

Offensive Playbook

Run Game: 26/27 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.

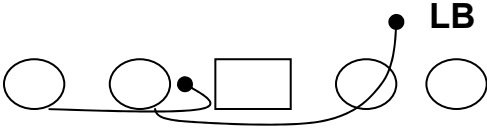
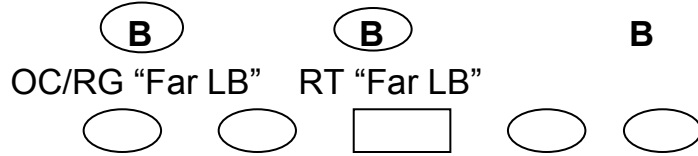
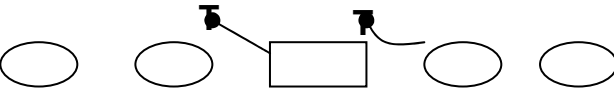
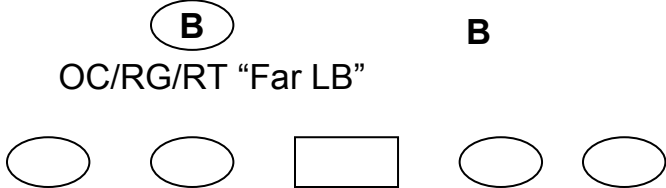
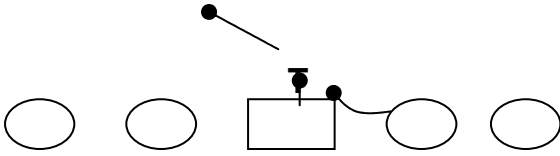
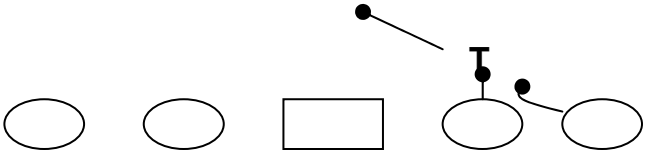
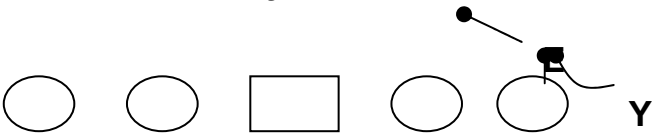
Chevy:

- 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.

