



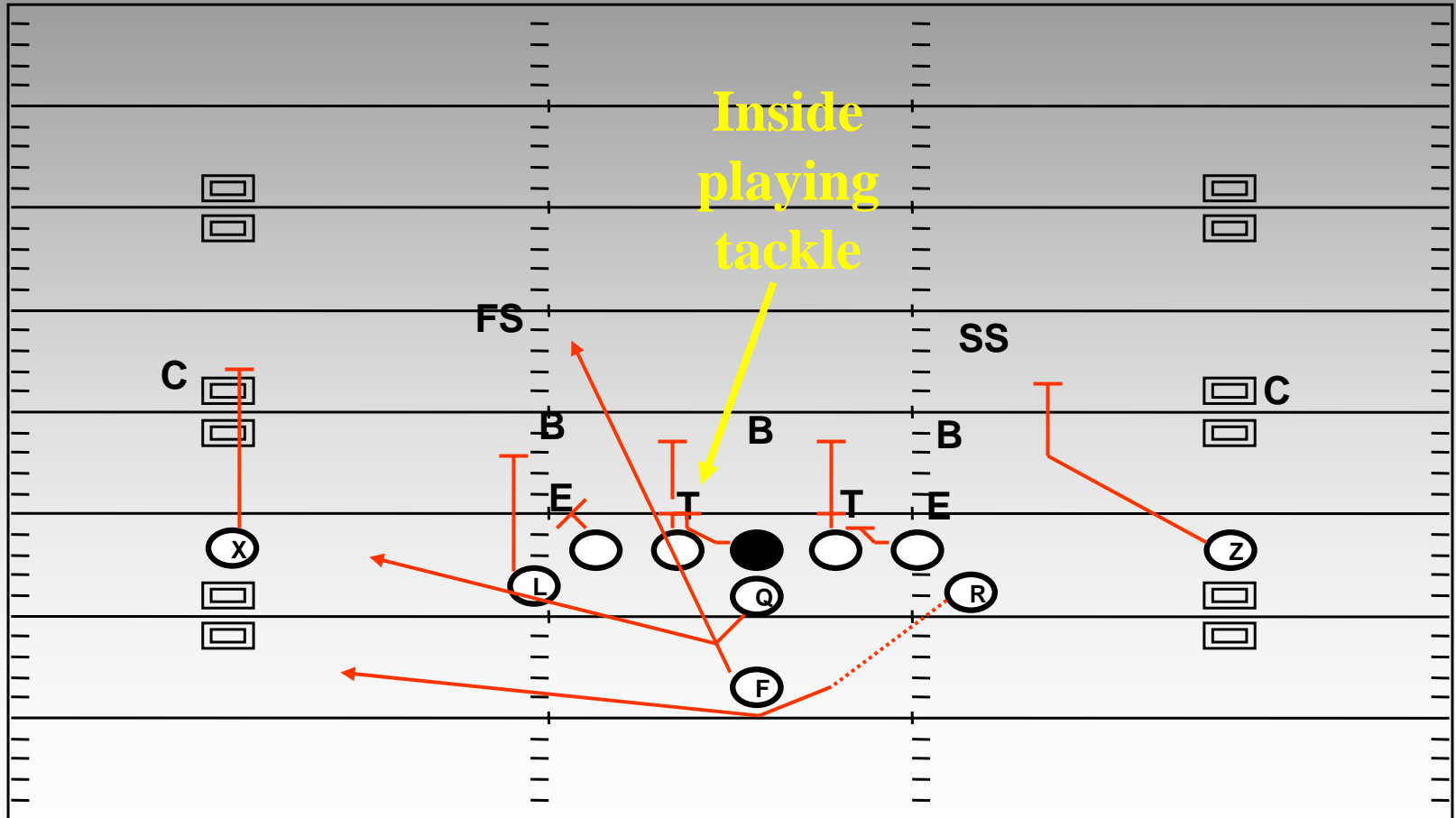
2000

Benedictine University Attack Offense

Benedictine Attack Offense

- **Jeff Hand - Head Coach**
- **Terry Peebles - Offensive Coordinator
(Quarterbacks and Fullbacks)**
- **Ed LeFevour - Offensive Line**
- **Ryan Leonard - Wingbacks**
- **Mike Uremovich - Wide Receivers**

