

CHAPTER EIGHT

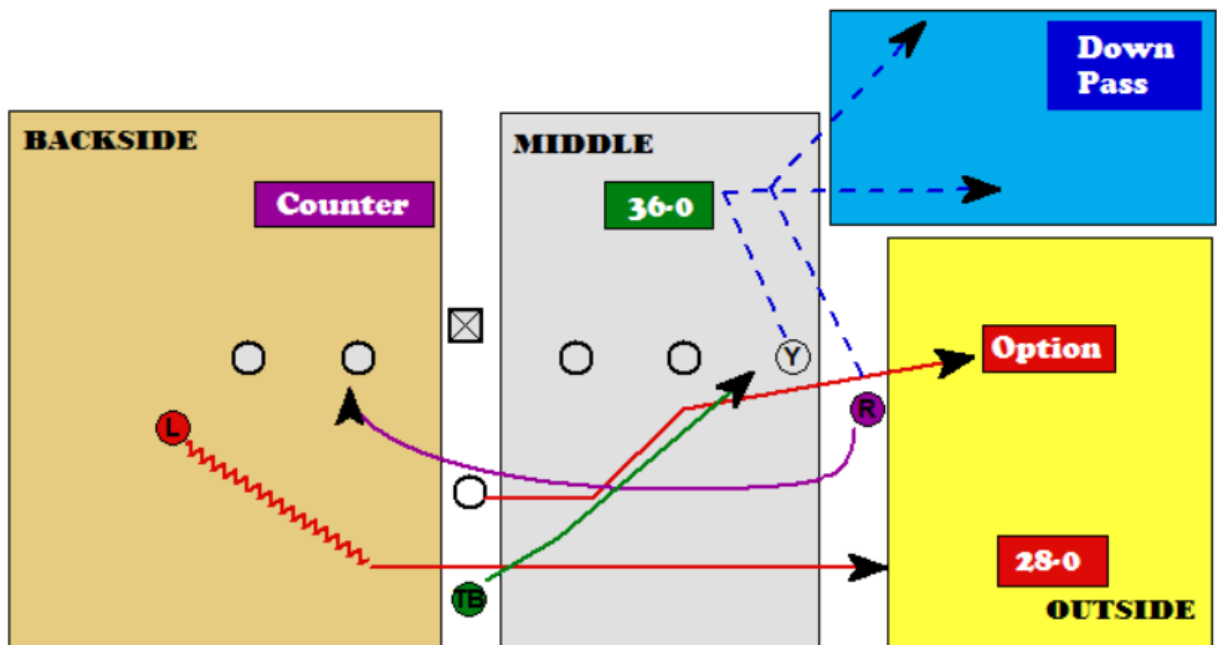
Down Family

Off Tackle Power.....	35 / 36 "O".
Option	47 / 28 Option
Counter	43 / 24 Counter
Play Action Pass	35 / 36 Down Pass

The DOWN series is the off tackle play that complements Buck Sweep. It is the answer to teams that want to widen out and take away the GO/Jet plays. Running both plays puts the End in conflict: if he squeezes down with TE down block, you run Buck, or 26 G.O. If he comes upfield you run Down.

Many wing-t coaches have Down placed inside the BELLY series because it is basically Belly to the tight end side. I do not believe in doing this because our playside blocking rules for BELLY are different than DOWN. So if we run Belly to the TE side, we still call it 33 or 34 Belly.

While the TB lateral hops on belly so that he has time to read his hole develop, he cannot do this on Down. He has to attack the inside foot of the TE in an aggressive downhill action. The playside wing always blocks the inside linebacker and when he runs counter, we pull the tackle and tight end. We also have a Down Sweep play that is similar to Belly Sweep, however we pull the playside guard on Down Sweep. If you have a Tight End who can catch, then the Down Pass will be a good play for you



FOOTWORK: DOWN FAMILY

QUARTERBACK "OPEN - CROSSOVER - PLANT & RIDE"

Open pivots on playside foot (right foot on 36 "O"), crossover other foot, plant playside foot, and ride into the LOS. Two heel clicks into LOS

Do not reverse pivot. Cannot ride into the LOS on Pass or Counter.

TAILBACK Attack the hole as quickly as possible.

HALFBACKS: L or R three step motion aiming for 4 yard landmark. Goes by QB after the TB.
Liz or Rip motion on Down Pass...coming underneath the QB to block playside perimeter.

