

Offensive Playbook

Run Game: 22/23 Power



Run Game Organization

Series	Description
0 - 9	1-Back Zone
10 - 19	Lead Zone
20 - 29	Power Series
30 - 39	Split Flow Zone
40 - 49	Gap & Triple Option

Power Series Offensive Line Calls

Bear:

- Identifies that all interior OL are covered.
- Center blocks back to replace the pulling Guard.
- PSG replaces Center. PST replaces PSG.

Back-Back:

- Identifies that the Center & pulling Guard are covered.
- Alerts Center to block back for the pulling Guard and PSG to Block back for the Center.

Chevy:

- Identifies that the BSG is covered and BST has a B-gap blitzer & can't hand the DT to the Center.
- Alerts the Center that he has the DT by himself.

Dig:

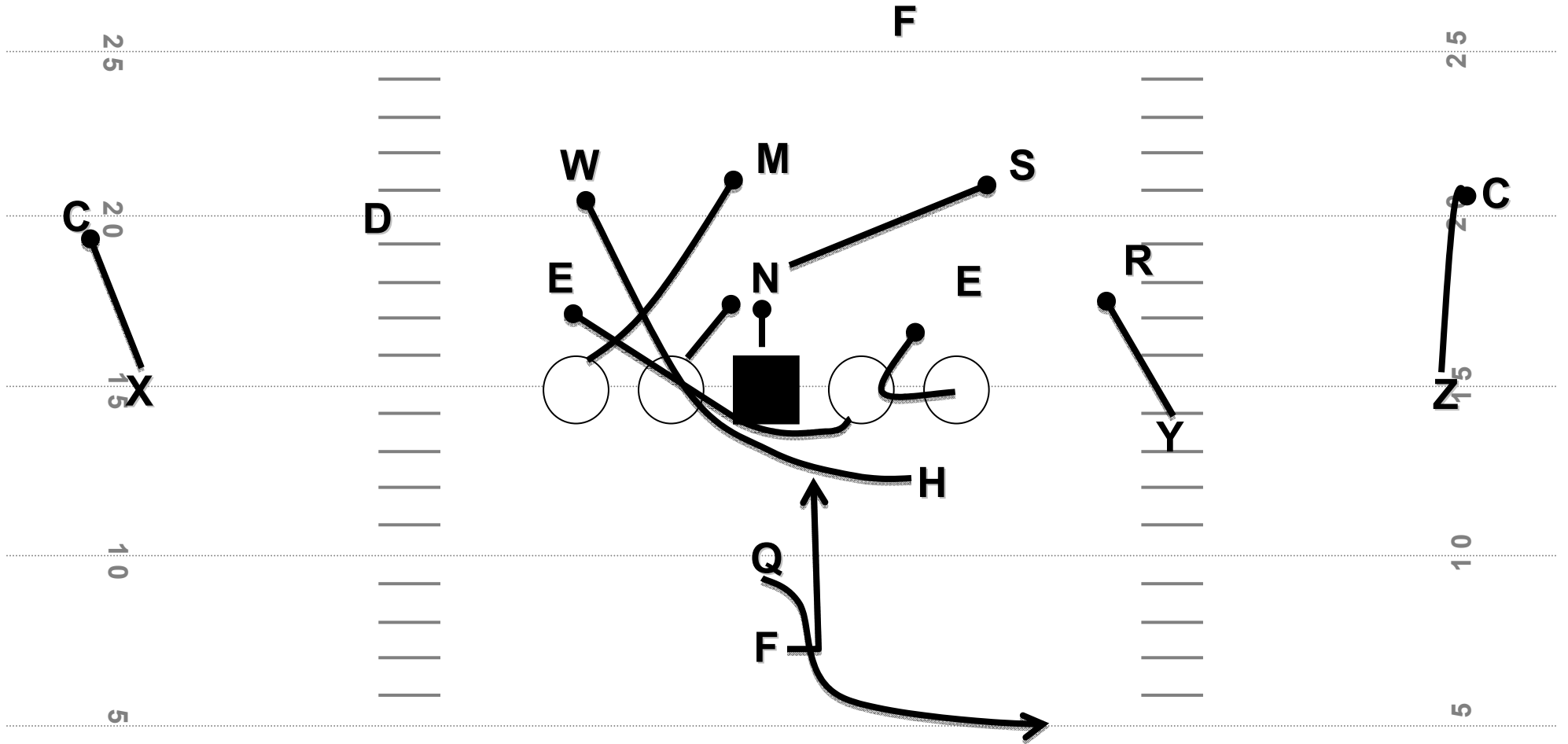
- Identifies that the BSG is covered and the Center has an A-gap blitzer & can't work to take over the DT.
- Alerts BST that he has the BS DT by himself.