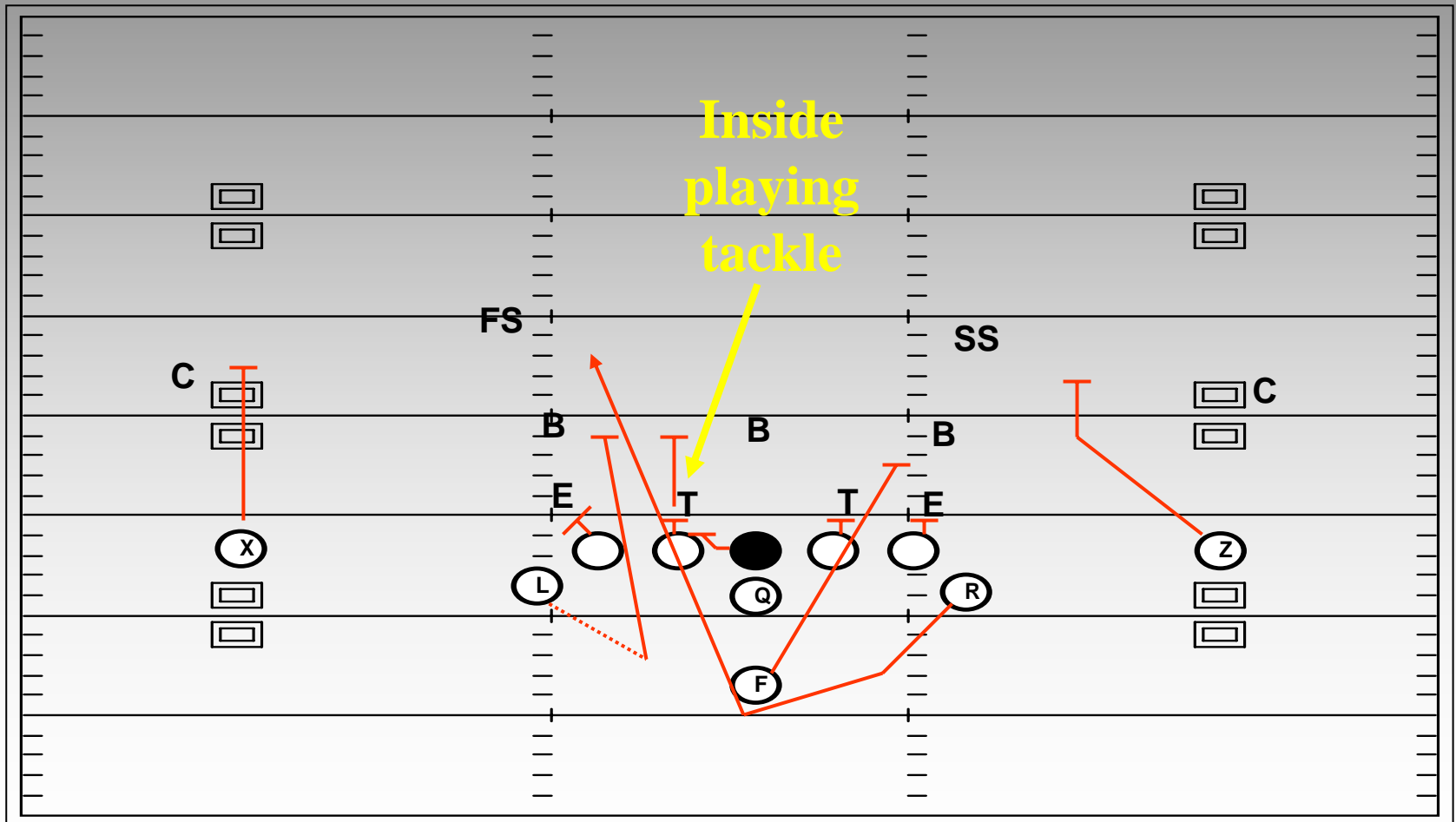
DIVE



DIVE

FST:	Man Scheme	<ul style="list-style-type: none"> Block #2 frontside (or who becomes #2)
FSG:	Man Scheme	<ul style="list-style-type: none"> Block #1 frontside (or who becomes #1) If you are uncovered step accordingly
C:	Man Scheme	<ul style="list-style-type: none"> Block the 0 defender. If uncovered race front side. Block who becomes 0. Tell BS where you are going
BSG:	Zone Cut Off	
BST:	Zone Cut Off	
FSR:	Block the Inside peck of #1 in the option responsibility scheme.	
BSR:	Race cut off.	<ul style="list-style-type: none"> Get a wide split, try to cut block
FSW:	Release vertical and then attack #3 in the option responsibility scheme.	
BSW:	Take your two step motion and stay in pitch realtion.	<ul style="list-style-type: none"> Do not let your alignment give away run/pass or any play.
FB:	Take dive course off the guards outside glute.	<ul style="list-style-type: none"> Keep a flat back and forward lean. Possible cutback behind inside playing tackle.
QB:	Pivot on playside foot. Give to Fullback)	<ul style="list-style-type: none"> Run at the inside playing tackle. Carry out fake at full speed.

