FORMATIONS & ALIGNMENTS

OPPONENT: _____ WEEK: ___

HOW TO DRAW WITH THESE SLIDES

• The field is the slide BACKGROUND - you can never grab it by accident. Every player, label, line and box is a normal shape.
• MOVE a player: click and drag (hold SHIFT to move straight across / up-down). Nudge with the arrow keys; CTRL + arrow = tiny steps.
• ADD a player or a route: copy it from the TOOLKIT slide (CTRL+C) and paste here (CTRL+V). CTRL+D duplicates on the same slide.
• BEND a route: right-click it > Edit Points, drag the black points. Change a color: Shape Outline. Dashed = motion.
• RENAME a defender: double-click the letter and type (E T N B M W $ C ...). Change a formation title or the red look label the same way.
• MOVE A WHOLE DEFENSE: drag a box around the letters (start in empty space), then drag them together.
• NEW SLIDE: right-click a slide in the left panel > Duplicate Slide, then rearrange.
• PRINT: File > Print > Full Page Slides (landscape). Fit to page for 11x17.

SLIDES: Toolkit • 4-up • 6-up • 8-up • Detail (keys & rules) • Detail (tendencies & assignments) • Route library x2 • Blocking library x2
COLORS: X Z red • S blue • H Y green • R F yellow • Q white • OL white circles, C square • defense letters (DB navy)

TOOLKIT - COPY & PASTE

drag pieces onto any board

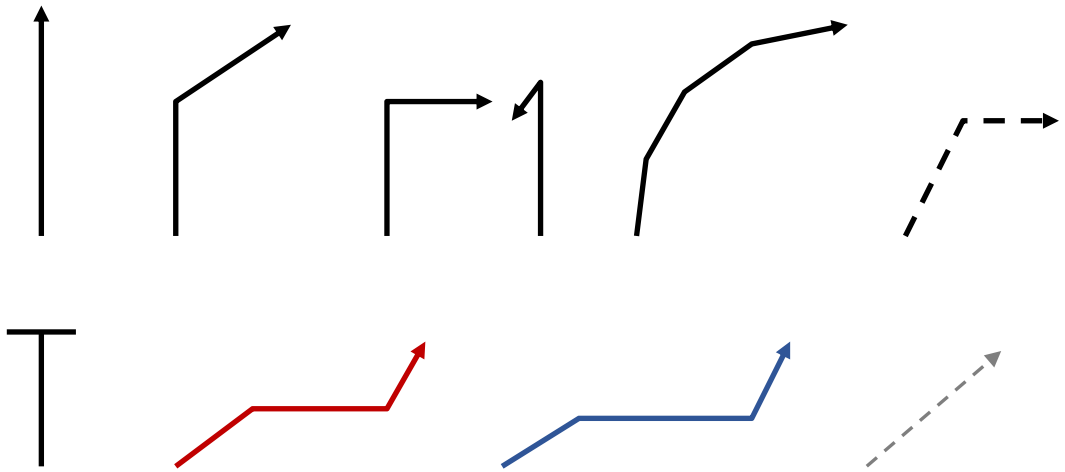
OFFENSE

X Z S H Y R F Q

DEFENSE

E T N E B M W S $ C F

ROUTES / BLOCKS / MOTION (right-click > Edit Points to bend)



zone / area shading (send to back)

READ / KEY circle (put over a defender)

LABEL LABEL note

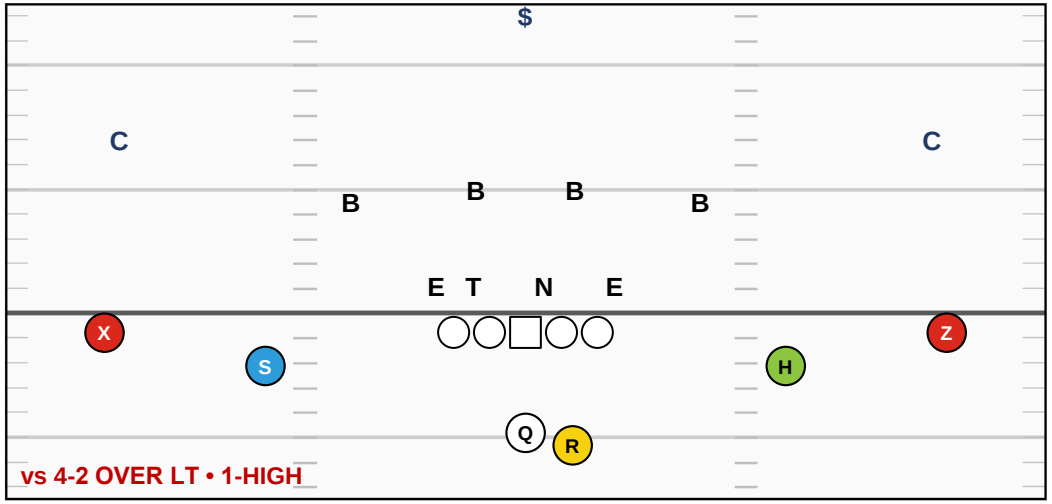
4-2 OVER • 1-HIGH

TECHNIQUE GUIDE (yds from the center):
0 = on the C • 1 = C/G gap shade • 2 = on the G • 3 = G outside shade
4i = T inside shade • 4 = on the T • 5 = T outside shade • 9 = outside the TE / wing
Apex = halfway between #2 and the EMOL • 1-high $ ~12 yds, 2-high $ over the hashes

FORMATIONS vs ALIGNMENTS - 4 UP

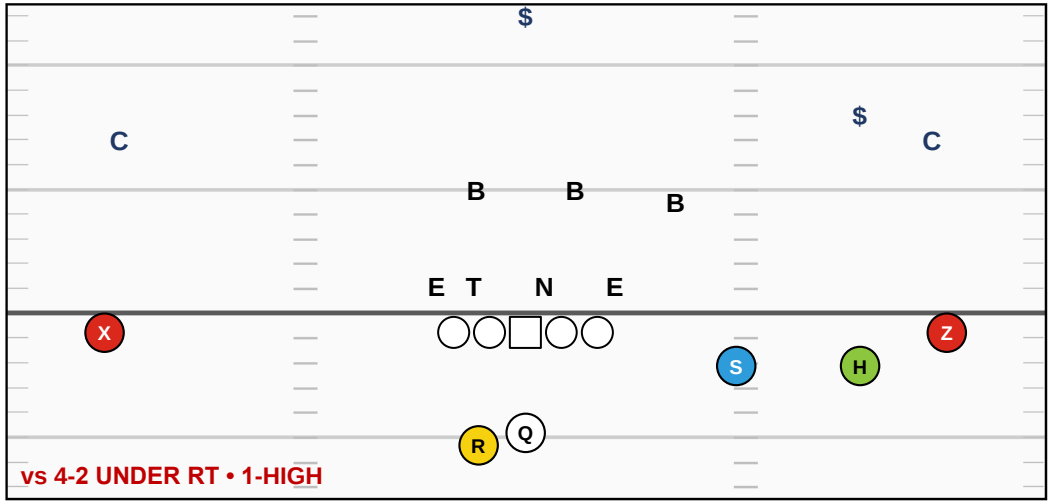
OPPONENT: _____

RT



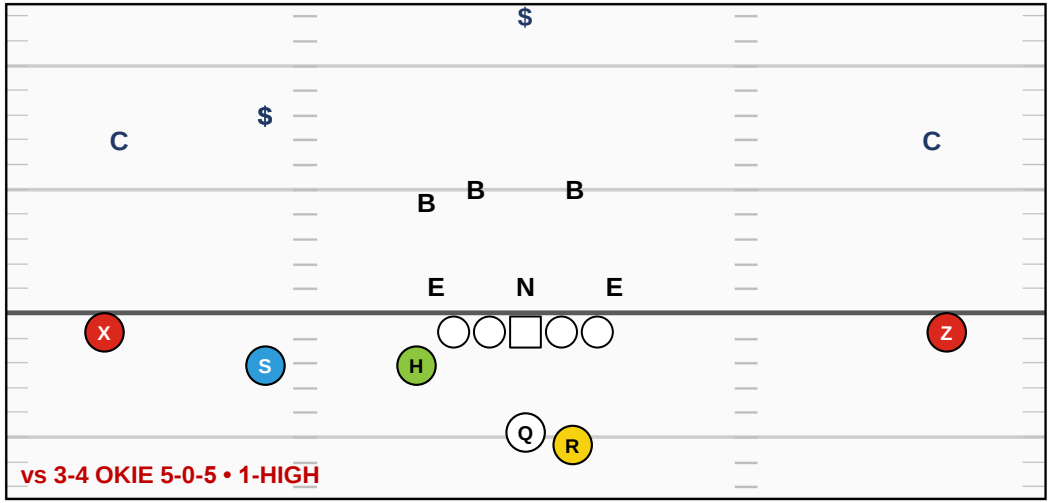
NOTES / CALLS:

EAST



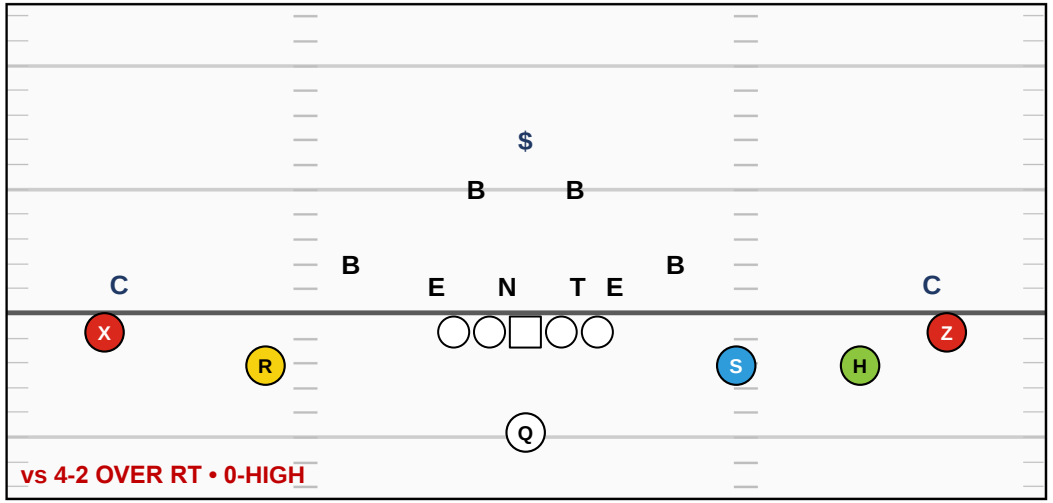
NOTES / CALLS:

GOLD



NOTES / CALLS:

EMPTY RT

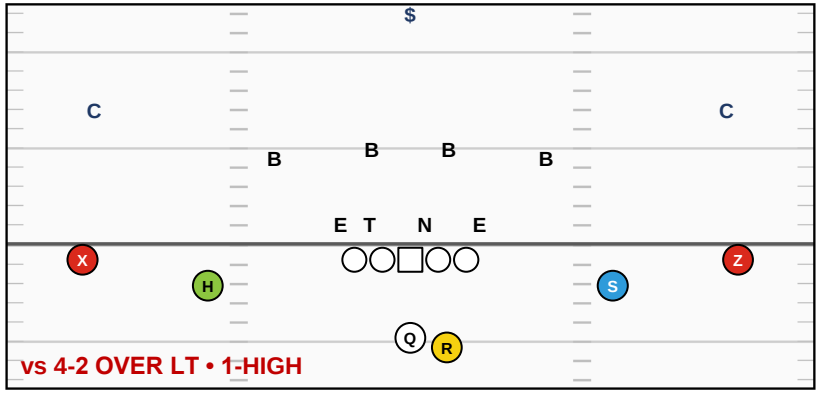


NOTES / CALLS:

FORMATIONS vs ALIGNMENTS - 6 UP

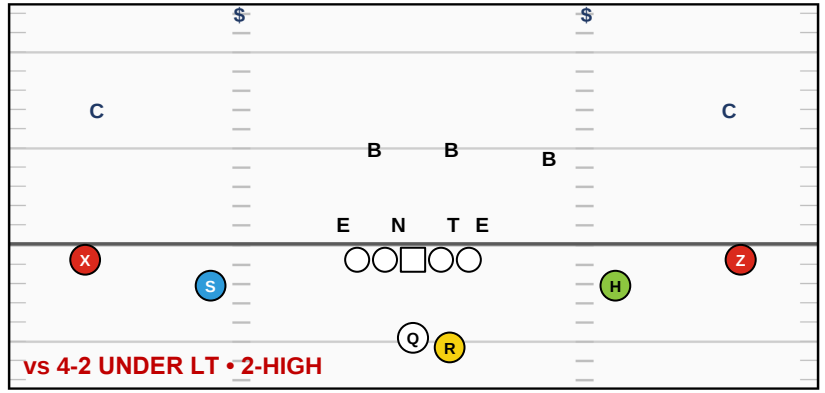
OPPONENT: _____

LT



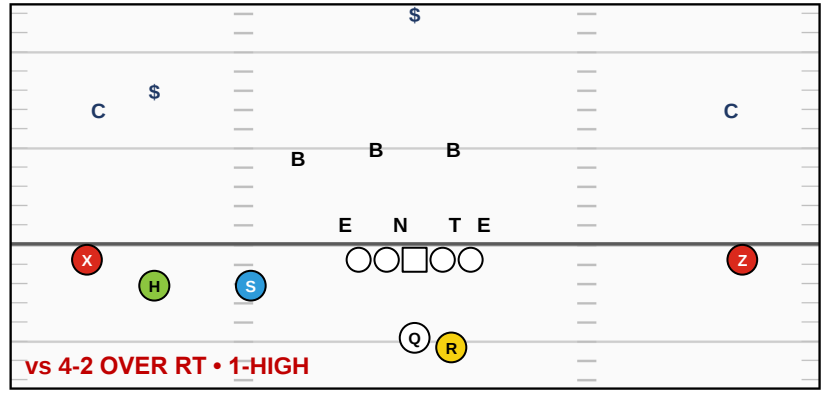
NOTES / CALLS:

RT



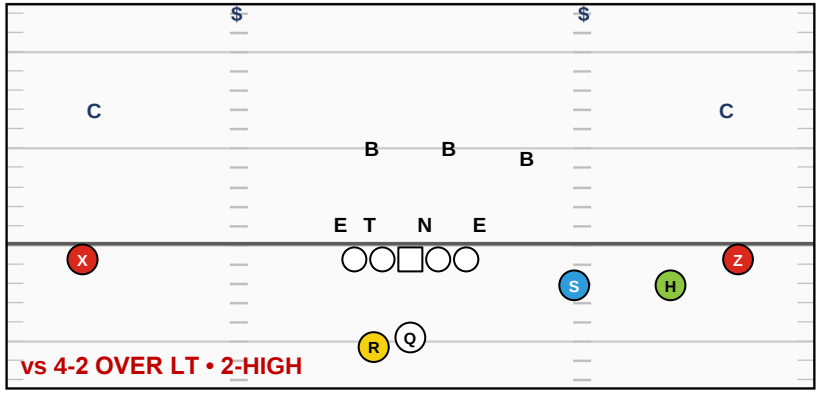
NOTES / CALLS:

WEST



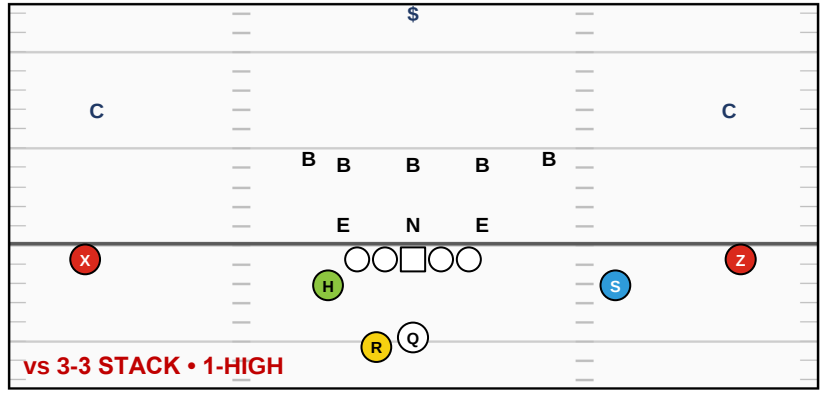
NOTES / CALLS:

EAST



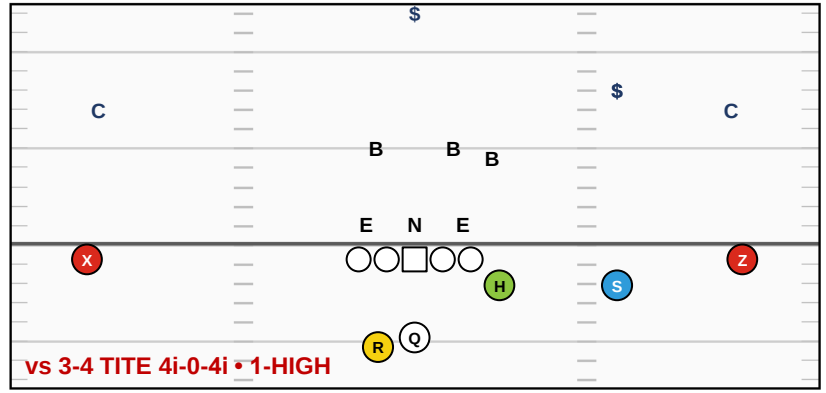
NOTES / CALLS:

BLUE



NOTES / CALLS:

GREEN

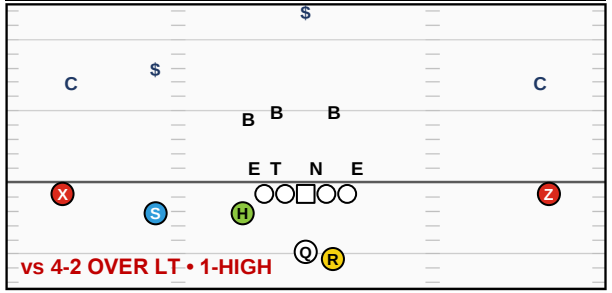


NOTES / CALLS:

FORMATIONS vs ALIGNMENTS - 8 UP

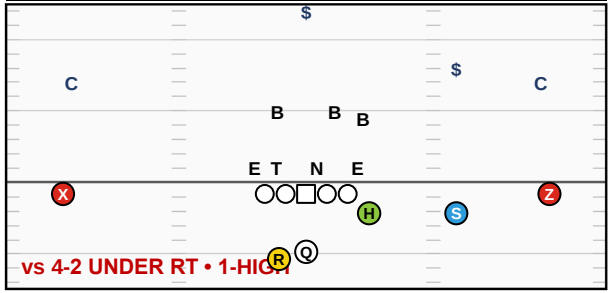
OPPONENT: _____

GOLD



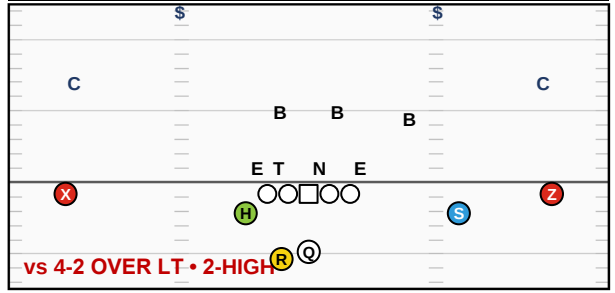
NOTES / CALLS:

GREEN



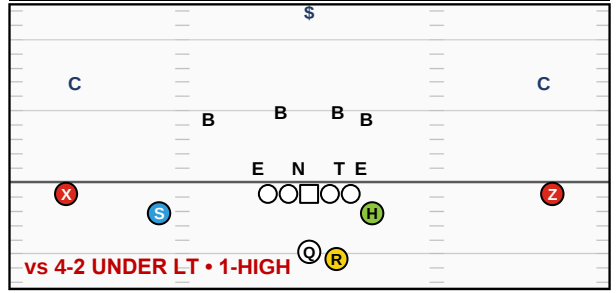
NOTES / CALLS:

BLUE



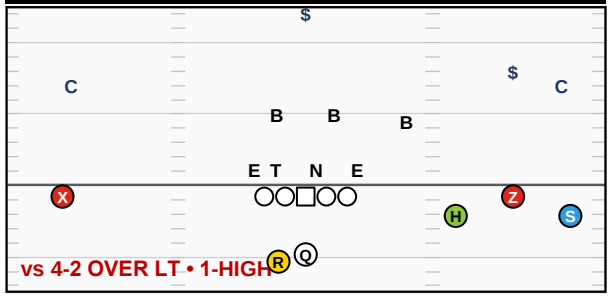
NOTES / CALLS:

RED



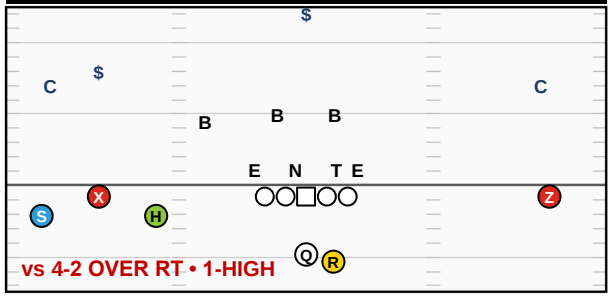
NOTES / CALLS:

EAST STAK



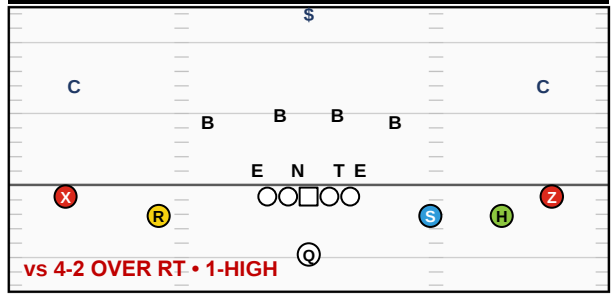
NOTES / CALLS:

WEST STAK



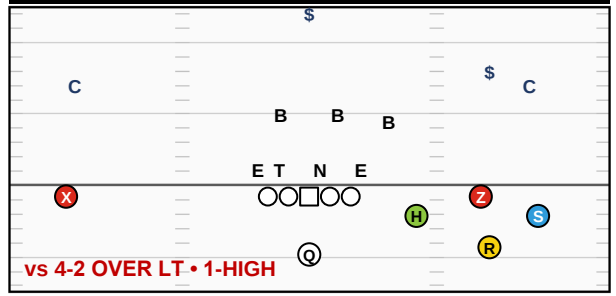
NOTES / CALLS:

EMPTY RT



NOTES / CALLS:

