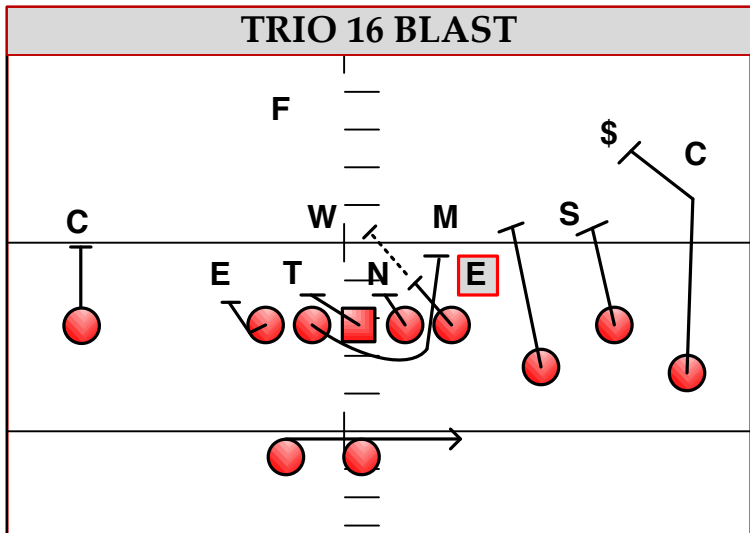
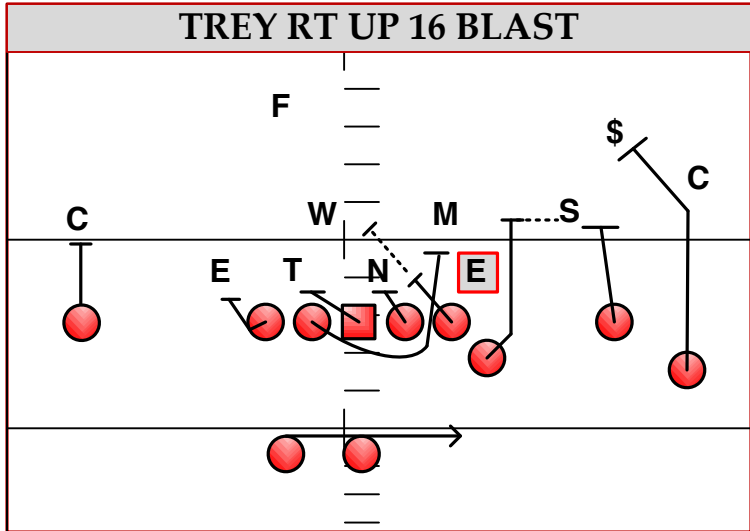