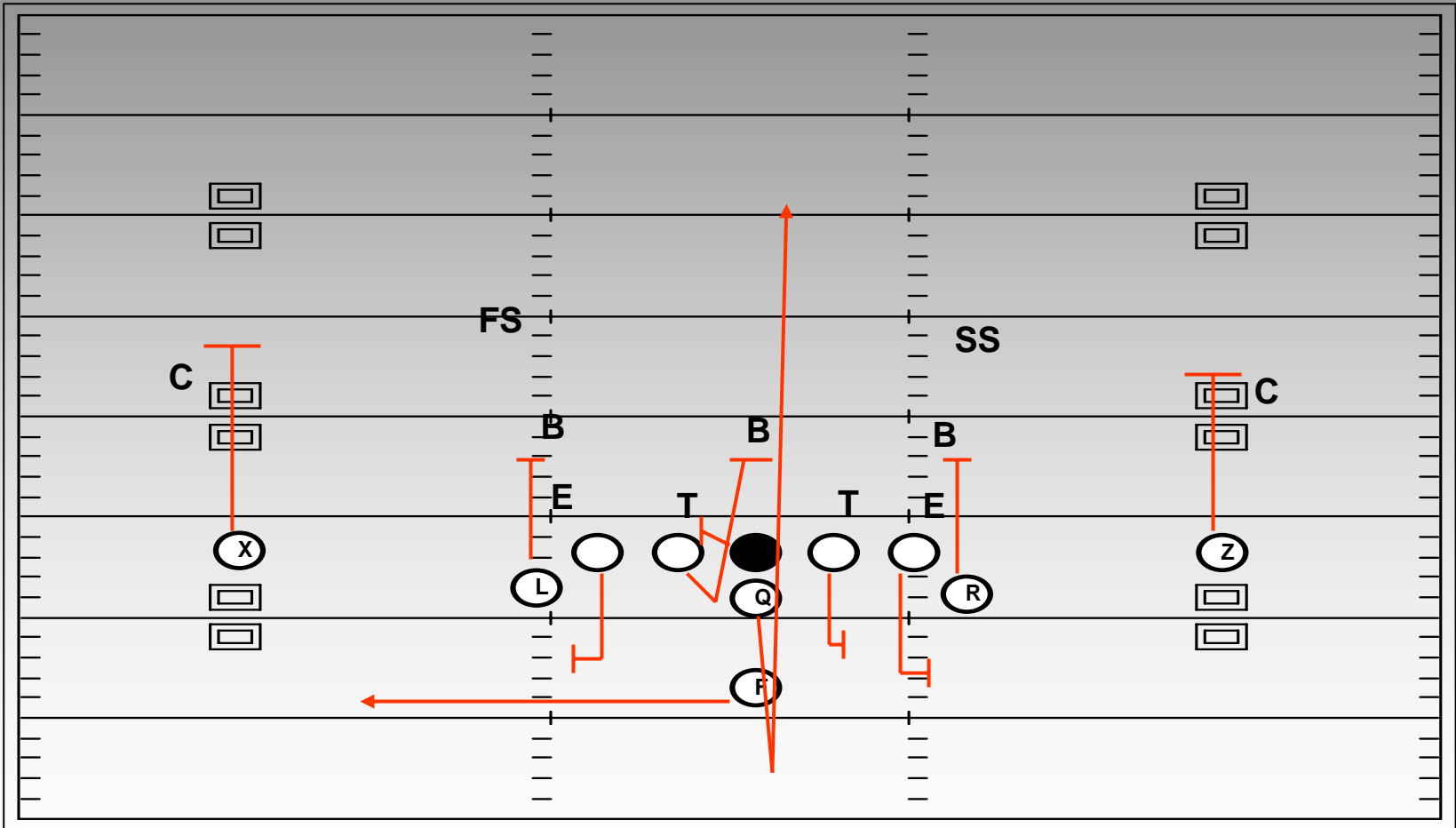
COUNTER



COUNTER

FST:	Man Scheme	<ul style="list-style-type: none"> · If you are covered block man on. · If you are uncovered block out.
FSG:	Man Scheme	<ul style="list-style-type: none"> · If you are covered block the man on. · If you are un covered false George through the A-Gap.
C:	Man Scheme	<ul style="list-style-type: none"> · 0 or 1 technique false George. · 0 nose and all the linemen are covered, block man on.
BSG:	Man Block 00 / 01 action	<ul style="list-style-type: none"> · Block #1
BST:	Man Block 00 / 01 action	<ul style="list-style-type: none"> · Block #2
FSR:	Block the inside peck of #1 in the option responsibility scheme.	
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Take a three step motion. Plant and Isolate the first person to show in the B-Gap	<ul style="list-style-type: none"> · Aim directly down the middle of the defender
BSW:	No motion. Hop back for depth and round down hill into the hole reading the wings iso block.	<ul style="list-style-type: none"> · Do not let your alignment give away run/pass or any play.
FB:	Take dive course off the guards outside glute.	<ul style="list-style-type: none"> · Keep a flat back and forward lean. · Release thru and try to pick up a backer
QB:	Pivot on playside foot. Mesh with Fullback. Pull and give to wing.	<ul style="list-style-type: none"> · Try to run at the inside playing tackle. · Stay shallow to let wing clear down hill. · Boot away full speed.