RW quickly touch the man he would block on 26 G.O. before climbing to Linebacker

PISTOL: 36 O

QB	Open with Rt Foot, crossover, plant and shuffle into LOS, Read unblocked OLB
TB	Open with Rt foot running for the inside leg of TE; Scrape paint off of TE block
RW	Block 1st LB inside TE, influence the DE by making him think this is Sweep
LW	Short motion, carry out option fake with QB

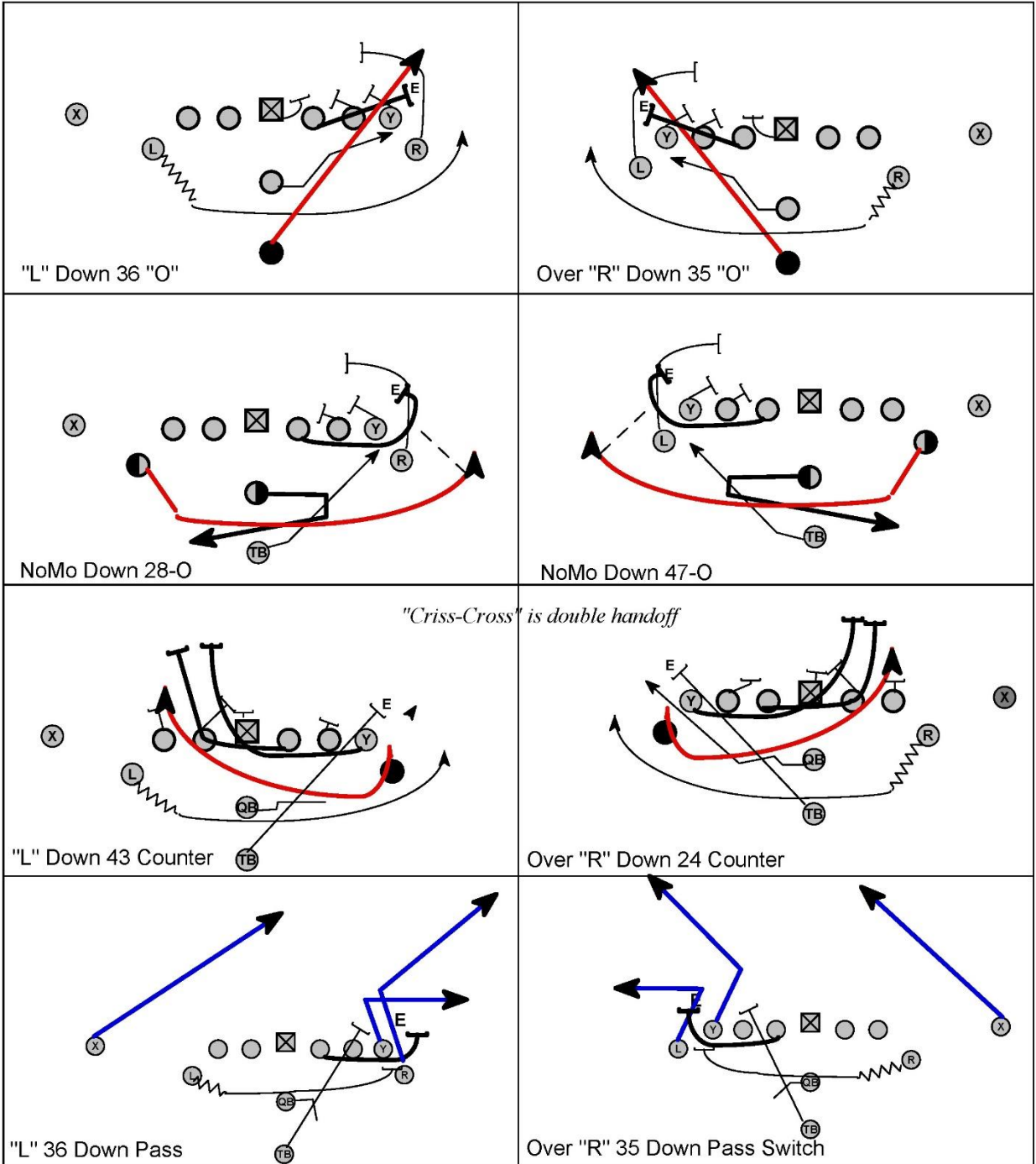
LG passes in front of TB

PISTOL: 36-28 O

QB	Open, Crossover, Ride TB only with the ball (Do Not shuffle into LOS), reach back give ball to wing
TB	Fake 35 Down, Guard has to go first
RW	No Motion; Take a flatter two step motion path, outside hand off from QB
LW	Gap - Down - Block DE; Build a wall on corner