QUADS RT

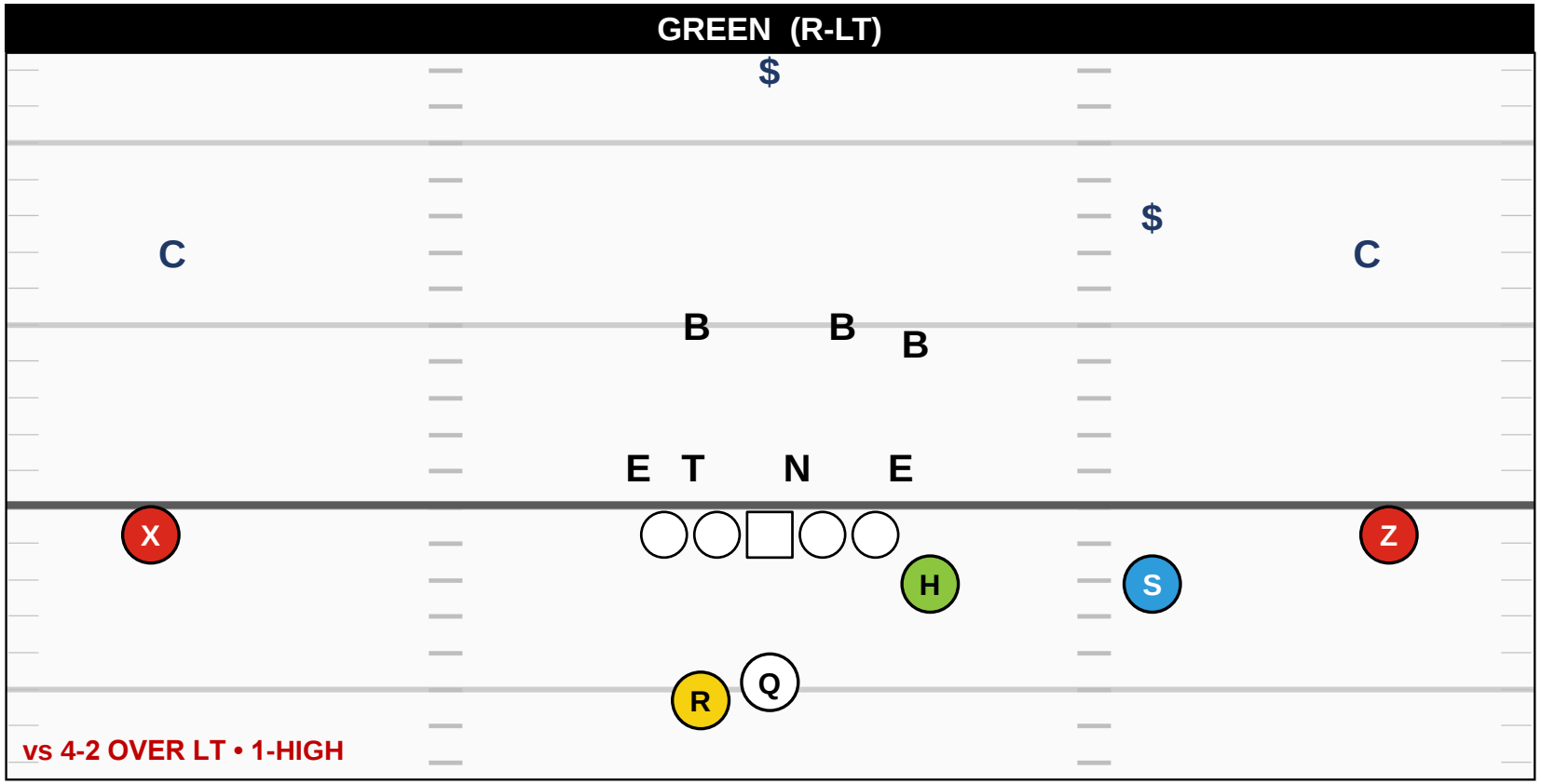


NOTES / CALLS:

DETAIL: GREEN vs 4-2 OVER LT • 1-HIGH

OPPONENT: _____

GREEN (R-LT)



FORMATION INFO

ITEM	NOTE
Personnel	11 / 10
Structure	2x2 • R-LT
Strength call	
Motions / tags	

ASSIGNMENTS / RULES

POS	ALIGNMENT / ASSIGNMENT
X	
Z	
S	
H	
R	
Q	
OL	
vs DL	
vs LB	
vs DB	

FRONT KEYS

1.
2.
3.
4.

COVERAGE KEYS

1.
2.
3.
4.

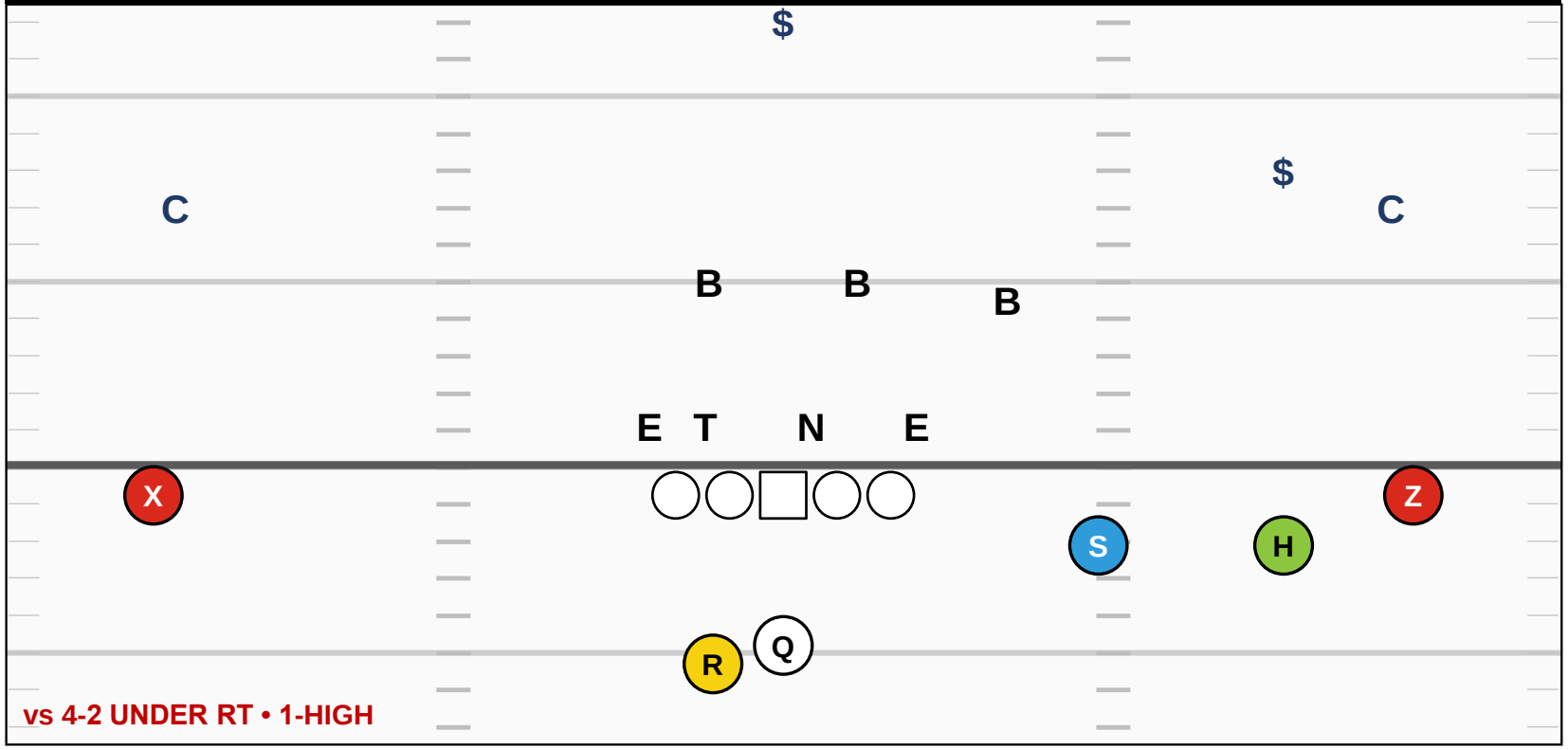
CALLS vs THIS LOOK

1.
2.
3.
4.