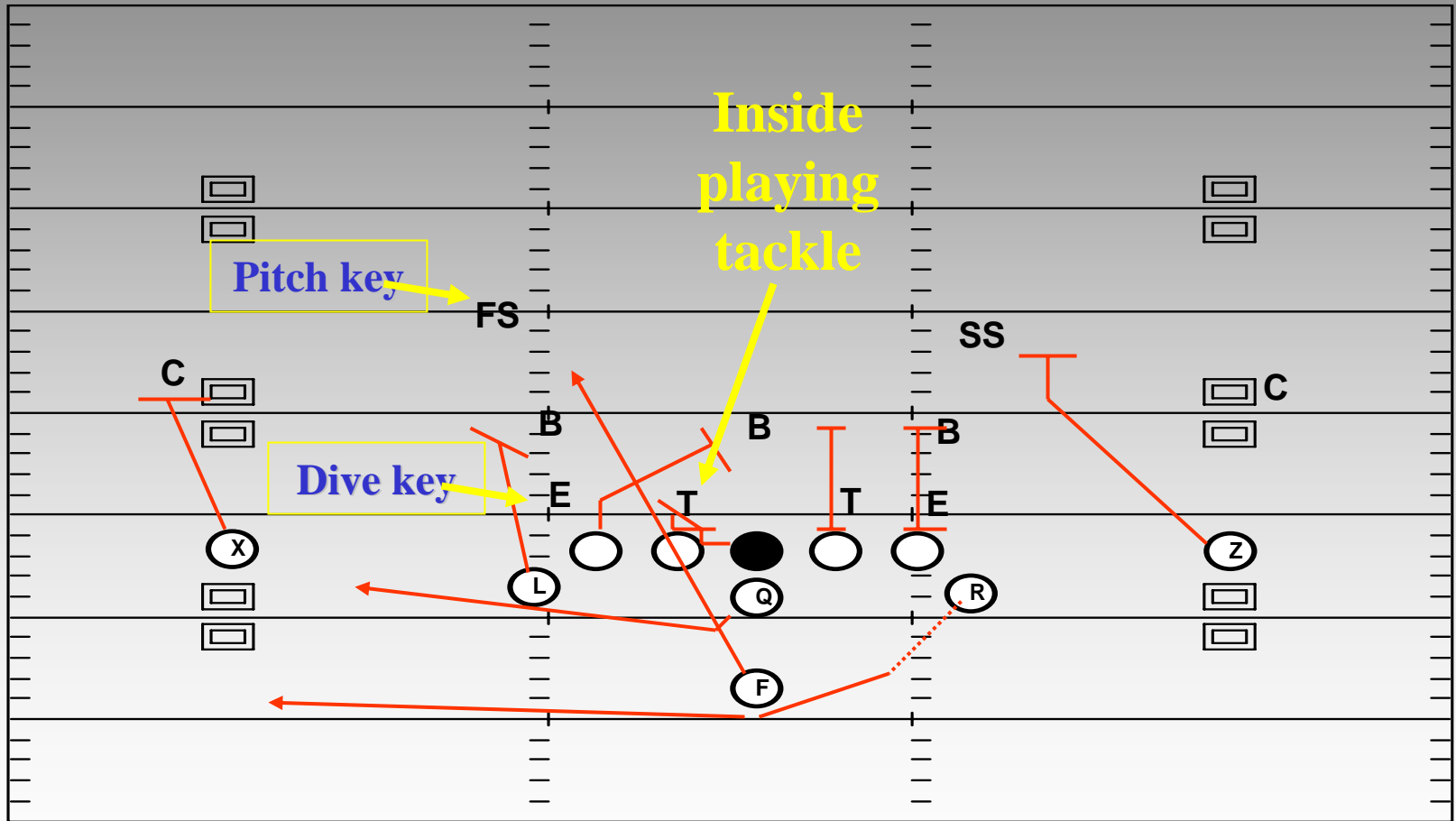
QUARTERBACK DRAW



QUARTERBACK DRAW

FST:	Invite outside pass rush	<ul style="list-style-type: none"> · Set Heavy with the inside foot · Run Defender through the backfield
FSG:	Pass set and release to playside MLB.	<ul style="list-style-type: none"> · Listen to center for fold call.
C:	Block inside playing tackle and invite outside pass rush.	<ul style="list-style-type: none"> · Listen for an Fan/Slide call by the tackle · Run the 0 nose in either direction · Make a fold call with a 2 or 2I.
BSG:	Invite outside pass rush	<ul style="list-style-type: none"> · Set Heavy with the inside foot · Run Defender through the backfield · Listen for an out call
BST:	Invite outside pass rush	<ul style="list-style-type: none"> · Set Heavy with the inside foot · Run Defender through the backfield · Three on the line, make an out call
FSR:	Block the inside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
BSR:	Block the inside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Release up field and block the OLB	<ul style="list-style-type: none"> · Stay high and block the inside peck.
BSW:	Release up field and block the OLB	<ul style="list-style-type: none"> · Stay high and block the inside peck.
FB:	Flare to the wide side of the field	<ul style="list-style-type: none"> · Versus a split look release thru the line for the MLB to the furthest playing tackles side. · Block edge versus blitz by the OLB
QB:	Take a full five step drop plant and sprint up field.	<ul style="list-style-type: none"> · Keep eyes down field · Not a good play vs. blitz · Be patient if you are in shotgun