26/27 Power O "Gap" Scheme

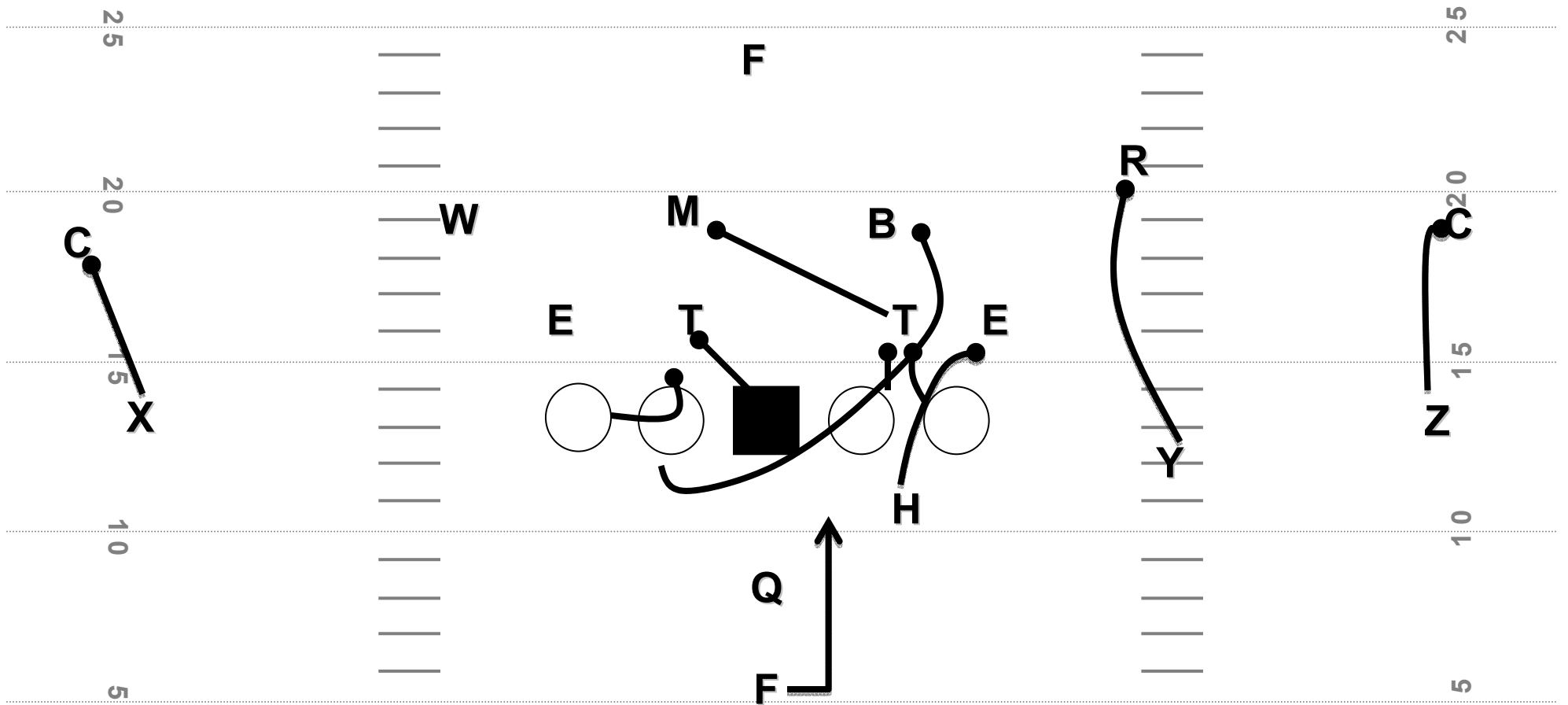
<p>Backside Rules</p>  <p>BSG: 1st LB from Center BST: Pull Check</p>	<p>"Far" LB Identification vs 3-LB Defense (Ex. 26)</p> 
<p>"Back" Call. Center & Pulling Guard are Covered.</p>  <ul style="list-style-type: none"> Center must replace BSG PSG must replace Center 	<p>"Far" LB Identification vs 2-LB Defense (Ex. 26)</p> 
<p>Double-Team Calls: Ace – Center & PSG</p> 	<p>Double-Team Calls: Deuce – PSG & PST</p> 
<p>Double-Team Calls: Trey – PSG & PST</p> 	