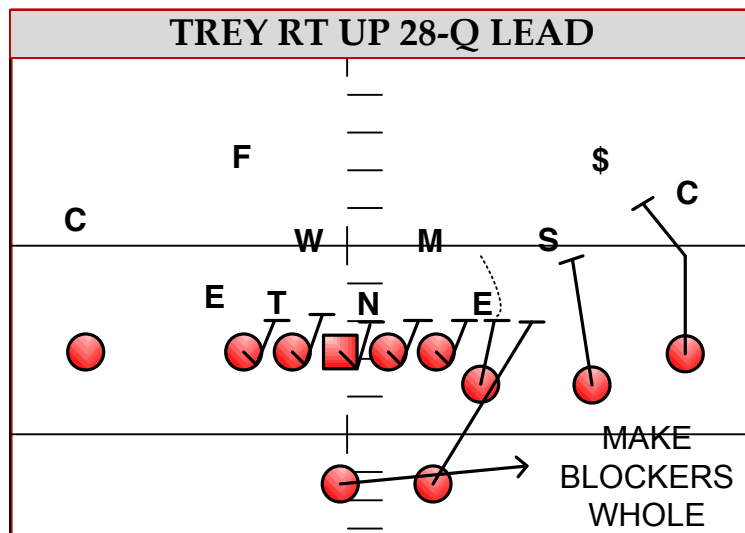
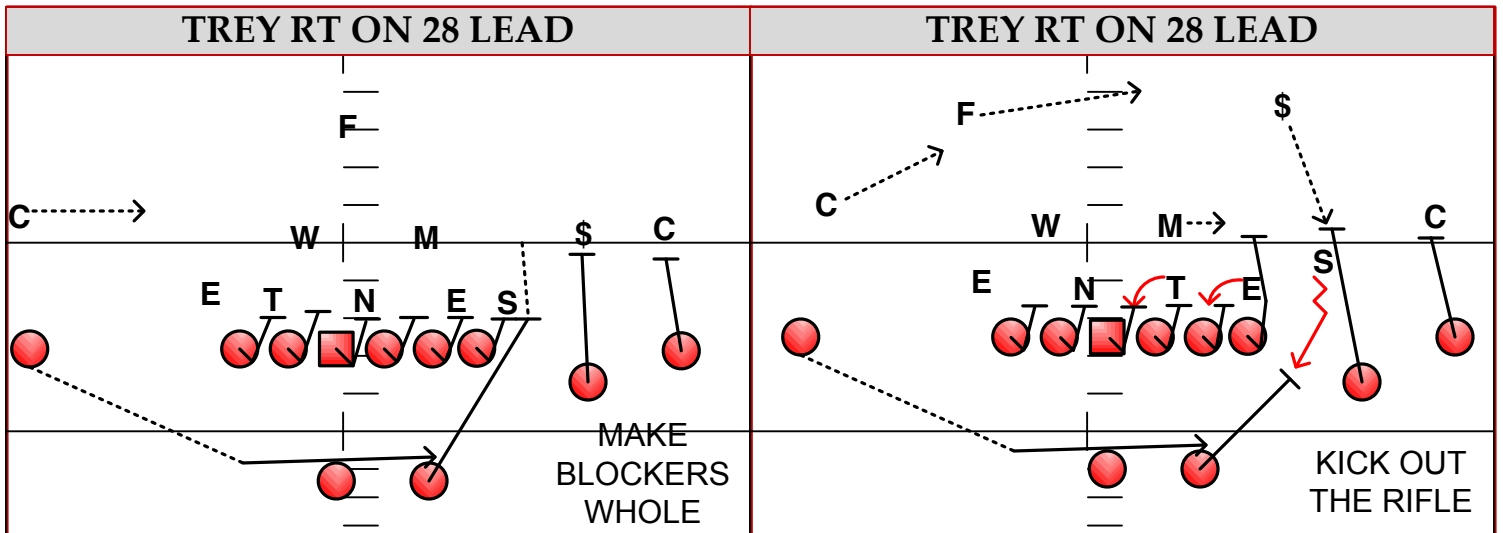
THE *BLAST CONCEPT* IS A CALLED **QB** RUN PLAY FRONTSIDE WITH A FRONTSIDE READ FOR THE QB AND A SPEED SWEEP TO THE READ SIDE OF THE PLAY.



THE LEAD CONCEPT TALKS TO THE TB. IT MAKES THE TB RESPONSIBLE FOR THE FIRST 2ND LEVEL DEFENDER THROUGH THE C/D GAP, SECURING AND CLIMBING.

THE LEAD BLOCKERS RESPONSIBILITIES INCLUDE:

1. KICK OUT RIFLE
2. SECURE THE FRONT
3. MAKE PERIMETER BLOCKS WHOLE.





THE SEAL CONCEPT IS USED IN TRIPLE OPTION AND BASH/BOOM PHASES. SPECIFICALLY EMPLOYED WITH 12/13 TRES. TRES IS THE CODE WORD INDICATING TRIPLE OPTION WITH SEAL PRINCIPLES. TRES TALKS TO THE BST, AND Y & H TO ALERT THE BST OF HELP SEALING 1-PAST THE ID BACKSIDE.