PISTOL WING T

DOWN FAMILY



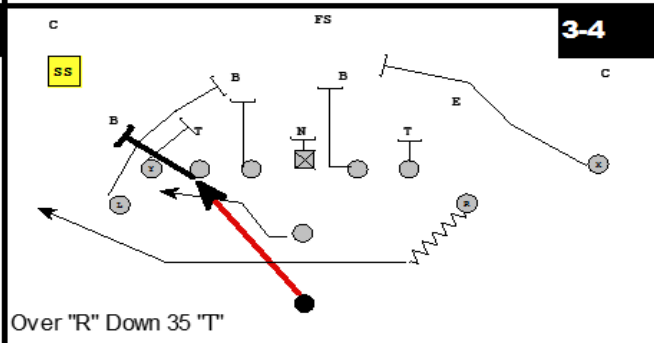
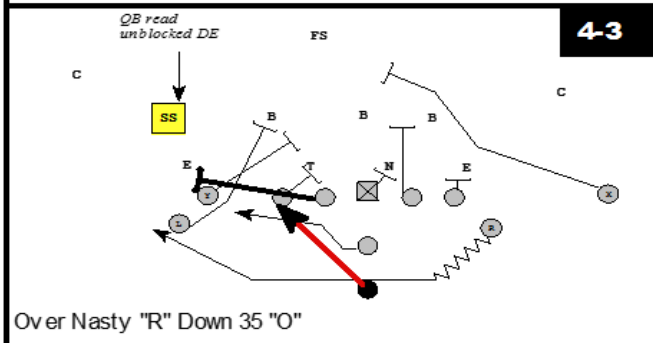
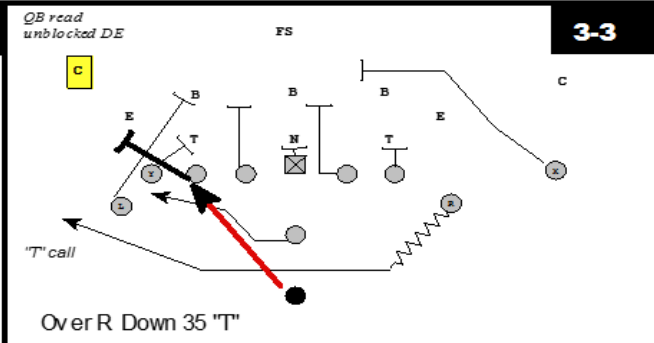
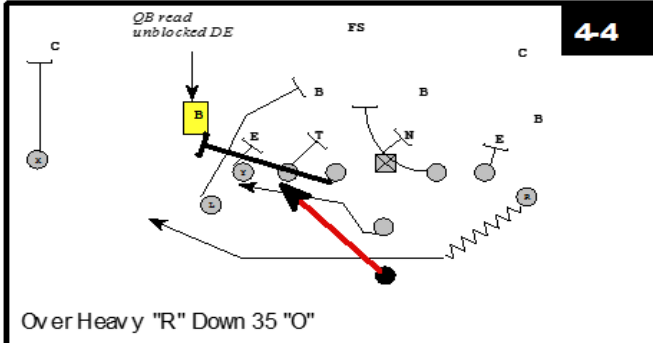
DOWN FAMILY

Code Word:
DUKE 29

350

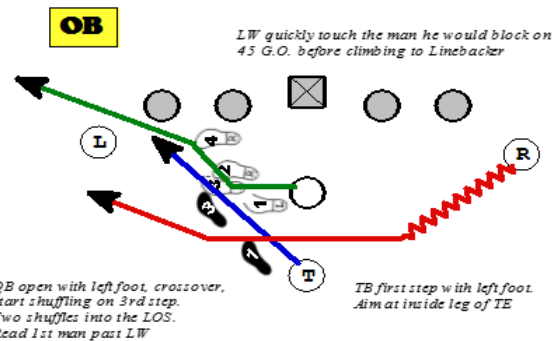
SIGNAL
Hands in downward motion

Snap Count:
READY



RT	Reach - On - Backer ("gap highway")
RG	Reach - On - Backer ("gap highway")
C	Reach - On - Away
LG	Pull and kick log first man past TE's block
LT	Gap - Down - Backer
Y	Gap - Down - Backer
X	Cutoff the near safety
L	First inside backer (influence over Y)
T	Outside foot of T, scrape paint off TE down block
R	Maintain option pitch position (5 x 2)
QB	Open, crossover, plant, shuffle 2 steps in to LOS Read unblocked OLB

BACKFIELD STEPS



vs 3-man fronts: The "T" call works if the ILB is read blitzing the pulling Guard. We give our tackle 7 guard the freedom to make the "T" call

ADJUSTMENTS

Tee:
vs 3 man fronts. Tackle kicks out force player.
LG takes care of play side blitz.

We tell our LW to touch a 9 or 8-tech DE on way to B.O.B. block on ILB.

DEFENSIVE CONFLICTS

Run if DE is not squeezing on TE down block.
If strong DE is outside TE, run Down.
Very tough to run vs a 8-tech DE that is head up on TE.
If Sam ILB makes tackle, run counter;
QB read OLB and pull if crashes inside.