DETAIL: EAST vs 4-2 UNDER RT • 1-HIGH

OPPONENT: _____

EAST (R-LT)



THEIR TENDENCY vs THIS SET

LOOK	TIMES	%
Front #1		
Front #2		
1-high		
2-high		
0-high / press		
Pressure		

OUR BEST CALLS

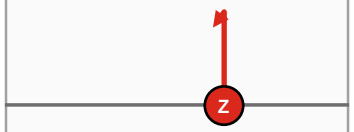
	CALL
Run 1	
Run 2	
Pass 1	
Pass 2	
Shot	

	X	Z	S	H	R	Q	OL
ALIGNMENT							
ASSIGNMENT							
COACHING POINT							

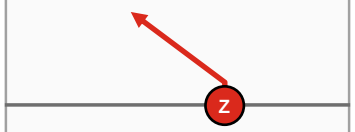
ROUTE LIBRARY 1 - ROUTE TREE

receiver on the RIGHT • Flip Horizontal for the left

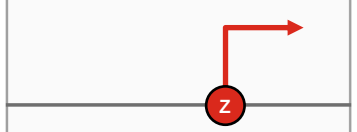
HITCH (6)
6 yds, turn back to QB



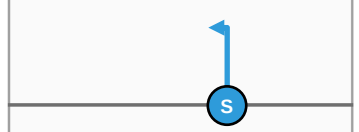
SLANT
3 steps, 45° inside



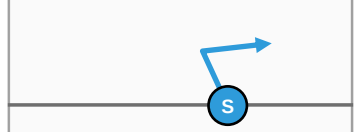
QUICK OUT
5 yds, 90° to the sideline



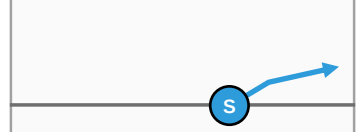
STICK
5-6 yds, sit vs zone / away vs man



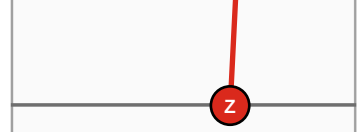
WHIP
stem inside, whip back out



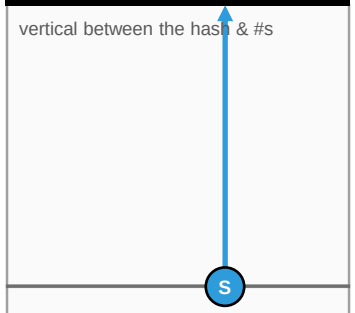
FLAT / ARROW
flatten at 2-3 yds



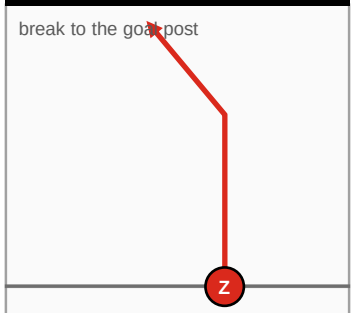
GO / FADE
win vertical, stay outside the #s



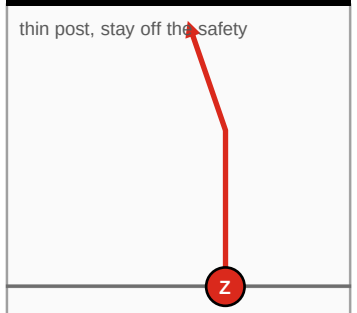
SEAM
vertical between the hash & #s



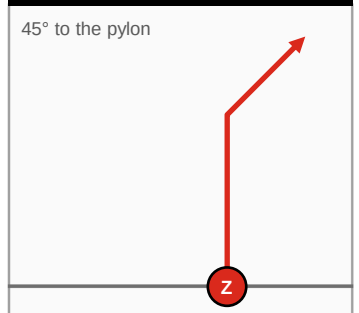
POST (12)
break to the goal post



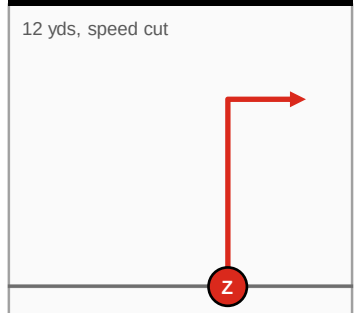
SKINNY POST / BEND
thin post, stay off the safety



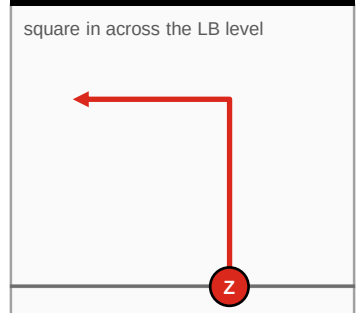
CORNER (12)
45° to the pylon



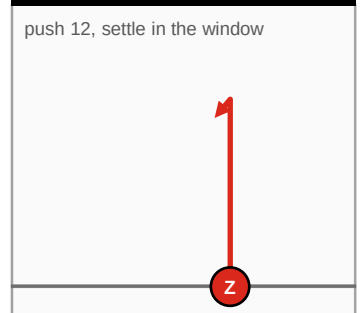
SQUARE OUT (12)
12 yds, speed cut



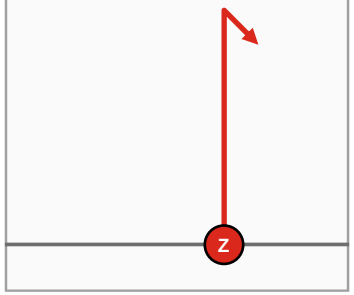
DIG / IN (12)
square in across the LB level



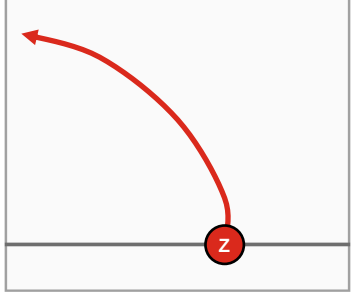
CURL (12)
push 12, settle in the window



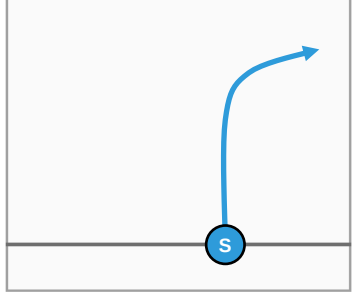
COMEBACK (15)
push 15, back to the sideline



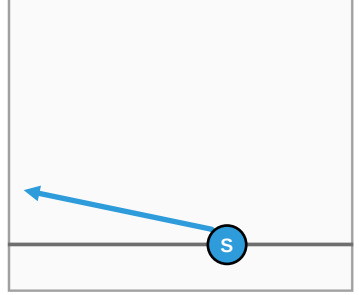
OVER / DEEP CROSS
cross at 12-15 behind the LBs



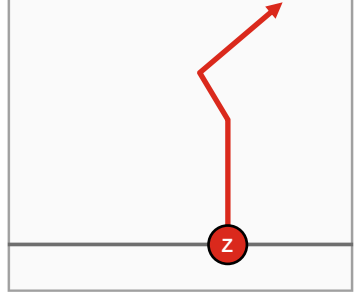
SAIL (12)
slot out, rounded, 12 yds



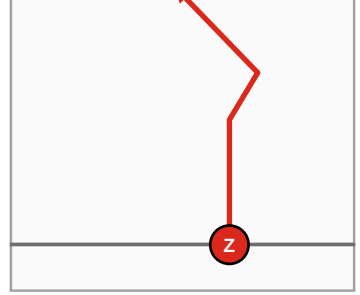
DRAG / SHALLOW
under the LBs, 2-6 yds



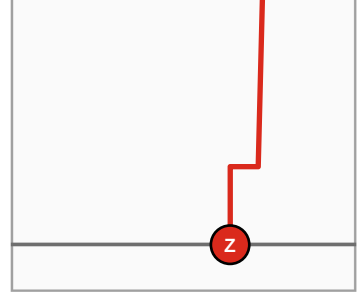
POST-CORNER
sell post, break to the corner



