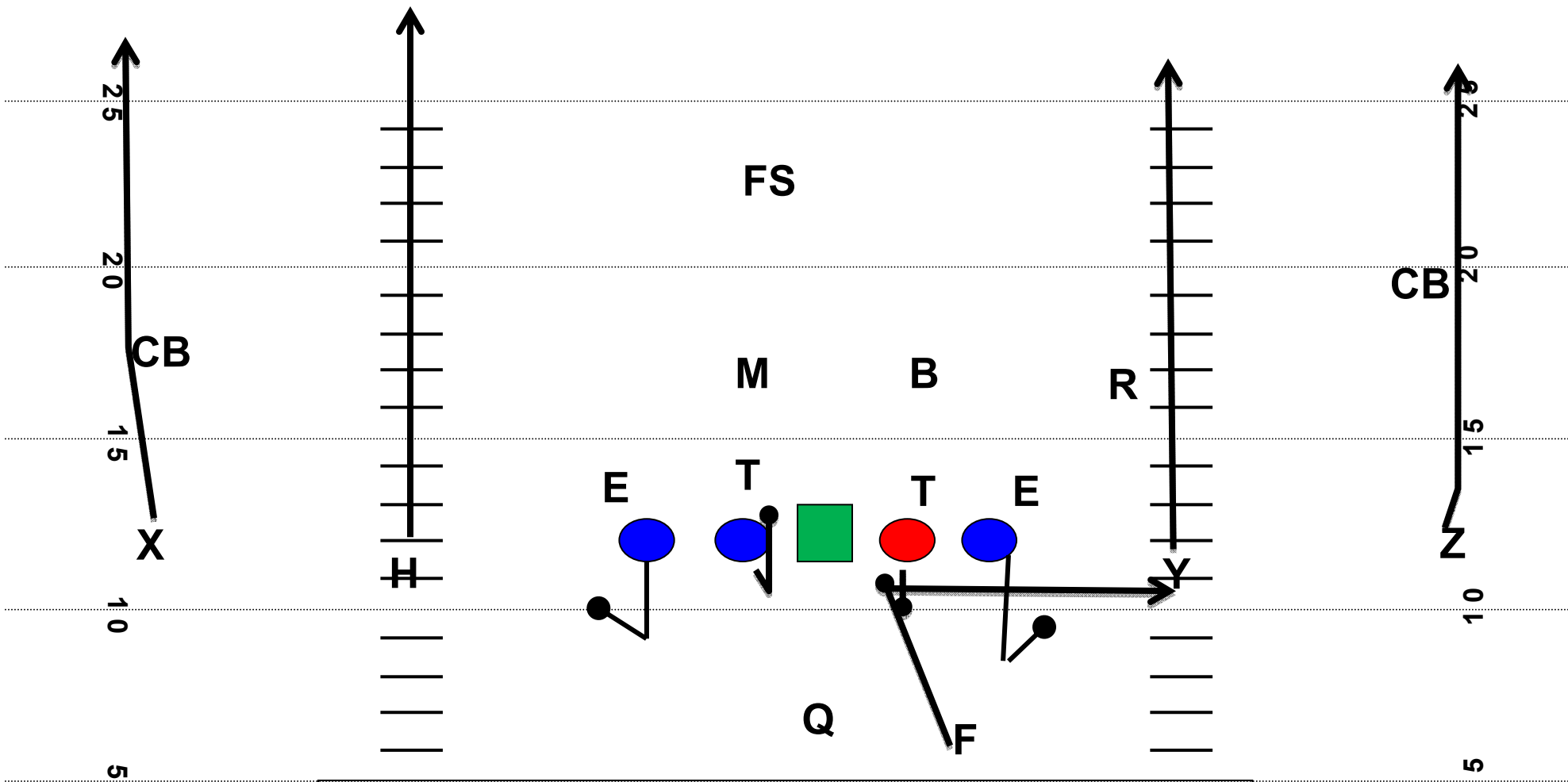
# 80/81 Packer

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Drop-back pass with slow screen to F.