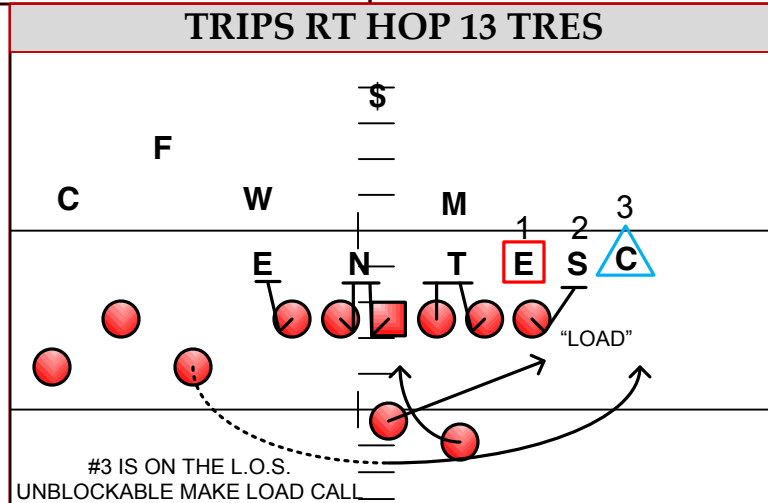
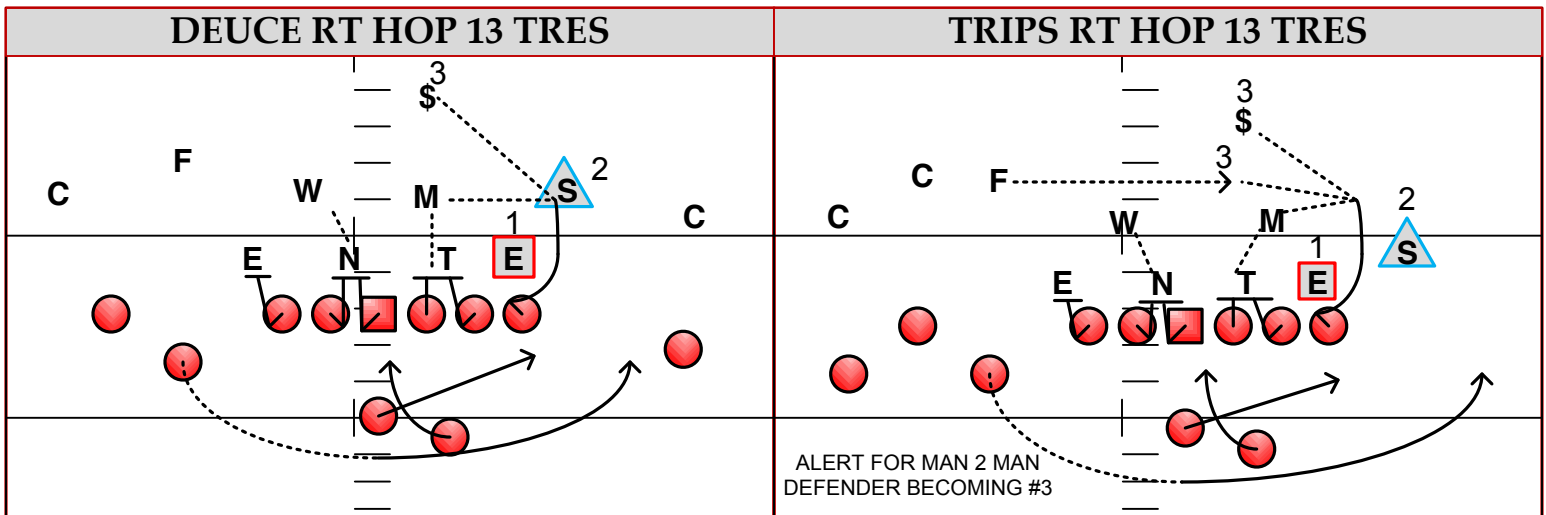
PRINCIPLES: STARTS WITH UNDERSTANDING THE COUNT SYSTEM. THE COUNT STARTS FROM THE BST OUT. THE SEAL MEANS WE WILL SECURE THE BOX AND CLIMB (ARC) TO #3.

GENERALLY:

- ONE HIGH LOOKS WILL PLACE #3 INSIDE THE MAN RESPONSIBLE FOR THE SEAL. IN 1-HIGH LOOKS THINK (SIFT/SECURE/CLIMB) ****ALERT FOR MAN TO MAN DEFENDERS COMING ACROSS THE FORMATION LATE TO BECOME #3****.
- WHEN #3 IS HEAD UP TO OUTSIDE THE MAN RESPONSIBLE FOR THE SEAL THINK ARC.
- WHEN #3 IS OUTSIDE IN AN UNBLOCKABLE POSITION (SMOKE/BULLET/ZONE PRESSURE) BLOCK #2 USING LOAD TECHNIQUE. LOAD TECHNIQUE IS PINNING THE OUTSIDE NUMBER OF #2 AND LOCK THE BOX SO THE QB CAN PRESS THE PERIMETER AND PITCH OFF #3. Y/H MUST MAKE THE LOAD CALL AND HAVE IT ECHOED BACK TO THE QB.

KEY COACHING POINT SUMMARY: WE MUST BE 100% ON THE COUNT SYSTEM AND PROPERLY ID #3. EMPLOY 3 DIFFERENT TOOLS IN YOUR TOOLBOX TO BE SOUND IN OUR SEAL CONCEPT.