CORNER-POST
sell corner, break to the post



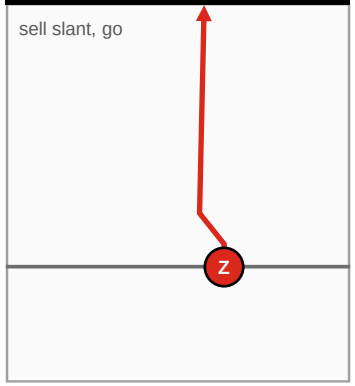
OUT & UP
sell the out, then go



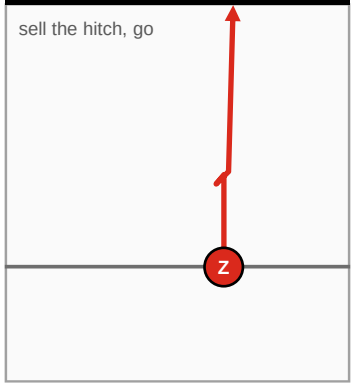
ROUTE LIBRARY 2 - MOVES • BACKS • SCREENS

motion = dashed • perimeter blocks end in a T

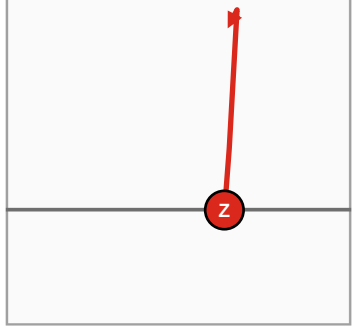
SLUGGO (SLANT & GO)
sell slant, go



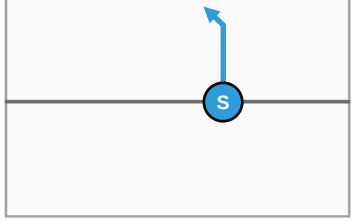
HITCH & GO
sell the hitch, go



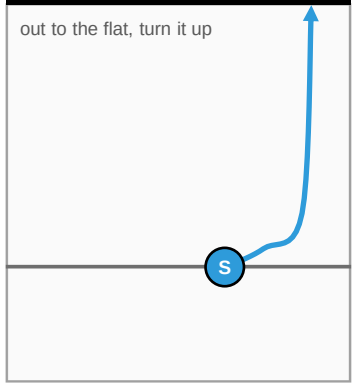
BACK SHOULDER
fade, turn back to the ball



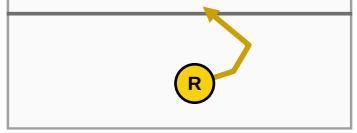
SPOT / SNAG
5-6 yds, settle inside



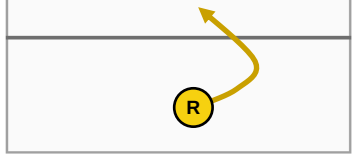
WHEEL
out to the flat, turn it up



ANGLE (back)
release out, break back in



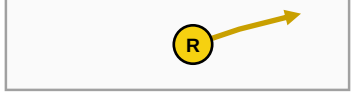
TEXAS (back)
out, then hard in under the LB



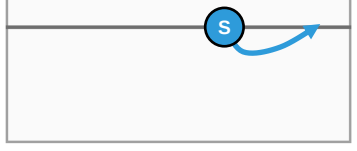
SWING (back)
bow out, catch at the LOS



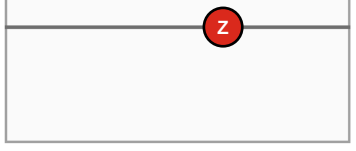
FLAT (back)
check release, flat



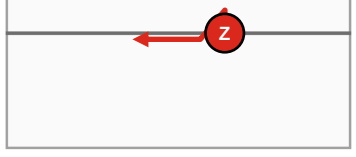
BUBBLE
bow back, catch going downhill



NOW / QUICK SCREEN
one step back, catch, go



TUNNEL SCREEN
push 2, come under the OL



SLIP SCREEN (back)
fake protect, slip behind the LOS



STIR / ORBIT (motion)
true orbit behind the QB / back



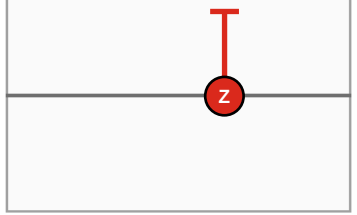
JET (motion)
full-speed jet at the snap



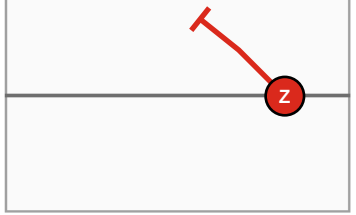
ROLL / SPRINT (QB)
sprint out - LASSO / RODEO



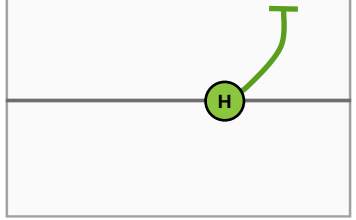
STALK (WR)
sprint 5, sit in the chair



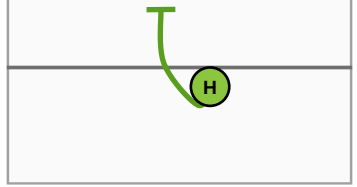
CRACK (WR)
back inside on the LB / safety



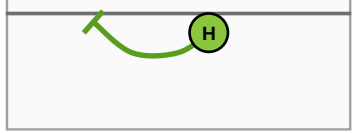
ARC (slot / H)
arc to the force / overhang



INSERT (H)
insert on the PS LB



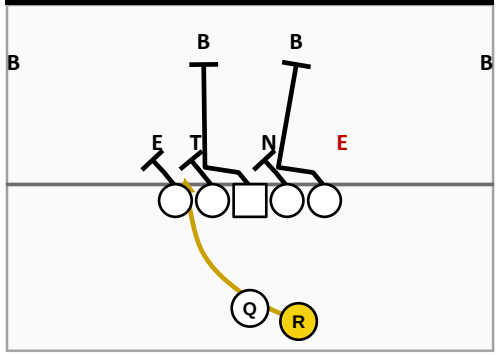
KICK OUT (H)
across the formation, kick the end



BLOCKING LIBRARY 1 - RUN SCHEMES

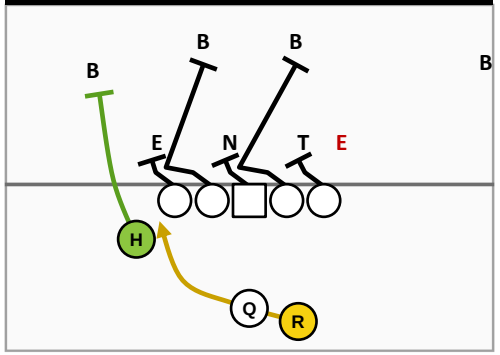
guard pull = red • tackle pull = blue • red letter = read key

INSIDE / MID ZONE



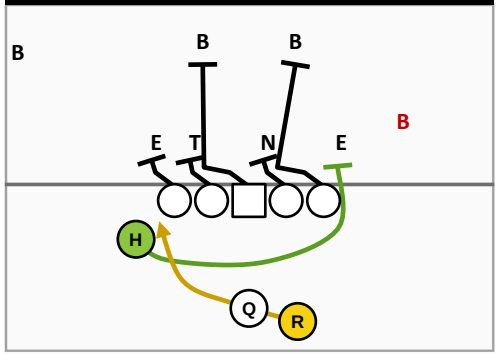
covered: base / reach • uncovered: combo to the LB

WIDE ZONE (WASP)



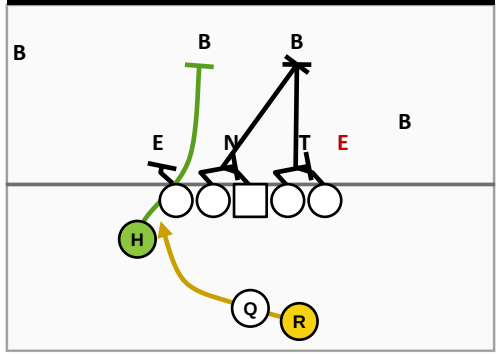
reach steps, H arcs, read the backside end