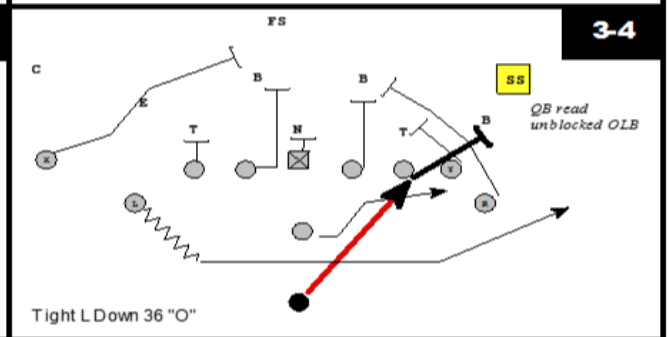
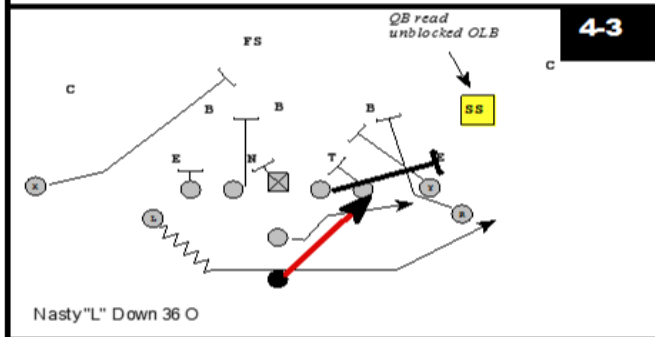
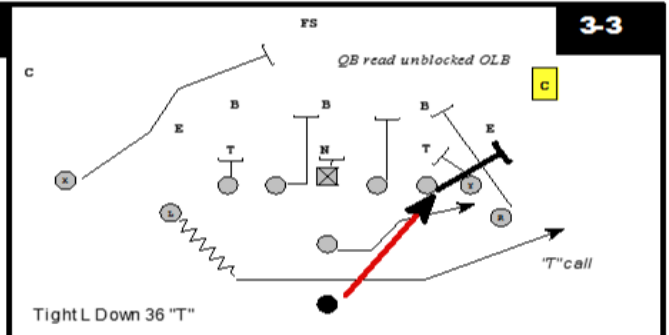
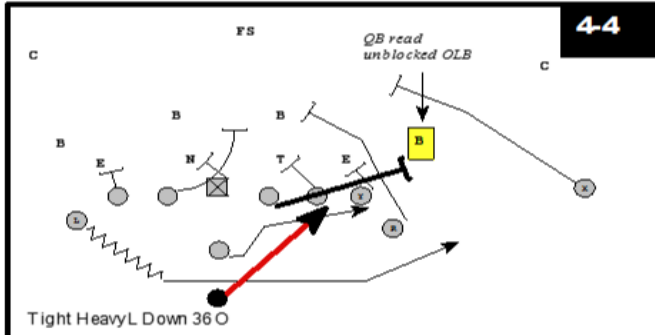
DOWN FAMILY

Code Word:
DUKE 40

36 0

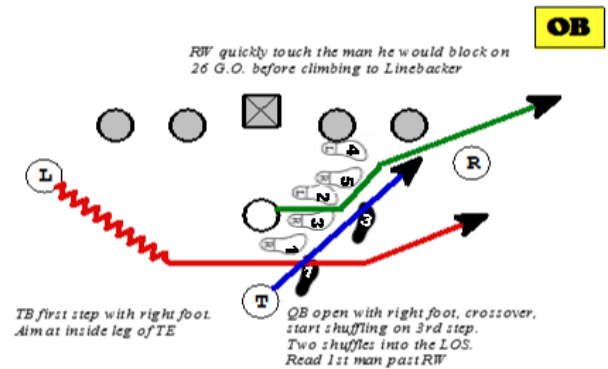
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BACKFIELD STEPS



ADJUSTMENTS

Tee:
vs 3 man fronts. Tackle kicks out force player. RG takes care of play side blitz.

We tell our RW to touch a 9 or 8-tech DE on way to B.O.B. block on ILB.