22 & 23 – 2-Back

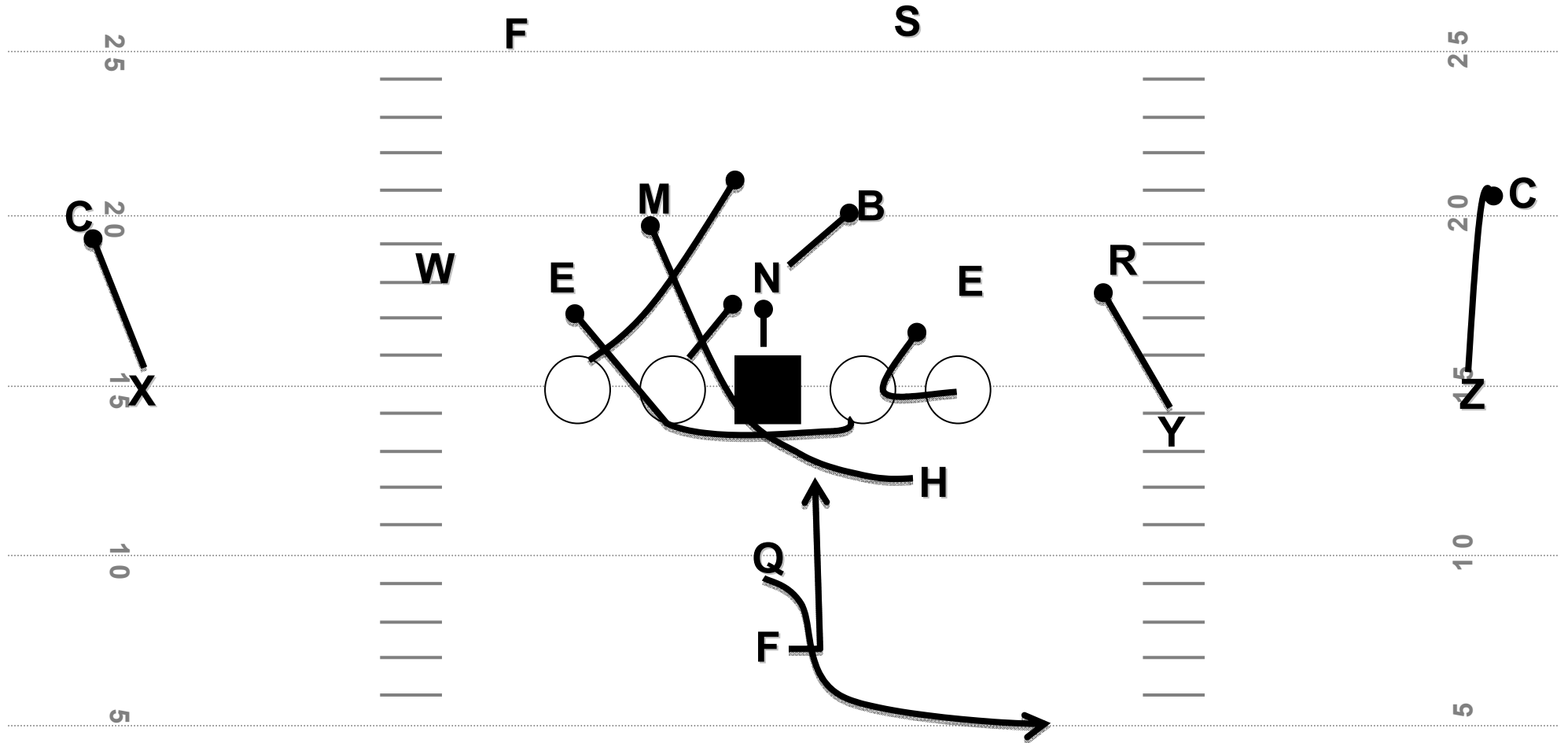
Power Run with backside Guard kickout and H lead on LB.