SPLIT ZONE (WASP KICK)



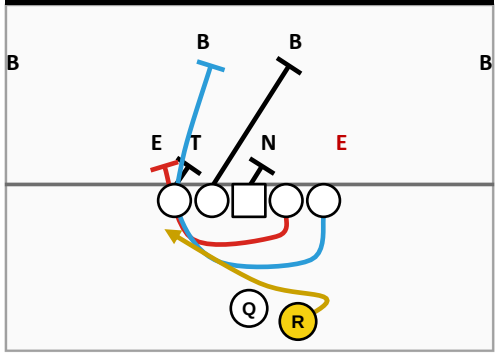
zone front side, H kicks the backside end

ZONE INSERT (WASP INSERT)



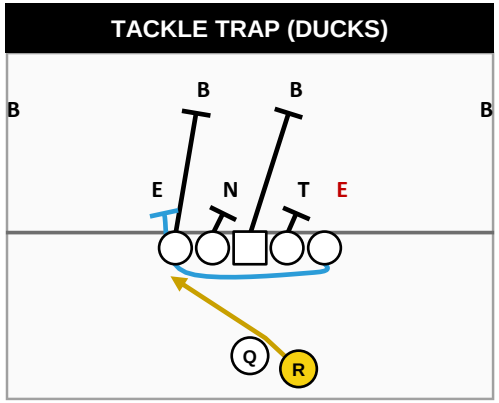
PST on • PSG/C to mid LB • H inserts • BSG/BST double

COUNTER GT (TYSON)



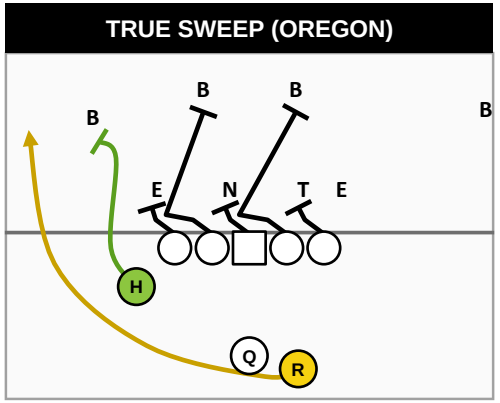
down-down-back • G pulls & KICKS • T pulls & WRAPS

TACKLE TRAP (DUCKS)



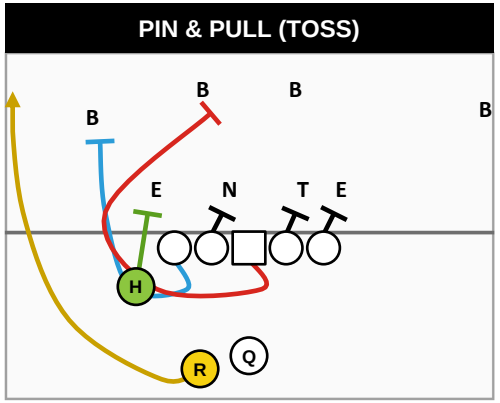
down • BSG on the 3 • BST pulls & TRAPS the end

TRUE SWEEP (OREGON)



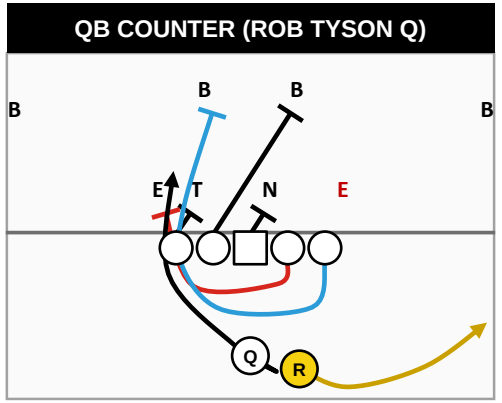
everybody reaches, double & climb, H arcs

PIN & PULL (TOSS)



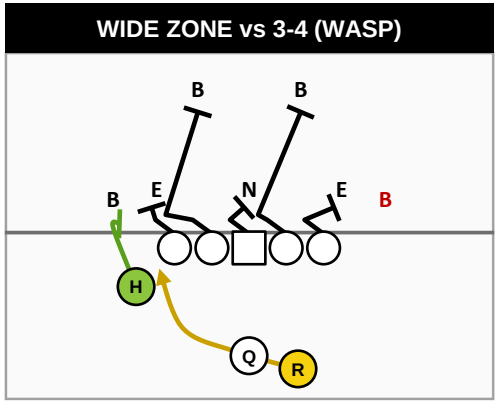
covered pin, uncovered pull to the alley

QB COUNTER (ROB TYSON Q)



GT counter for the QB, H arcs for toss action

WIDE ZONE vs 3-4 (WASP)



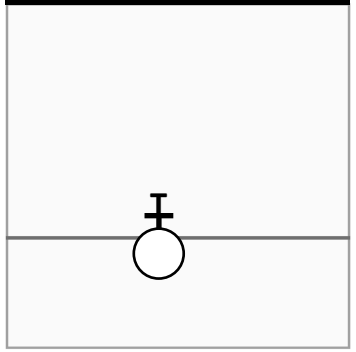
reach the 5s, H arcs the OLB, read the backside

KEY: T at the end of a line = block • line through a DL then up to a B = combo / double, then climb • red line = guard pull • blue line = tackle pull
Every block is its own shape (grouped with its T) - copy one line or drag a box around the whole scheme and copy it onto a board.

BLOCKING LIBRARY 2 - TECHNIQUES

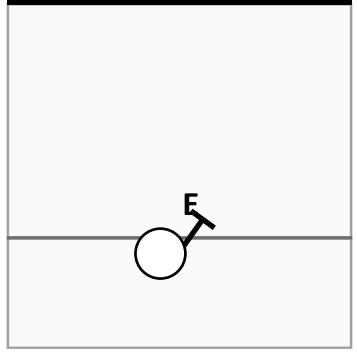
copy the blocker + his block (or just the block line)

BASE / DRIVE



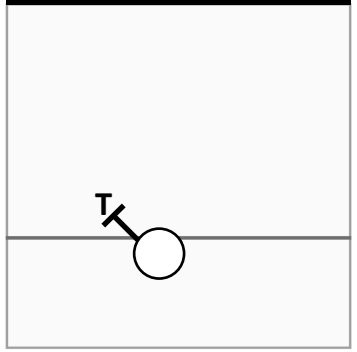
man on, inside leverage, drive him

REACH



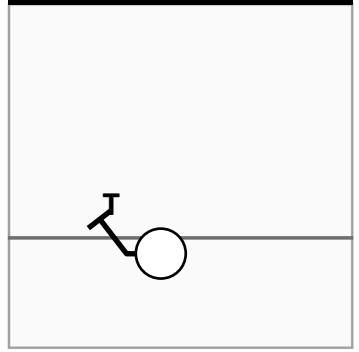
45° drop step, head to the outside shoulder

DOWN



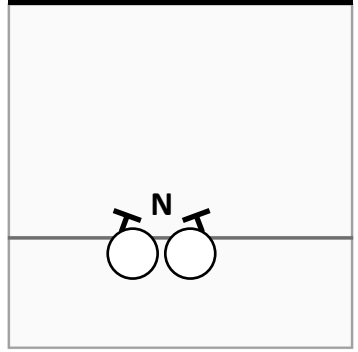
45° inside, near shoulder

CUT-OFF (backside)