DEFENSIVE CONFLICTS

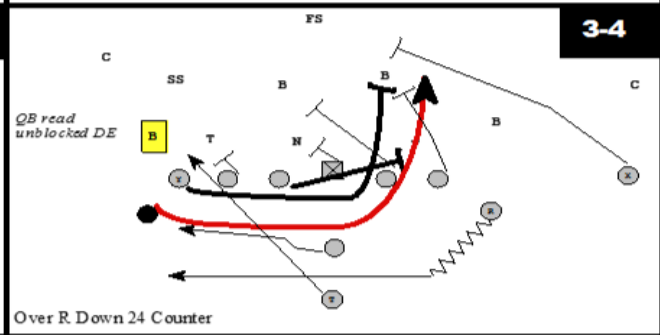
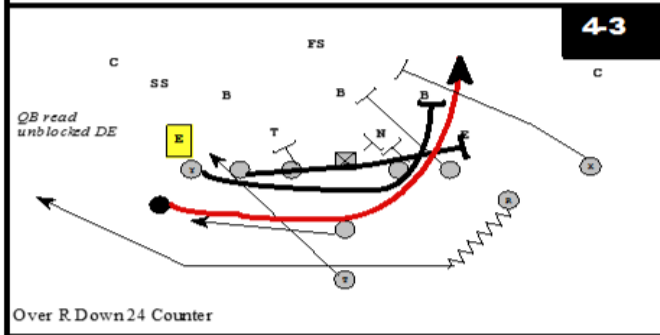
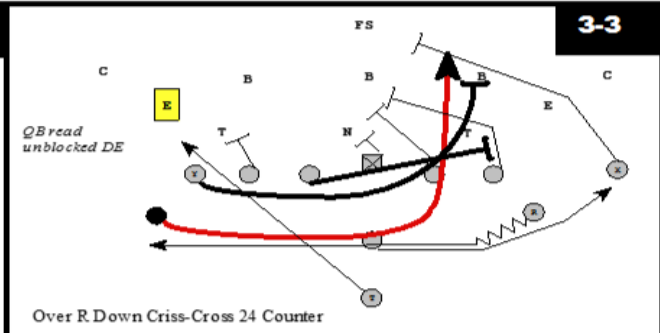
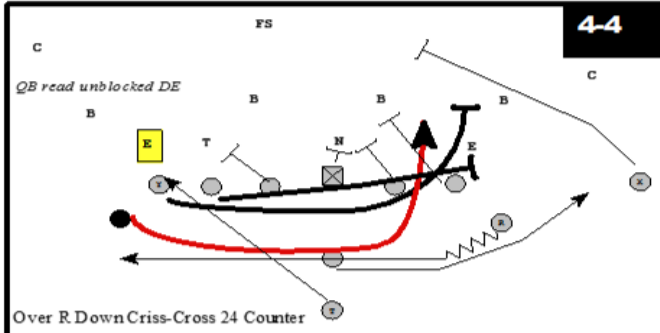
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If strong DE is outside TE, run Down.
Very tough to run vs a 8-tech DE that is head up on TE.
If Sam ILB makes tackle, run counter;
QB read OLB and pull if crashes inside.

DOWN FAMILY

Code Word:
CLEMSON 40

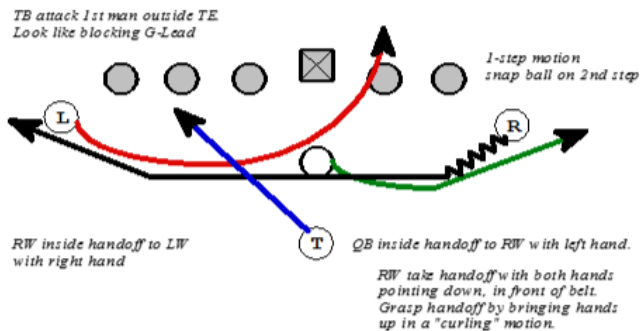
24 COUNTER

Snap Count:
READY



RT	Gap; Double; LineBacker
RG	Gap; On; Double with center
C	On - Away - Reach
LG	On - Away - Reach
LT	Pull & trap last man on LOS
Y	Pull thru hole on hip of pulling G & wall off LB
X	StalkFS
L	Fake 47 Option
T	Fake Down. Outside Tackle. TE goes first. do not block DE, we read him
R	Open, Crossover, 2 yds deep - take inside handoff follow TE thru hole
QB	Open to RH, inside handoff while sprinting to sideline. Read DE

BACKFIELD STEPS CRISS CROSS STEPS



*There is "GO Criss-Cross 24 Counter" and "Down Criss-Cross 24 Counter".
The words GO and DOWN tell the TBw here to fake*

ADJUSTMENTS

Tee:
vs 3 man fronts. Tackle kicks out force player.
RG takes care of play side blitz.

Kick:
Wing gets ILB. Puller kicks out 9 tech

DEFENSIVE CONFLICTS

If strong DE is outside TE, run Down
If Sam ILB makes tackle, run sucker;