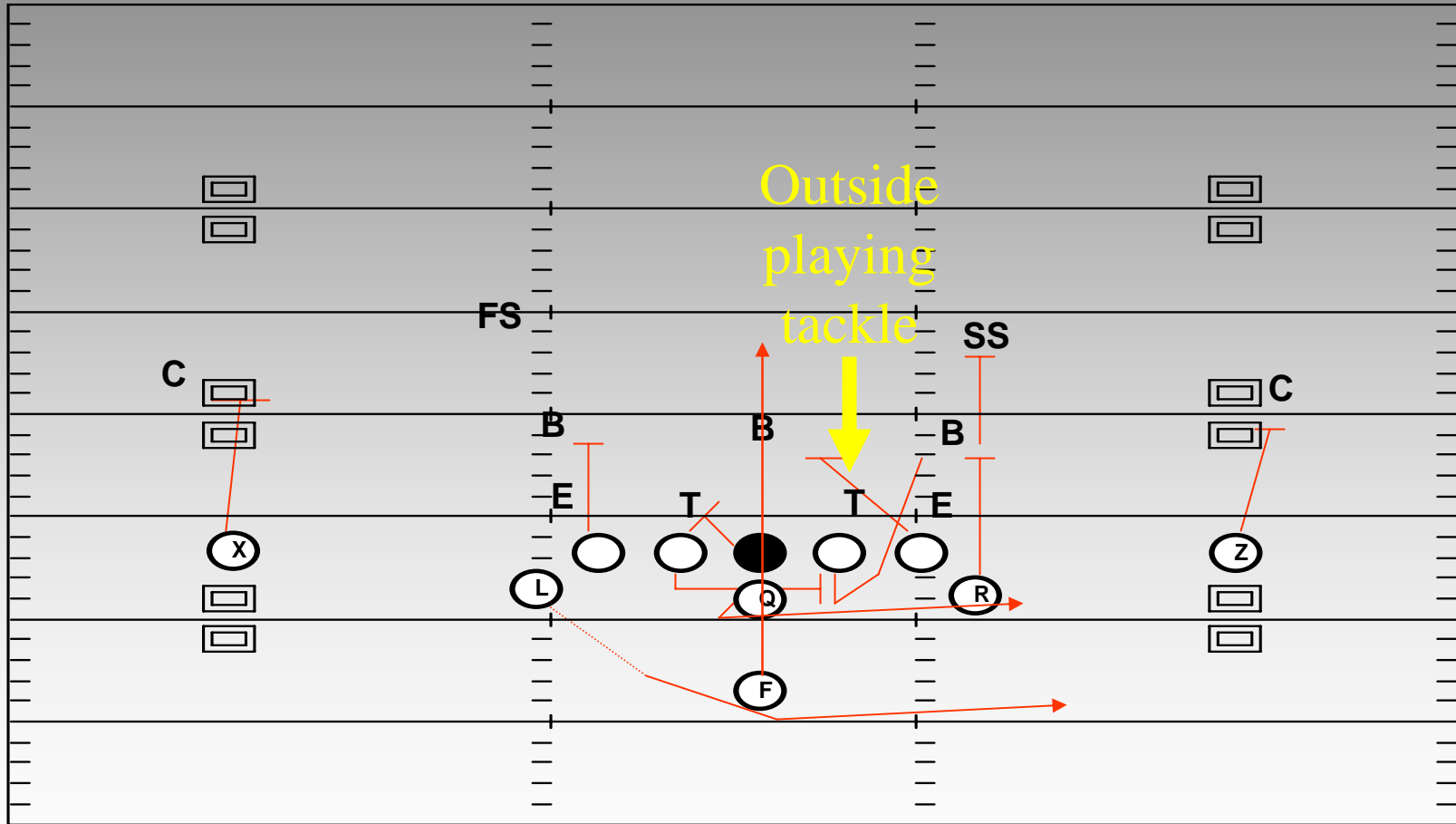
TRIPLE OPTION



TRIPLE OPTION

FST:	Veer / Arc by game plan.	<ul style="list-style-type: none"> · 5 = Veer (best release by game plan) · 3, 2 = Power · 4, 4l = with MLB Veer / Best release
FSG:	Veer / Arc by game plan.	<ul style="list-style-type: none"> · 3, 2 = Power · 2l = Mash · 0, 1 = Slip
C:	Veer / Arc by game plan.	<ul style="list-style-type: none"> · 2l = Mash · 0, 1 = Slip
BSG:	Zone Cut Off	
BST:	Zone Cut Off	
FSR:	Block the outside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Possible read crack vs. Cover 3.
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Work the sidewalk under control looking to cut #3 in the option responsibility scheme.	<ul style="list-style-type: none"> · Listen for a ghost call from the QB to switch #2 and #3 · Work with the receiver to identify coverage (X-block).
BSW:	Take your two step motion and stay in pitch realtion.	<ul style="list-style-type: none"> · Do not let your alignment give away run/pass or any play.
FB:	Take dive course off the guards outside glute.	<ul style="list-style-type: none"> · Keep a flat back and forward lean. · Listen for "D" call (automatic disconnect).
QB:	Pivot on playside foot. Read the first down lineman outside the 4l, attack the pitch key (#2)	<ul style="list-style-type: none"> · Try to run at the inside playing tackle. · Make a "D" call if there is a 4l playside. · If the middle is open make a ghost call