26 & 27 – 2-Back

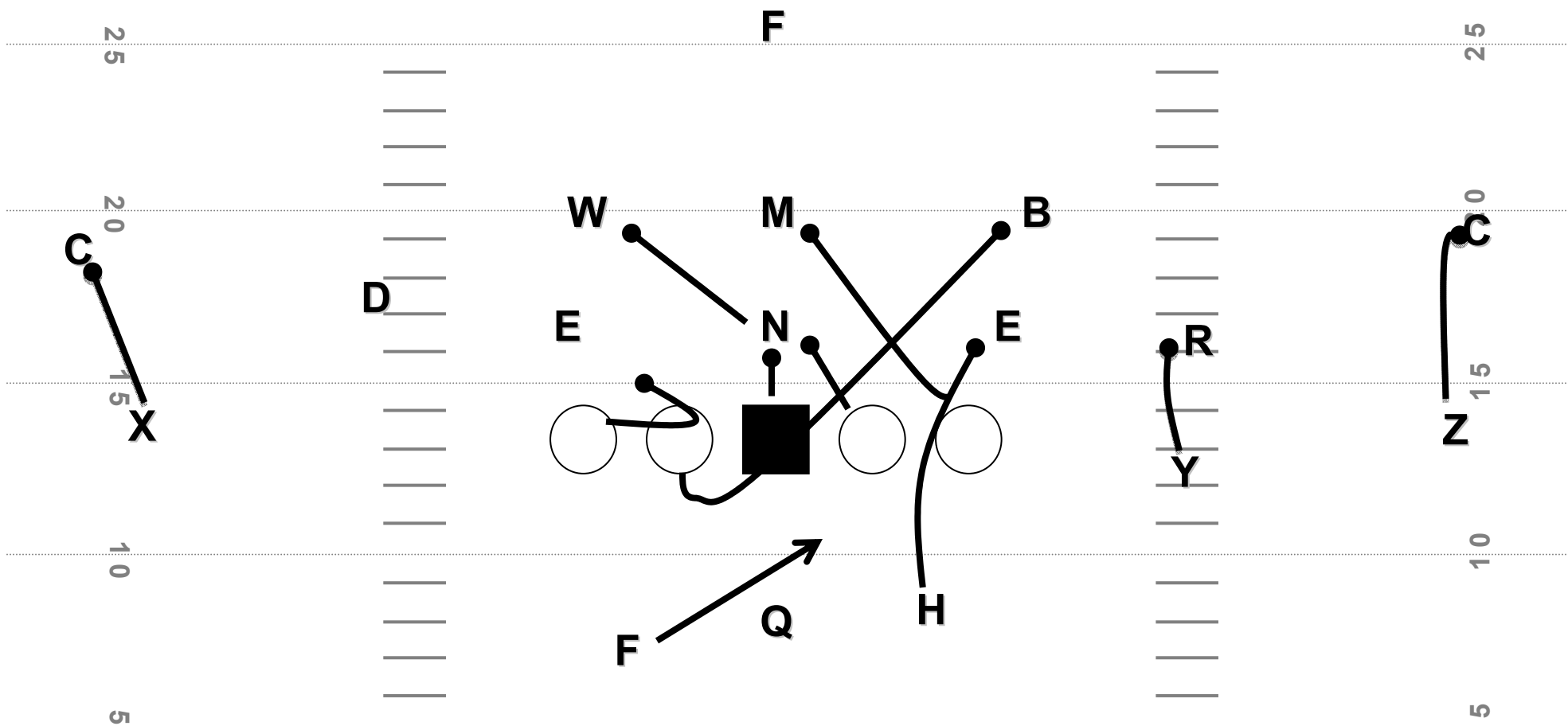
Power Run with H kickout and backside Guard lead on LB.

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 & lead up on first LB inside the box.
BST	<ul style="list-style-type: none"> Pull check (fill hole left by pulling Guard). Alert for “Chevy” and “Dig” calls.
H/F	<ul style="list-style-type: none"> Blocking back. Kick out first DL outside OT’s down block. Aiming for the inside leg of the OT. Keep shoulders square, with head inside. Ball carrier. <ul style="list-style-type: none"> - <i>Pistol:</i> Flat, collect, downhill. Mesh with QB. Landmark is A-gap to C-gap playside on bender. - <i>Split Back:</i> Deepen alignment 1 step. Mesh with QB, keeping shoulders square. Landmark is A-gap to C-gap playside on bender.
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 26 vs 4-2