SIGNAL

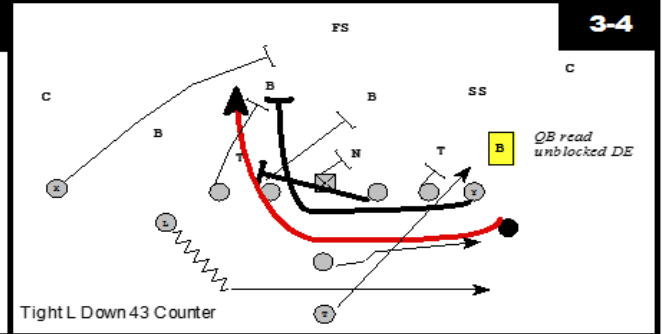
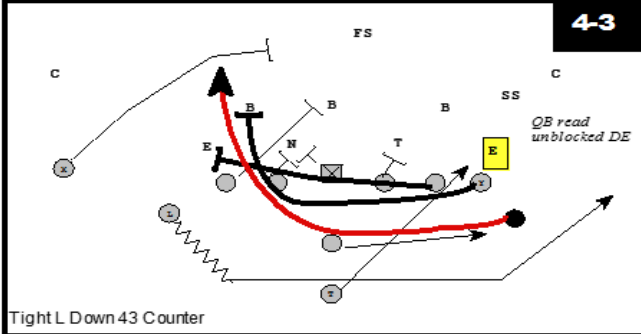
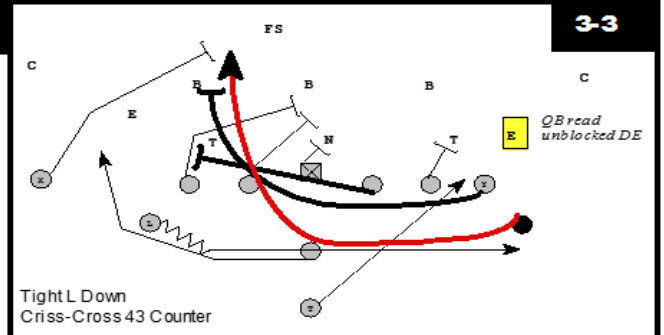
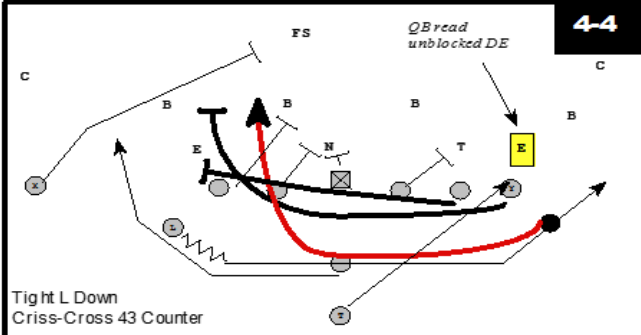
Down Sign + 4 finger claw

DOWN FAMILY

Code Word:
CLEMSON 29

43 COUNTER

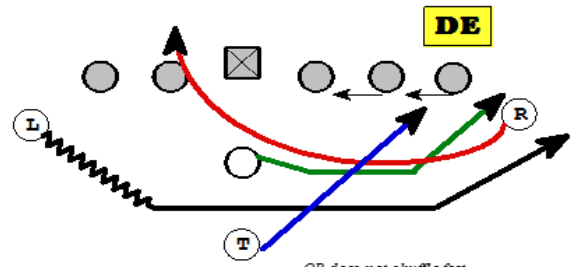
Snap Count:
READY



RT	Pull & trap last man on LOS
RG	On - Away - Reach
C	On - Away - Reach
LG	Gap; On; Double with center
LT	Gap; Double; LineBacker
Y	Pull thru hole on hip of pulling G & wall of LB
X	StalkFS
R	Fake 28 Option
T	Fake Down. Outside Tackle. TE goes first. do not block DE, we read him
L	Open, Crossover, 2 yds deep - take inside handoff follow TE thru hole
QB	Open to RH, inside handoff while sprinting to sideline. Read DE

BACKFIELD STEPS

TB has both pullers go first, quickly hug TE butt & cut up inside. Do not block the DE



QB does not shuffle feet. QB does not ride TB. Keep ball in front of right hip, eyes on DE. Handoff is quick left hand as sprinting by the RB.

NOTE: Exactly same as GO 43 Counter with exception of the Tail back. Can run criss-cross double handoff. Can run it with Tackle Trap blocking.

ADJUSTMENTS

Tee:
vs 3 man fronts. Tackle kicks out force player. RG takes care of play side blitz.

Kick:
Wing gets ILB. Puller kicks out 9 tech

DEFENSIVE CONFLICTS

If strong DE is outside TE, run Down
If Sam ILB makes tackle, run sucker;