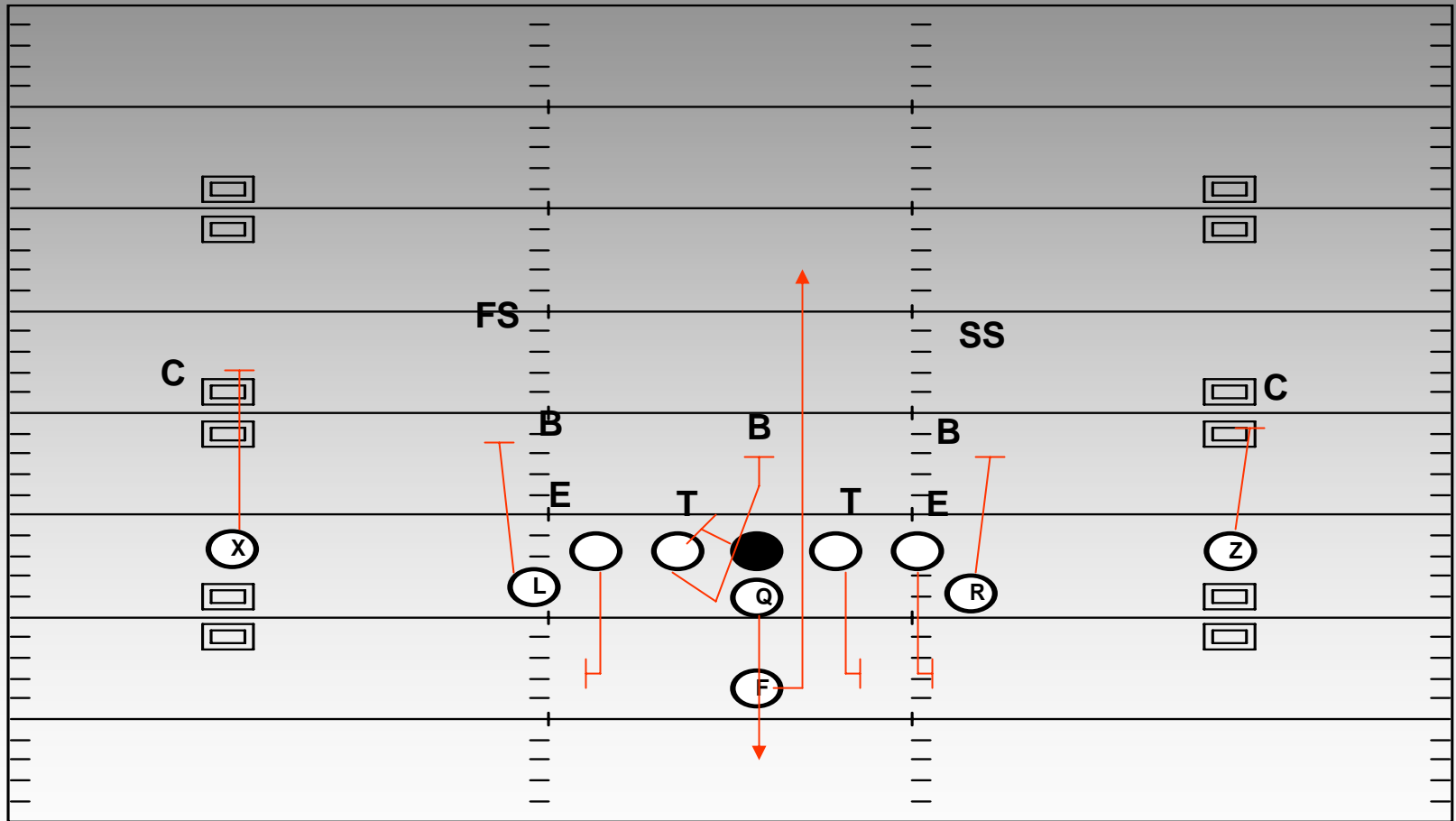
TRAP



TRAP

FST:	Man	<ul style="list-style-type: none"> · Base cut through to Front Side Middle LB in a Split · Base cut through to MLB in a Stack look.
FSG:	Pass set	<ul style="list-style-type: none"> · Step around person being trapped. · Try and get trough to playside OLB.
C:	Man	<ul style="list-style-type: none"> · Base block backside A-Gap player. · 0 nose = Base.
BSG:	Man	<ul style="list-style-type: none"> · Pull and trap the first down lineman past the center.
BST:	Man	<ul style="list-style-type: none"> · Zone cut to BSLB.
FSR:	Block the inside peck on #1 in the option scheme	<ul style="list-style-type: none"> · Wide Splits.
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Release vertical under control to OLB.	<ul style="list-style-type: none"> · Stay high and down the middle on OLB
BSW:	Motion get to pitch relation.	<ul style="list-style-type: none"> · Do not let your alignment give away run/pass or any play.
FB:	Mid-line course	<ul style="list-style-type: none"> · Keep a flat back and forward lean. · Keep head up.
QB:	Step back with opposite foot, then reach with back with playside foot to open the gate. Give to FB.	<ul style="list-style-type: none"> · Try to run at the furthest playing tackle.