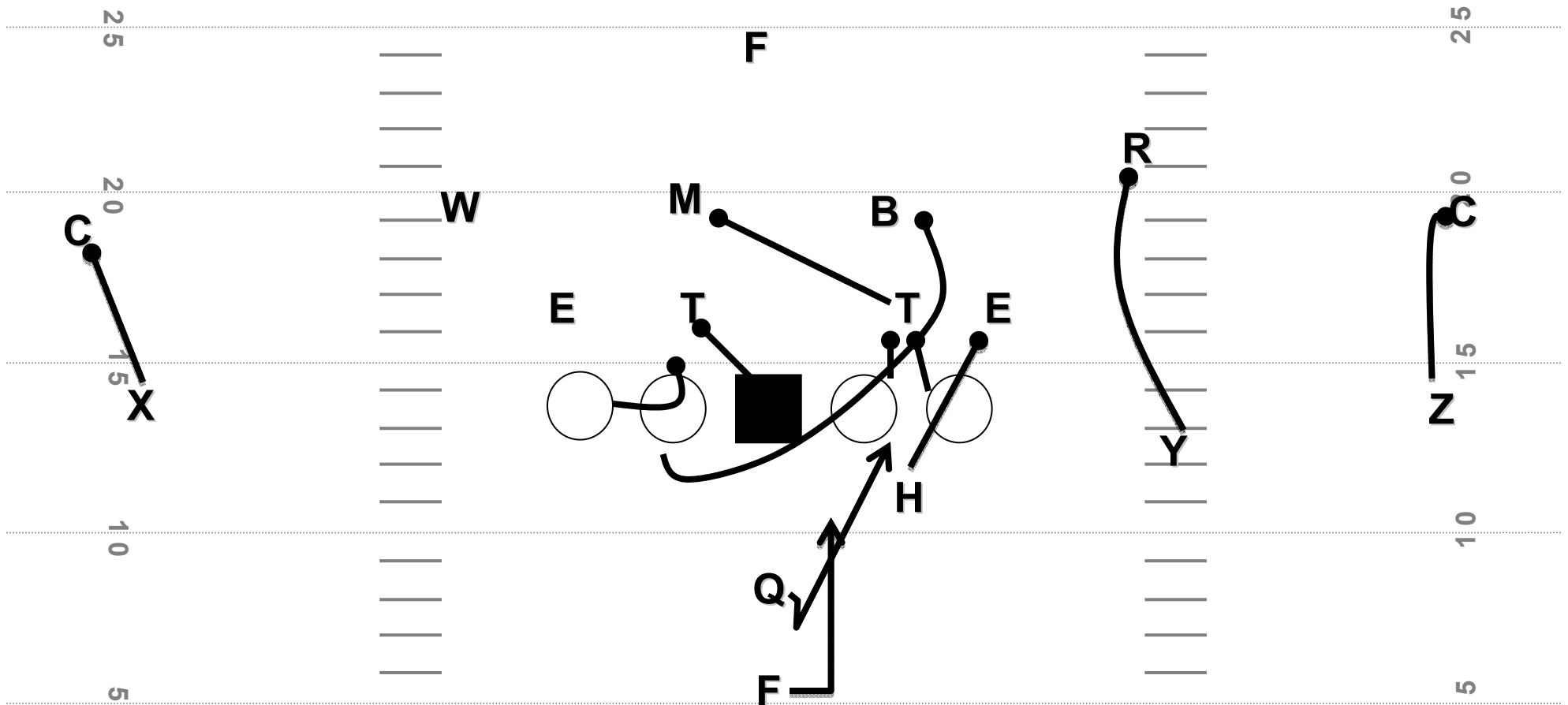


King 26 vs 3-5



F: Deepen Up a Step, Align in B-Gap

Orange 26 "Keep" vs 4-2

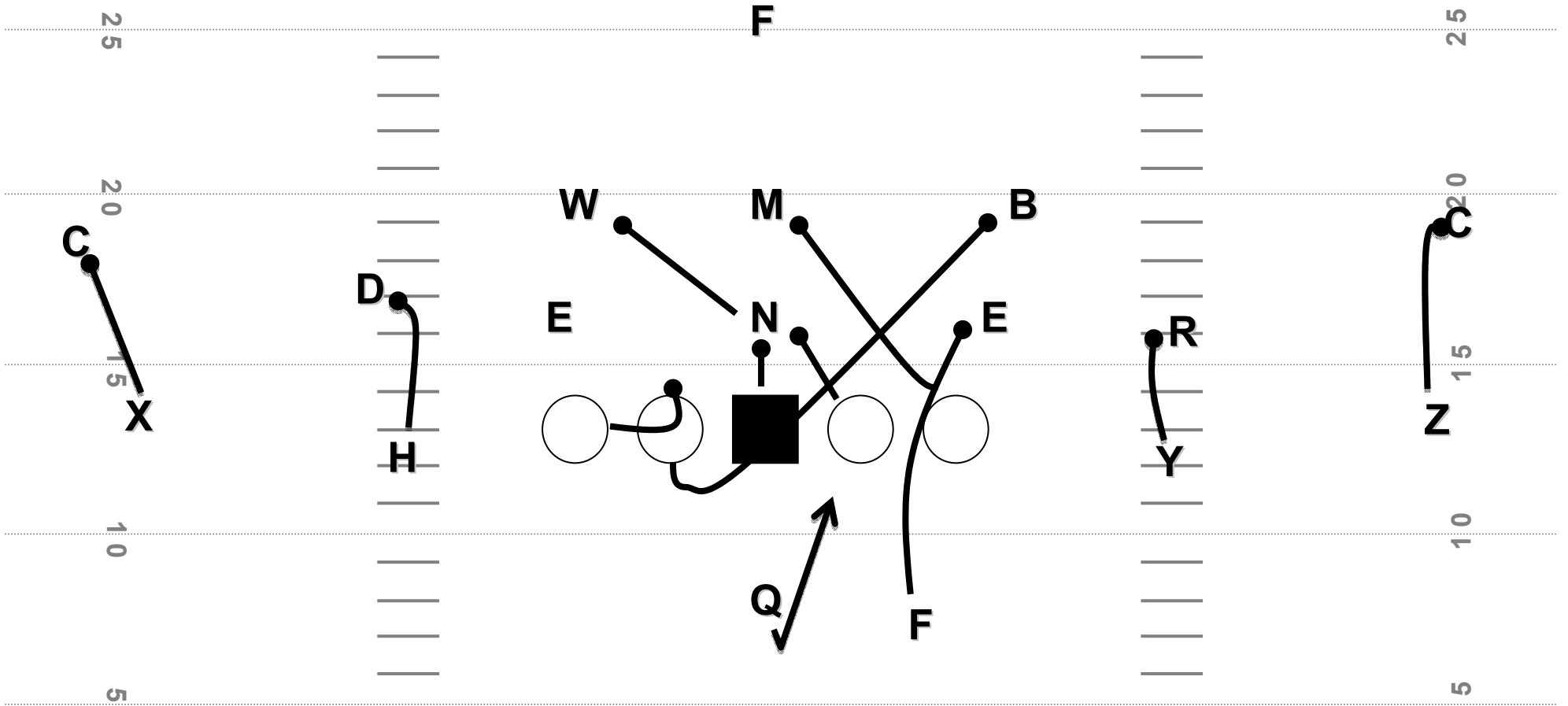


26 & 27 – 1-Back

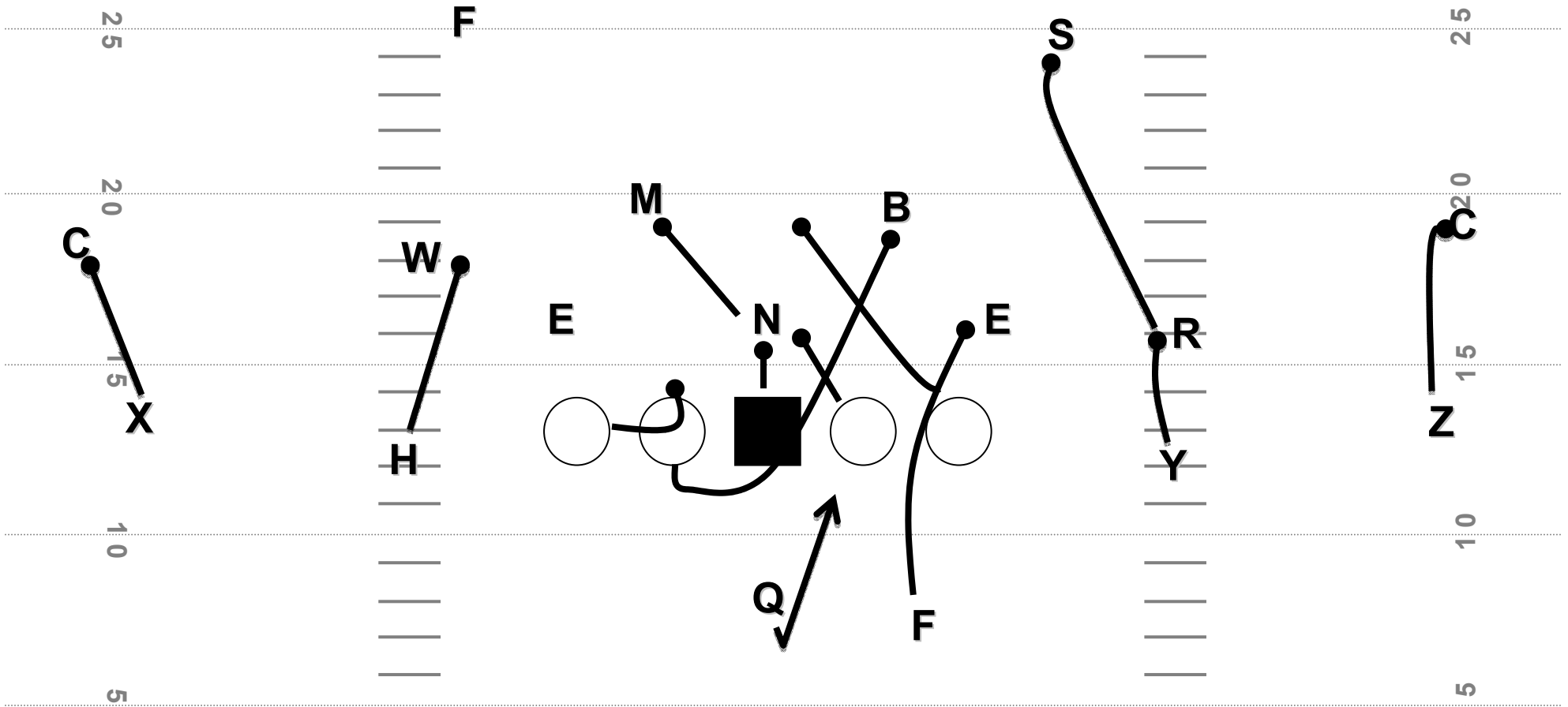
Power Run with F kickout and backside Guard lead on LB.

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 & lead up on first LB inside the box.
BST	<ul style="list-style-type: none"> ▪ Pull check (fill hole left by pulling Guard). Alert for “Chevy” and “Dig” calls.
F	<ul style="list-style-type: none"> ▪ Blocking back. Kick out first DL outside OT’s down block. Aiming for the inside leg of the OT. Keep shoulders square, with head inside.
QB	<ul style="list-style-type: none"> ▪ Ball carrier. Catch snap, run downhill A-gap to C-gap playside.