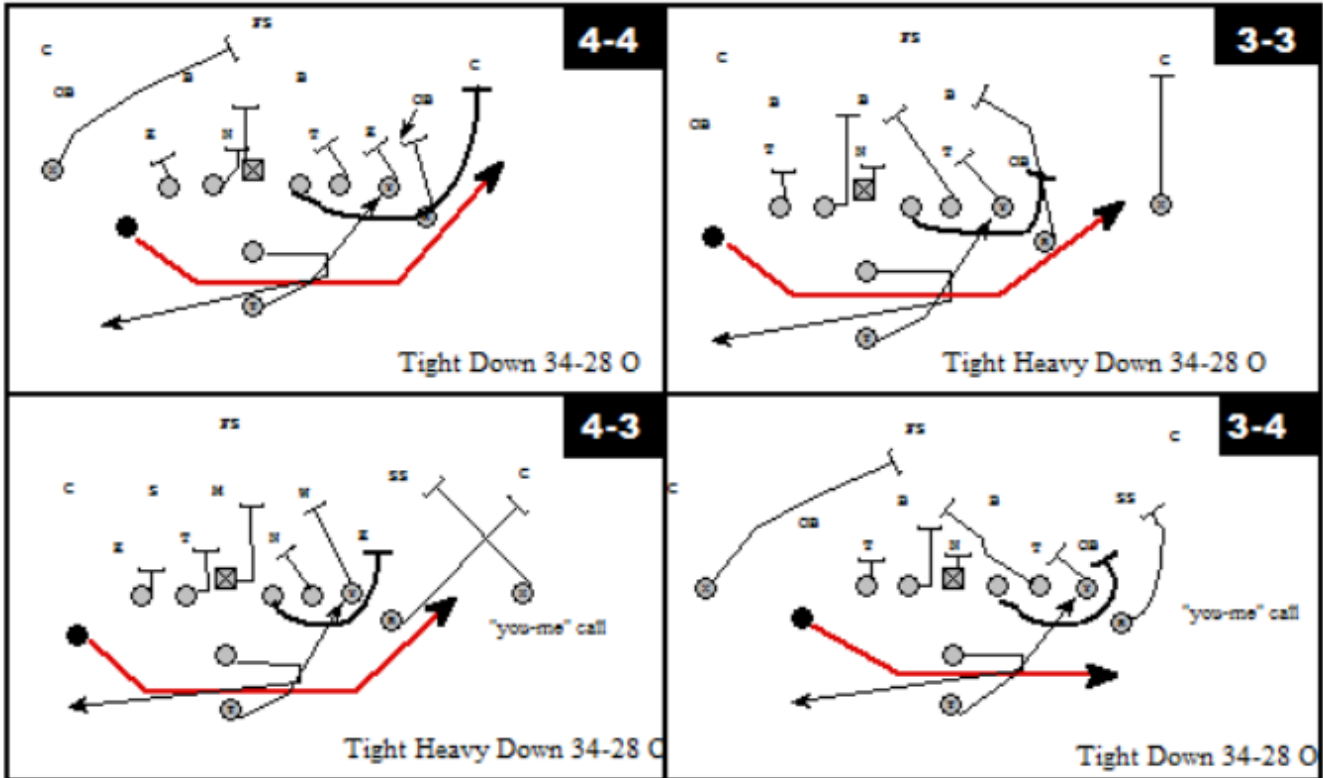
SIGNAL

Down Sign + 4 finger claw

DOWN FAMILY

Down 28-0

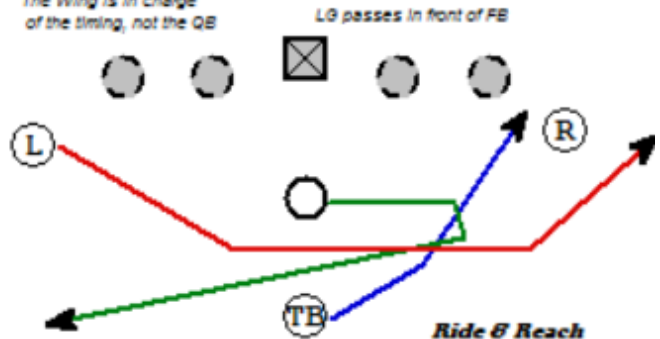
Snap Count:
READY



RT	Down-Backer
RG	Pull & Log
C	On - Reach - Away
LG	Scoop-On-Away
LT	Scoop-On-Away
Y	Down-Backer
X	PLAYSIDE: You-Me Call; BACKSIDE: Cutoff S
R	ILB unless "You-Me" call over rides
TB	Down Steps; Make Great Fake
L	No Motion. Outside Handoff after Down fake
QB	Ride TB. Outside handoff to LW