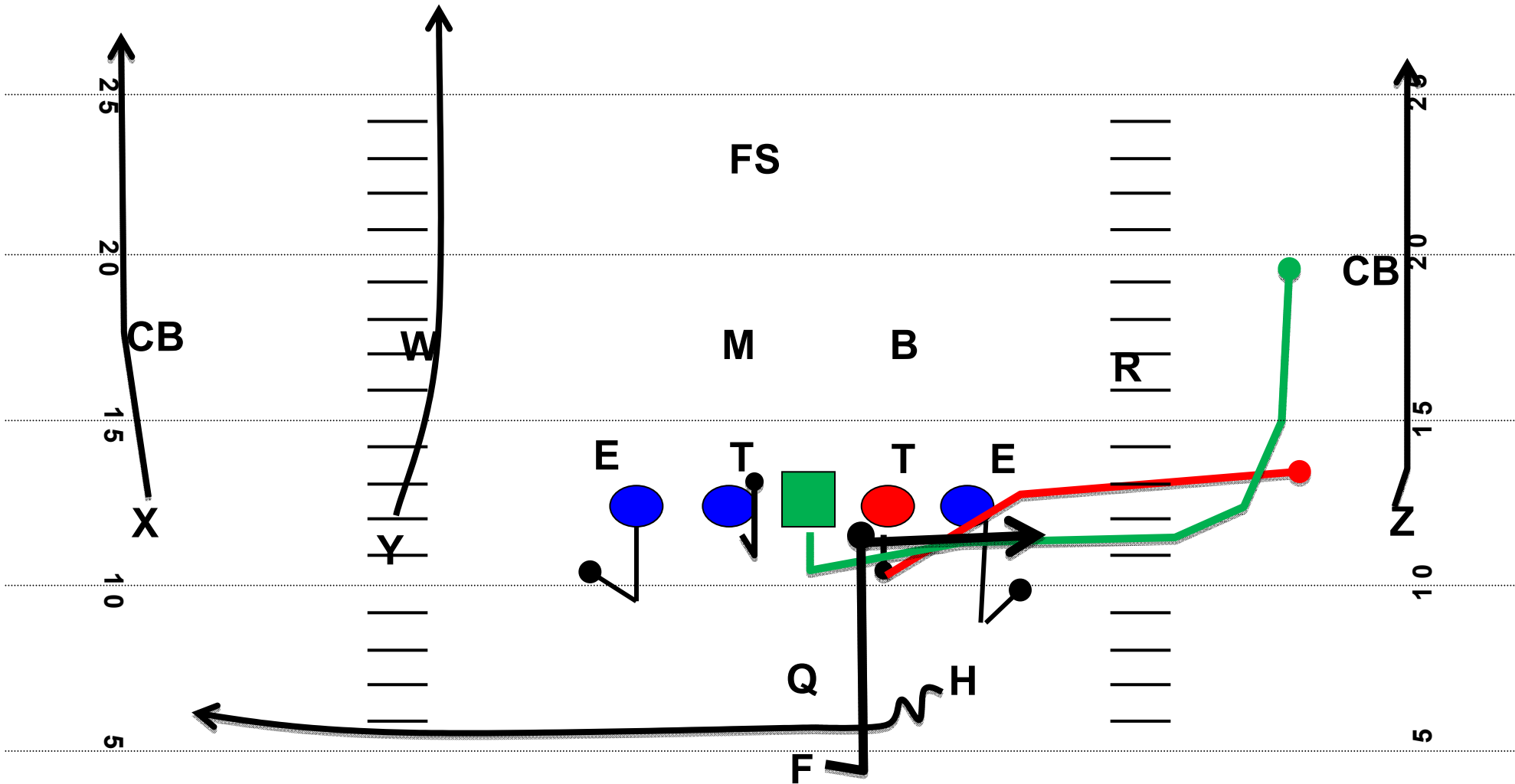
Position	Base Rules
WRs	<ul style="list-style-type: none"><li>▪ Run called play. If screen is thrown, adjust and block MDM.</li></ul>
OL	<ul style="list-style-type: none"><li>▪ <b>Tackles:</b> Pass set the protection. High wall.</li><li>▪ <b>Backside Guard:</b> Called protection.</li><li>▪ <b>Center:</b> Lead up.</li><li>▪ <b>Playside Guard:</b> Kick out the corner.</li></ul>
F	<ul style="list-style-type: none"><li>▪ Step up into the protection to the inside leg of the playside guard.</li><li>▪ When he releases, release flat, catch, and stretch to the sideline.</li><li>▪ <b>Pistol formation:</b> Fake taking handoff before stepping into the line at the inside leg of the guard.</li></ul>
QB	<ul style="list-style-type: none"><li>▪ Catch the snap, flip feet, and fake the “Turn a Double Play” throw to the fake screen runner. Then drift back and buy time with your feet while the F gets into position.</li></ul>

# Ace 80 Vertical Packer



**QB Eyes Downfield, Drift  
Get The Ball to the F on His Upfield Shoulder**

# Brown Left H-Lob 80 Vertical Packer



**QB Eyes Downfield, Drift  
Get The Ball to the F on His Upfield Shoulder**