Position	Base Rules
WRs	<ul style="list-style-type: none">▪ MDM (Most Dangerous Man)
PST/PSG	<ul style="list-style-type: none">▪ Gap to far LB. Double the first DL playside to far LB if applicable.▪ Alert for “Back-Back” and “Bear” Calls.
Center	<ul style="list-style-type: none">▪ Gap to far LB. Double the first DL playside to far LB if applicable.▪ Alert For “Back-Back,” “Bear,” “Chevy,” & “Dig” Calls.
BSG	<ul style="list-style-type: none">▪ Pull & kick out the first defender outside the PST down block.
BST	<ul style="list-style-type: none">▪ Pull check (fill hole left by pulling Guard). Alert for “Chevy” and “Dig” calls.
H	<ul style="list-style-type: none">▪ Blocking back. Adjust alignment out 1 step. Jab step with backside foot, then follow the BSG & lead up on the 1st LB in the box playside.
F	<ul style="list-style-type: none">▪ Ball carrier. Flat, collect, downhill, A-gap to A-gap.
QB	<ul style="list-style-type: none">▪ Pistol: Open to F, giving him the midline. Hand ball off and boot away.▪ Under Center: Reverse out TB who is in I-formation sets.

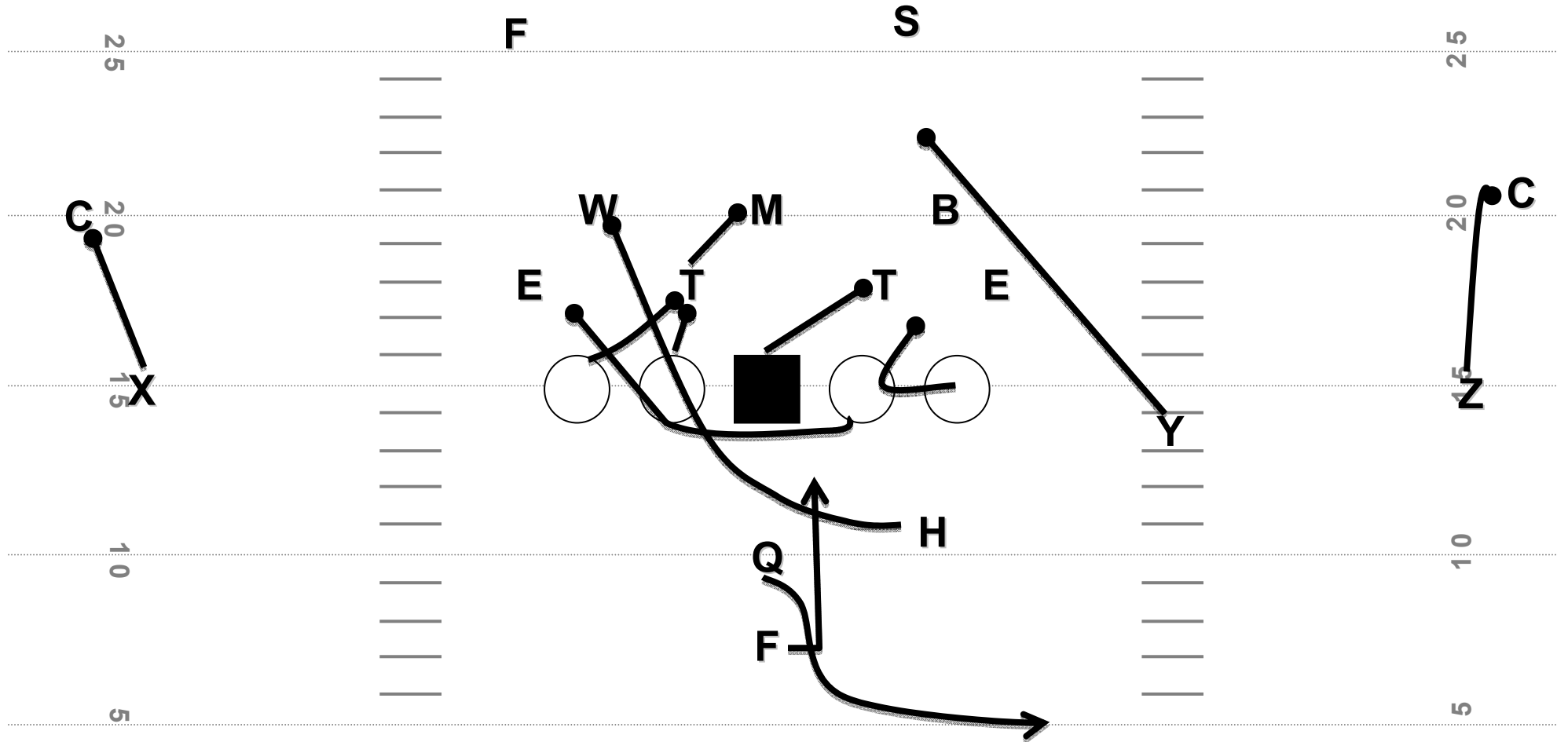
Orange 23 vs 3-5



Orange 23 vs 3-4



Orange 23 vs 4-3

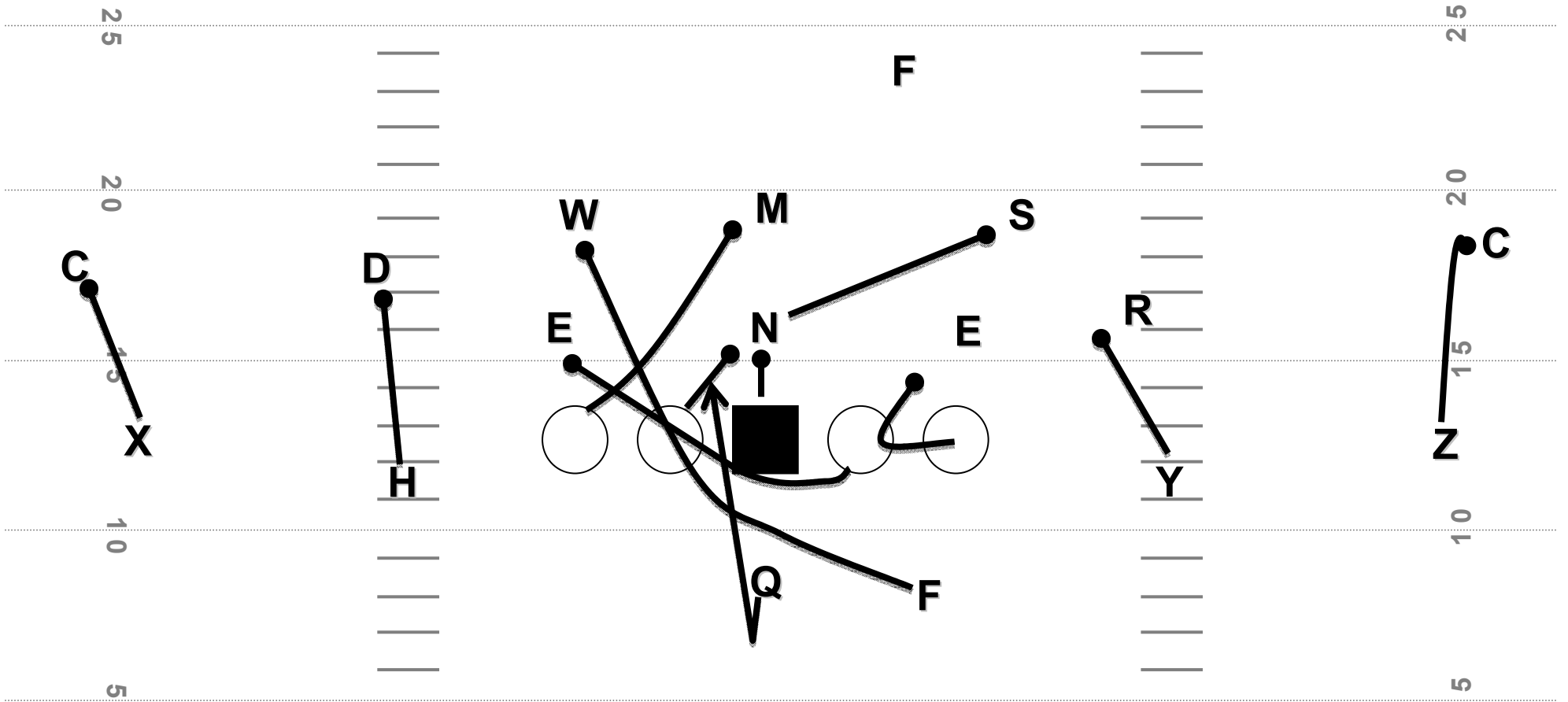


22 & 23 – 1-Back

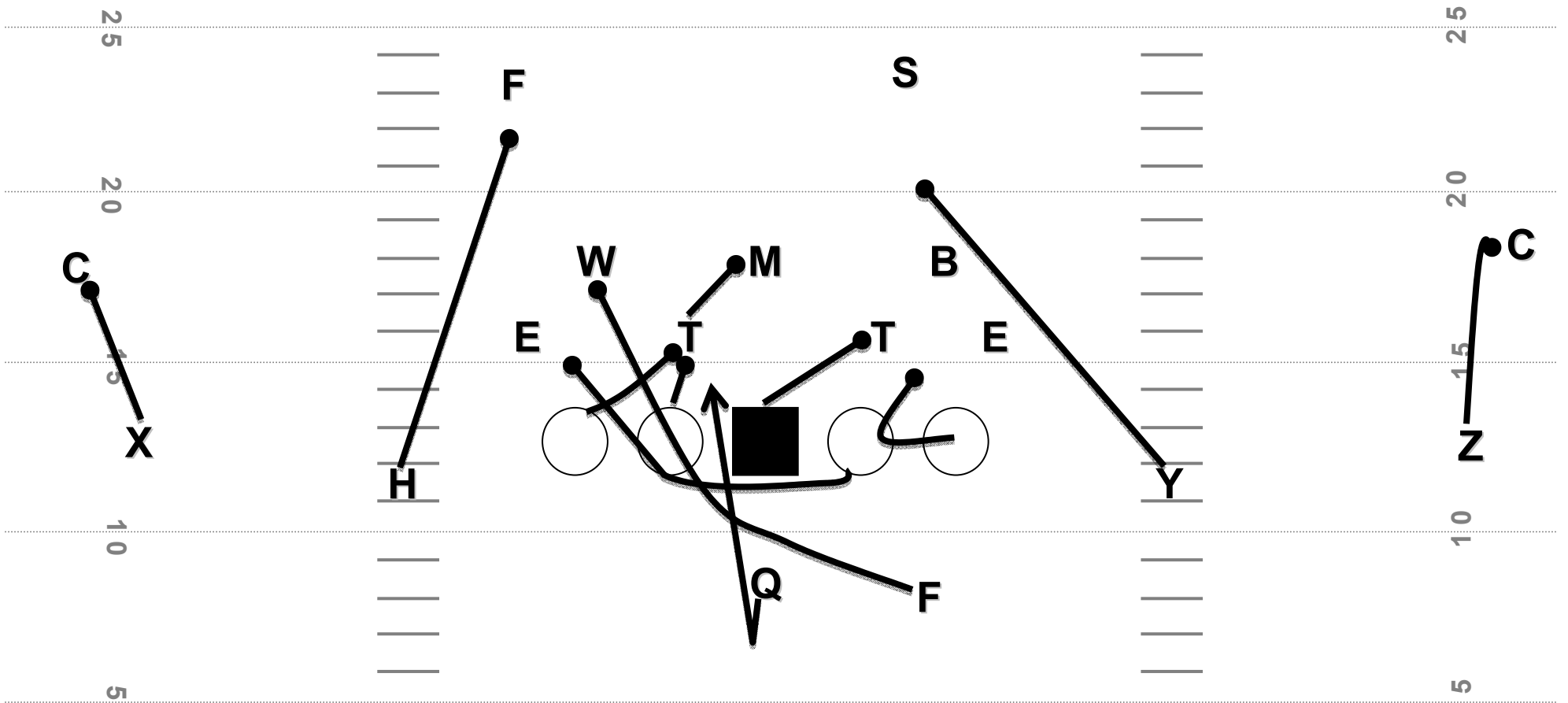
Power Run with backside Guard kickout and F lead on LB.

Position	Base Rules
WRs	<ul style="list-style-type: none"> ▪ Playside: MDM Backside: Cut Off
PST	<ul style="list-style-type: none"> ▪ Gap to far LB. Double the first DL playside to far LB if applicable. ▪ Listen for “Back-Back” call from PSG. If so, you have DT by yourself.
PSG	<ul style="list-style-type: none"> ▪ Gap to far LB. Double the first DL playside to far LB if applicable. ▪ Be alert for “Back-Back” call by center. If so, block down on Nose covering center. If you are covered, make a “Back-Back” call to tell OT to replace you.
Center	<ul style="list-style-type: none"> ▪ Gap to far LB. Double the first DL playside to far LB if applicable. ▪ If you <i>and</i> pulling Guard are covered, make a “Back-Back” call & replace him.
BSG	<ul style="list-style-type: none"> ▪ Pull & kick out the first defender outside the PST down block.
BST	<ul style="list-style-type: none"> ▪ Pull check (fill hole left by pulling Guard).
F	<ul style="list-style-type: none"> ▪ Blocking back. Follow the pulling Guard and lead up on the first LB in the box playside.
QB	<ul style="list-style-type: none"> ▪ Ball carrier. Catch snap, run downhill A-gap to A-gap.