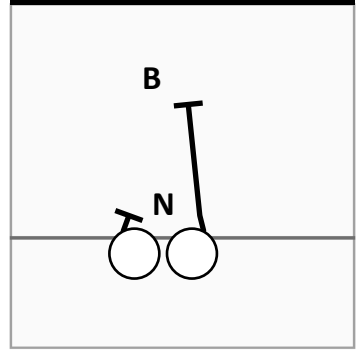
flat step, wall the backside gap

DOUBLE TEAM



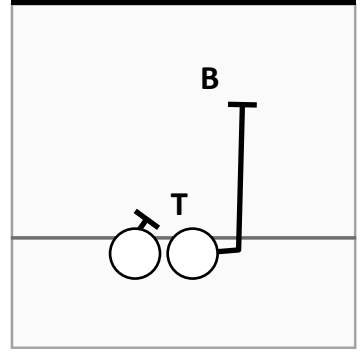
hip to hip, move the 1st level

COMBO TO LB



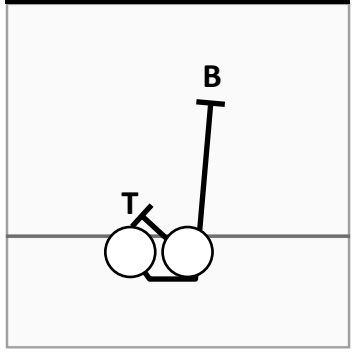
eyes on the LB - he decides who climbs

SCOOP



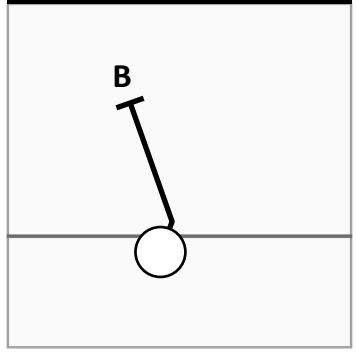
backside combo: deep step, far shoulder

FOLD



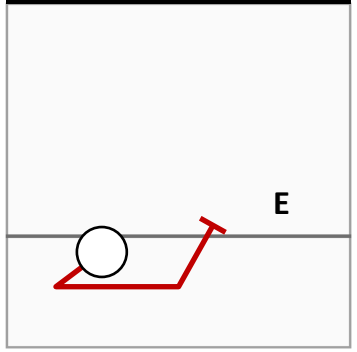
tackle blocks down, guard folds around to the LB

CLIMB / VEER



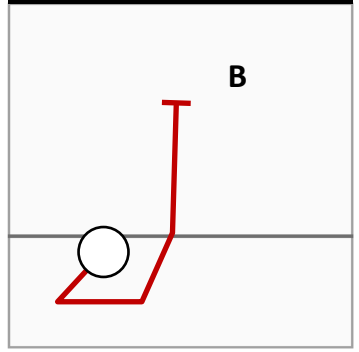
uncovered: climb straight to the LB

PULL & KICK OUT



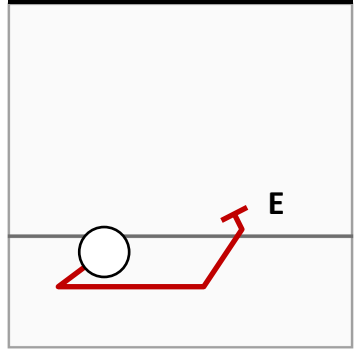
flat pull, inside-out on the end

PULL & WRAP



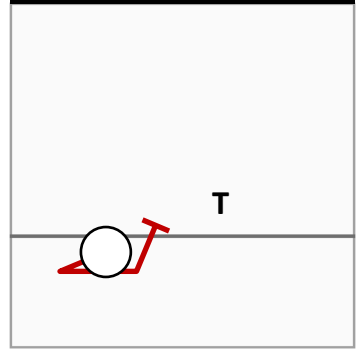
deeper pull, turn up through the hole, LB

PULL & LOG



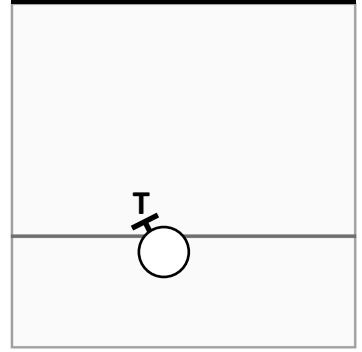
get outside, pin the end inside

TRAP



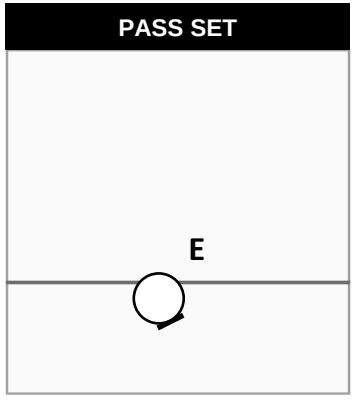
leave him free, trap at the LOS

PIN (covered)



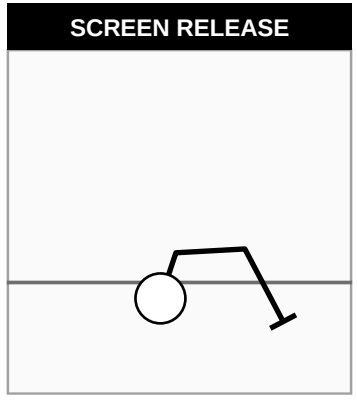
pin the shade inside so the puller can go

PASS SET



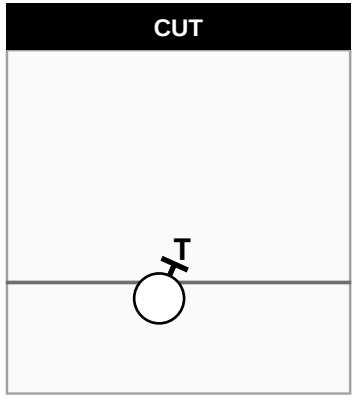
kick slide, inside hand, stay square

SCREEN RELEASE



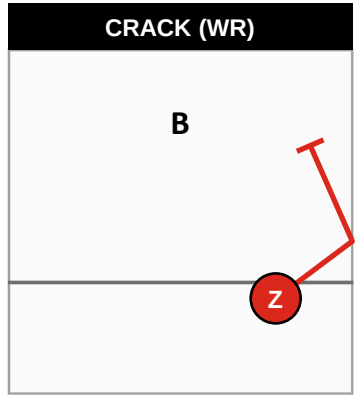
pass set 1 count, release, block out-in

CUT



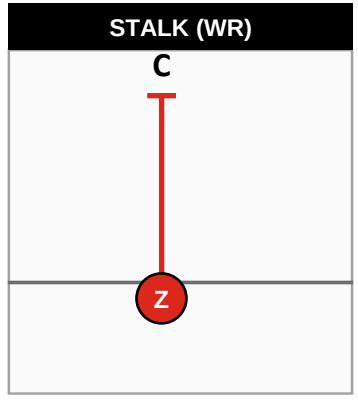
dive at the near thigh, hands down

CRACK (WR)



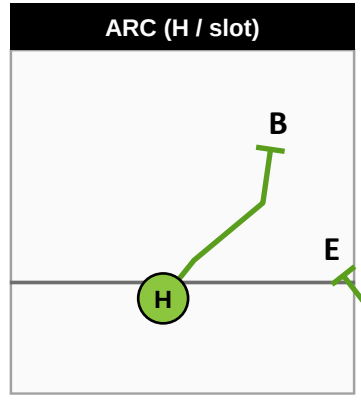
come back inside, upfield shoulder

STALK (WR)



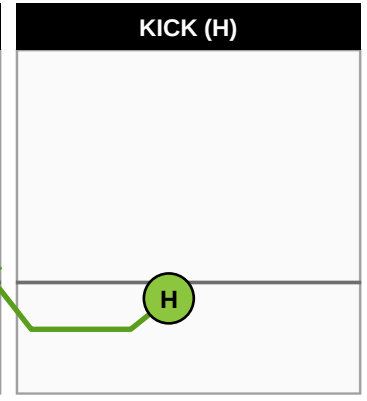
sprint 5, break down at 3 yds, punch

ARC (H / slot)



arc release to the force player

KICK (H)



across the formation, kick the end