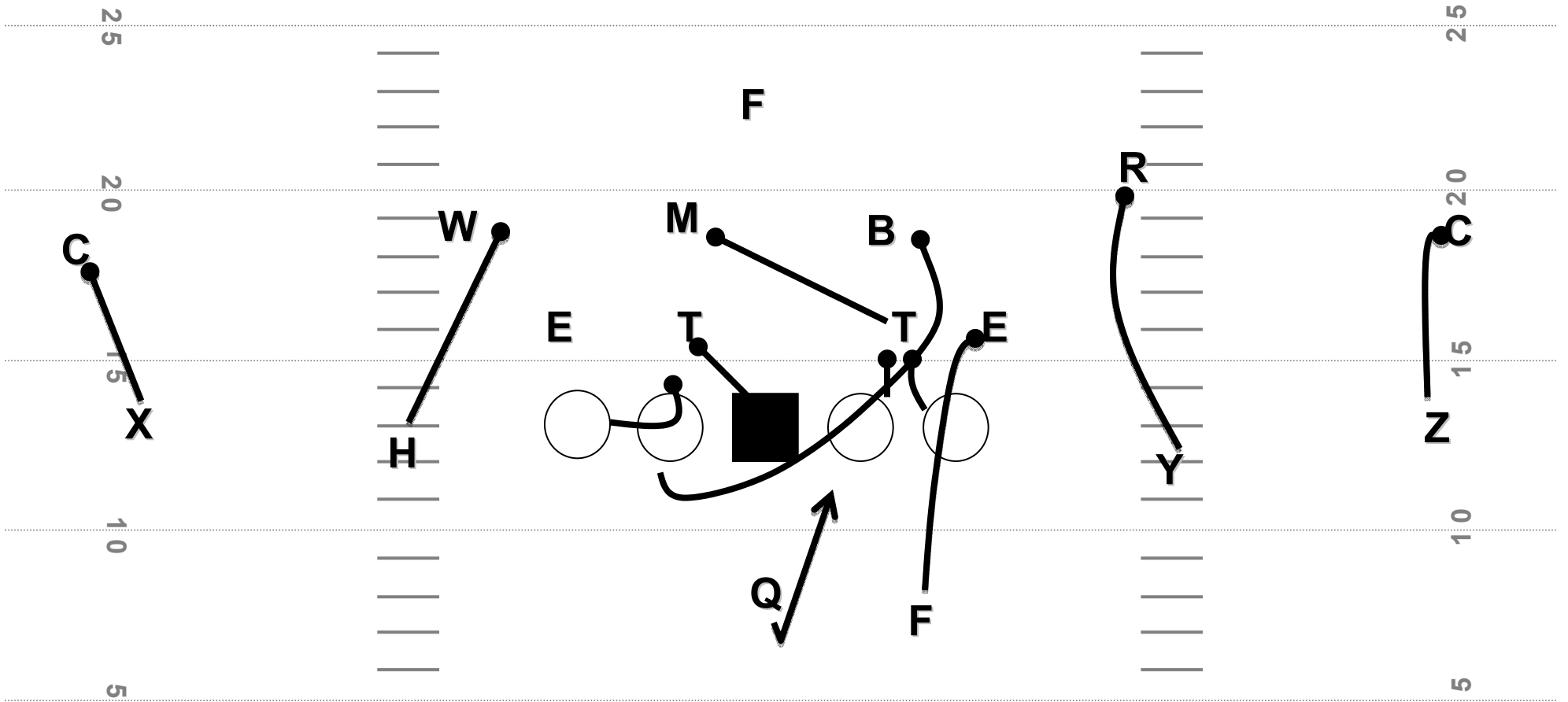
Ace 26 vs Odd Stack



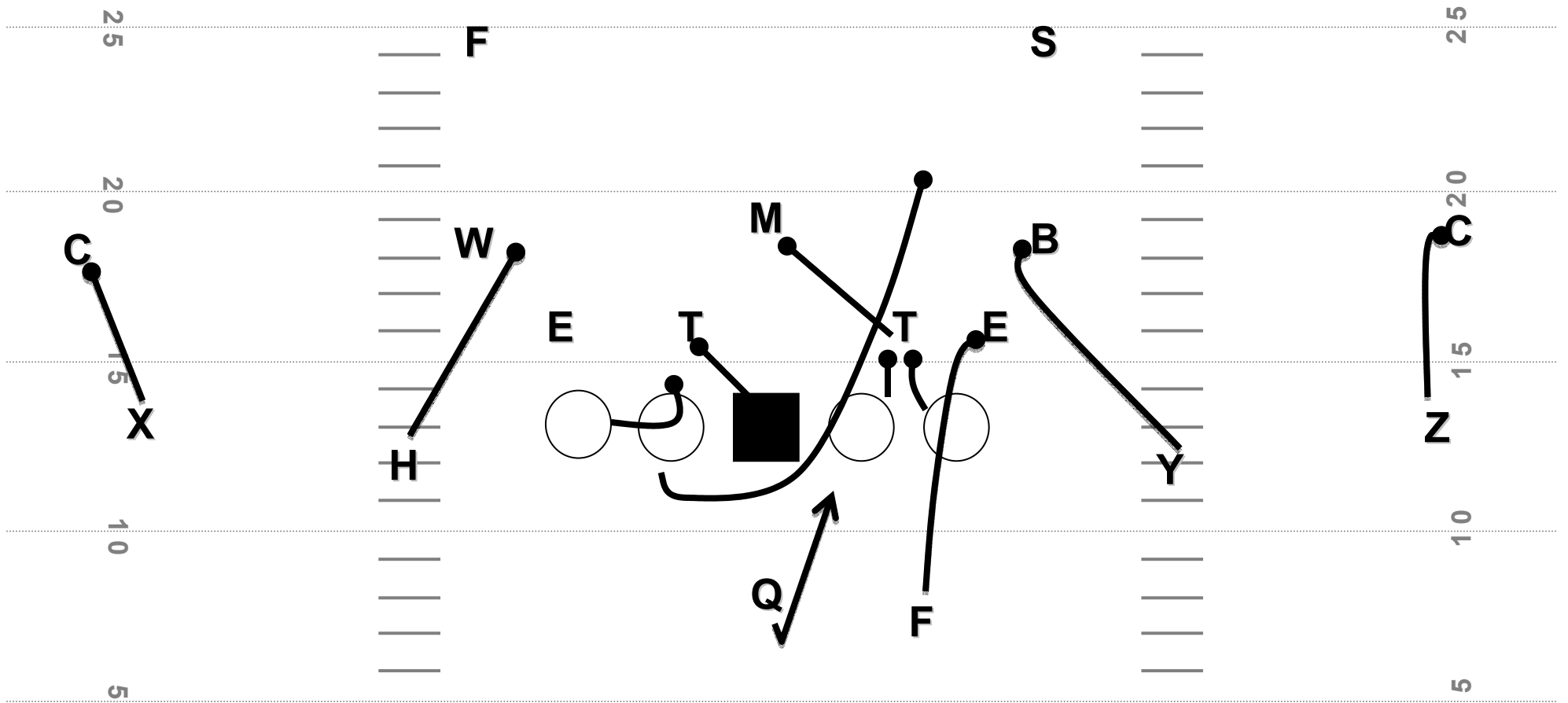
Ace 26 vs Okie



Ace 26 vs Even Stack



Ace 26 vs 4-3



26 Helmet

Fake Power Run to Y Reverse.

Position	Base Rules
X/H/Z	<ul style="list-style-type: none">▪ Block MDM with head inside the defender. (Same as regular 26.)
Y	<ul style="list-style-type: none">▪ Split 5 yards out from OT.▪ At the snap, run the reverse track, take the handoff and run to grass.
OL	<ul style="list-style-type: none">▪ Run 26 with these adjustments:<ul style="list-style-type: none">- Left Tackle: Pull check, then lead the reverse by releasing flat & blocking the OLB- Center: Block back then release & lead up
F	<ul style="list-style-type: none">▪ Run 26
QB	<ul style="list-style-type: none">▪ Ride the F on the 26 then pull the ball and give to the Y on the reverse.

Orange 26 Helmet