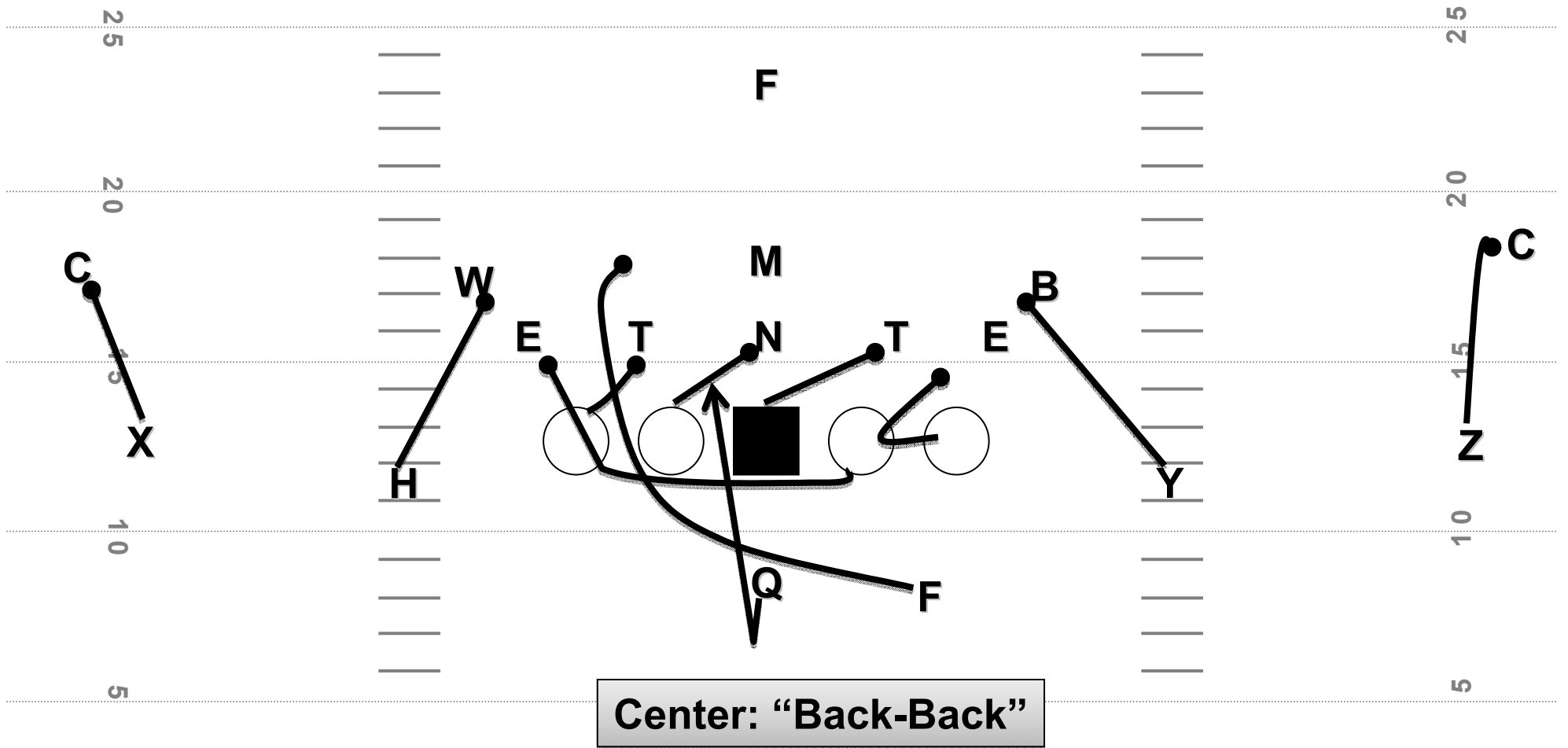
Ace 23 vs 3-5



Ace 23 vs 4-3



Ace 23 vs Bear



22 & 23 – Same Side

If 22/23 is called to the side of the blocking back:

- He will arc over the DE & block his normal assignment, first LB in the box.

Yellow Left 23 vs 3-5