BACKFIELD STEPS

*This is a NoMo Play.
The Wing is in charge
of the timing, not the QB*



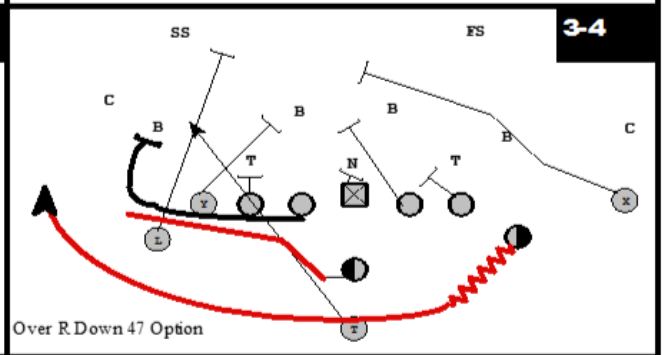
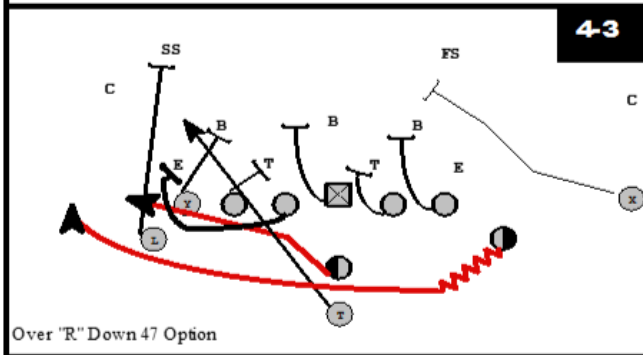
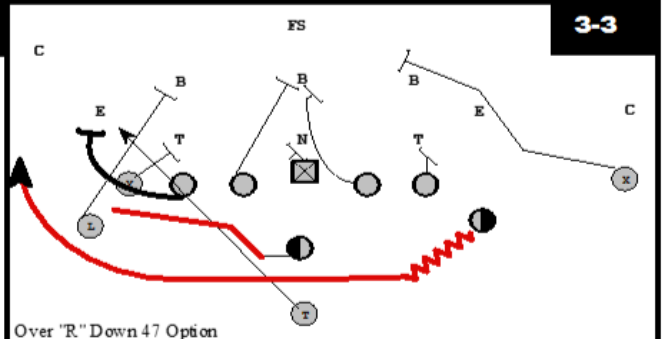
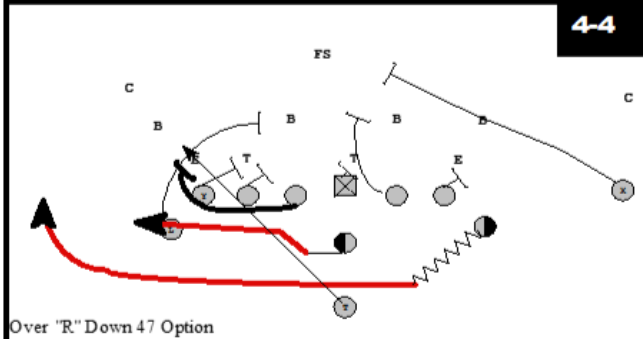
Ride & Reach

QB needs to ride the FB as long as possible, then reach back to handoff to Wing. QB do not move feet during the ride

Code Word:

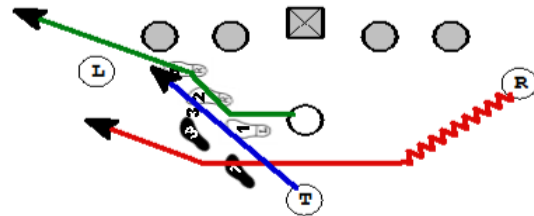
47 OPTION

**Snap Count:
2nd HIT**



RT	Reach - On - Backer ("gap highway")
RG	Reach - On - Backer ("gap highway")
C	Reach outside gap - Fire block
LG	Pull & Log first man on or past TE
LT	Gap - Down - Backer
Y	Gap - Down - Backer
X	Cutoff FS
L	Near LB or Strong Safety
T	Fake outside foot of ST; Fake 5 then block FS
R	Run option with QB (5 x 2 pitch relationship)
QB	Open, ride 2 steps into LOS, option CB

BACKFIELD STEPS



We don't call this play any longer since going to Pistol.
The QB reads the OLB on Down and can pull it anytime

ADJUSTMENTS

If G cannot pull due to blitz / A-gap threat, can pitch off OLB, crack OLB with X receiver, or load with LW.

Automatic arc by wing if 3 players are outside of him. Wing arcs 2nd man from sideline.

DEFENSIVE CONFLICTS

We don't call this since our QB reads the OLB on 35 Down.

Call this if OLB is squeezing hard on Down and you want the G to log the OLB so QB does not have a pitch key.

DOWN FAMILY

BLOCKING RULES

PLAY	END	LT	LG	C	RG	RT	END
35 O	Down-Backer	Down-Backer	Pull & Kick	Reach-On-Away	Reach-On-Backer	Reach-On-Backer	Never backside
36 O	Never Backside	Reach-On-Backer	Reach-On-Backer	Reach-On-Away	Pull & Kick	Down-Backer	Down-Backer
35 T	Down-Backer	Pull & Kick	Reach-On-Gap	Reach-On-Away	Reach-On-Backer	Reach-On-Backer	Never backside
36 T	Never Backside	Reach-On-Backer	Reach-On-Backer	Reach-On-Away	Reach-On-Gap	Pull & Kick	Down-Backer
24 Counter	Pull thru 4 hole	Pull & trap last man LOS	On-Away-Reach	On-Away	Gap-On-Reach	Gap-Down-LB	Never backside
43 Counter	Never backside	Gap-Down-LB	Gap-On-Reach	On-Away	On-Away-Reach	Pull & trap last man LOS	Pull thru 3 hole
36-28 O	Release to S	Reach-On-Away	Reach-On-Away	Reach-On-Away	Pull & Log	Down-Backer	Down-Backer
47 Option	Down-Backer	Down-Backer	Pull & Log last man LOS	Reach-On-Away	Reach-On-LB	Reach-On-LB	Cutoff S
35 Down Pass	Scout Route	Down-On	Pull & Log	Reach-On-Away	Reach-On-Away	Reach-On-Away	Never backside
36 Down Pass	Never Backside	Reach-On-Away	Reach-On-Away	Reach-On-Away	Pull & Log	Down-On	12yd Drag