- (SIFT/SECURE/CLIMB) 1-HIGH LOOKS.
- ARC TECHNIQUE = WHEN #3 IS HEAD UP TO OUTSIDE, MOST LIKELY USED IN 2-HIGH LOOKS
- LOAD TECHNIQUE = WHEN #3 IS IN AN UNBLOCKABLE POSITION, LOAD #2 (SMOKE/BULLET/ZONE PRESSURE LOOKS)





WE WILL USE NUMBERS TO CALL THE PLAY AT THE LINE OF SCRIMMAGE IN THE CADENCE. IF AT ANY POINT WE FEEL LIKE THERE IS A DEFENSE THAT HAS PICKED UP AN UNDERSTANDING OF OUR NUMBER SYSTEM, WE CAN USE THE CODE WORDS OF THE PLAY WITH A TWO-PART COMBINATION SUCH AS "TRUE / FALSE" TO CALL THE PLAY. THE COMBINATIONS LIKE "TRUE / FALSE" MEAN RIGHT OR LEFT AND WHICH WAY THE PLAY IS GOING. "TRUE" MEANS THE PLAY IS GOING TO THE RIGHT AND "FALSE" MEANS THE PLAY IS GOING TO THE LEFT.

EX. "GREEN TRUE BOOK." - "GREEN TRUE BOOK" - "READY. SET-GO!"

(THE PLAY IS 12 BOOK)

OTHER COMBINATIONS THAT CAN BE USED TO DESIGNATE THE RIGHT OR LEFT DIRECTION THE PLAY.

FALSE / TRUE

ODD / EVEN

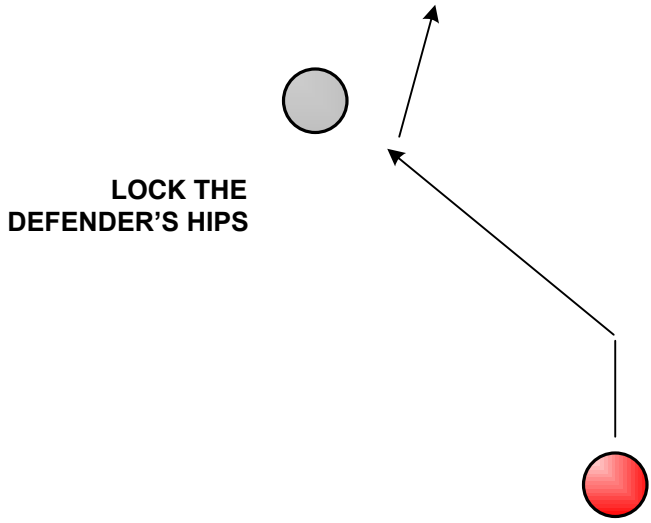
COLD / HOT

WHEN RUNNING THE BALL IN THE OPEN FIELD, WE ARE GOING TO USE THE PHRASE,
"ATTACK ONE, SPLIT TWO."

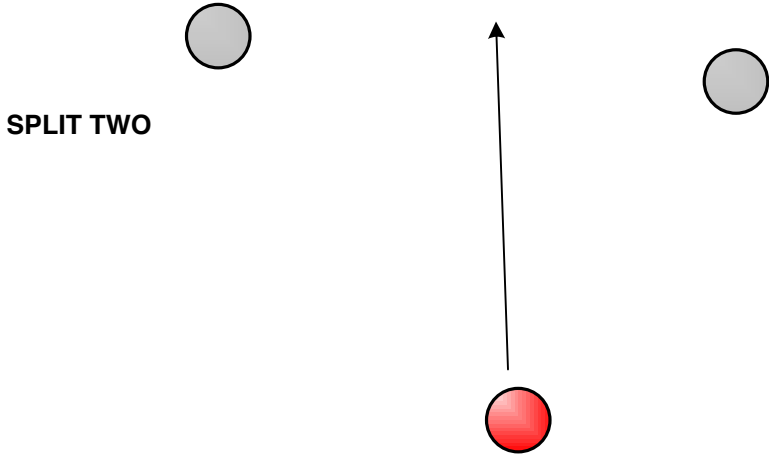
IF THERE IS A SINGLE DEFENDER ATTEMPTING TO MAKE THE TACKLE, AS THE BALL CARRIER, YOU WILL RUN DIRECTLY AT HIM. YOU WILL LOCK HIS HIPS AS YOU ATTACK HIM AND THEN ONE-CUT BACK INTO SPACE.

IF THERE ARE TWO DEFENDERS TRYING TO PARTNER TACKLE YOU, AS THE BALL CARRIER, YOU WILL SPLIT THE TWO DEFENDERS.

ATTACK ONE DEFENDER



SPLIT TWO DEFENDERS





THE X RECEIVER WHEN IN A 3x1 CONCEPT HAS THE OPTION TO SIGNAL TO THE QB A ROUTE THAT HE DECIDES BASED ON THE LEVERAGE OF THE CORNER.

- GLANCE
- OUT
- GO
- STOP