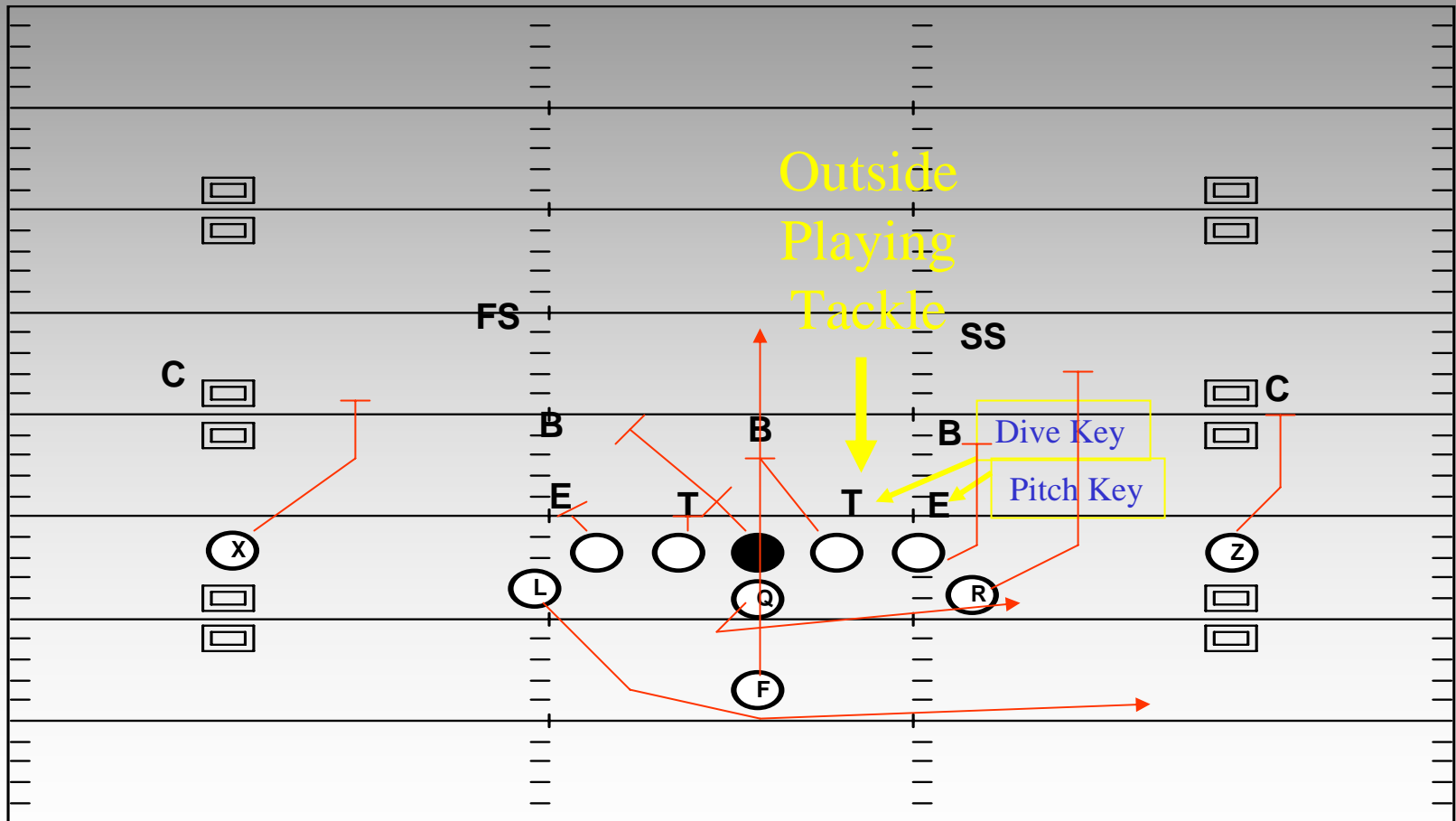
FULLBACK DRAW



FULLBACK DRAW

FST:	Invite outside pass rush	<ul style="list-style-type: none"> · Set Heavy with the inside foot · Run Defender through the backfield
FSG:	Pass set and release to playside MLB.	<ul style="list-style-type: none"> · Listen to center for fold call.
C:	Block inside playing tackle and invite outside pass rush.	<ul style="list-style-type: none"> · Listen for an Fan/Slide call by the tackle · Run the 0 nose in either direction · Make a fold call with a 2 or 2I.
BSG:	Invite outside pass rush	<ul style="list-style-type: none"> · Set Heavy with the inside foot · Run Defender through the backfield · Listen for an out call
BST:	Invite outside pass rush	<ul style="list-style-type: none"> · Set Heavy with the inside foot · Run Defender through the backfield · Three on the line, make an out call
FSR:	Block the inside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
BSR:	Block the inside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Release up field and block the OLB	<ul style="list-style-type: none"> · Stay high and block the inside peck.
BSW:	Release up field and block the OLB	<ul style="list-style-type: none"> · Stay high and block the inside peck.
FB:	Pass set and wait for the ball to come to you.	<ul style="list-style-type: none"> · Be patient · Look for cut back but get north and south
QB:	Take a full five step drop turn and put the ball in the FB's Belly..	<ul style="list-style-type: none"> · Keep eyes down field · Not a good play vs. blitz · Be patient if you are in shotgun

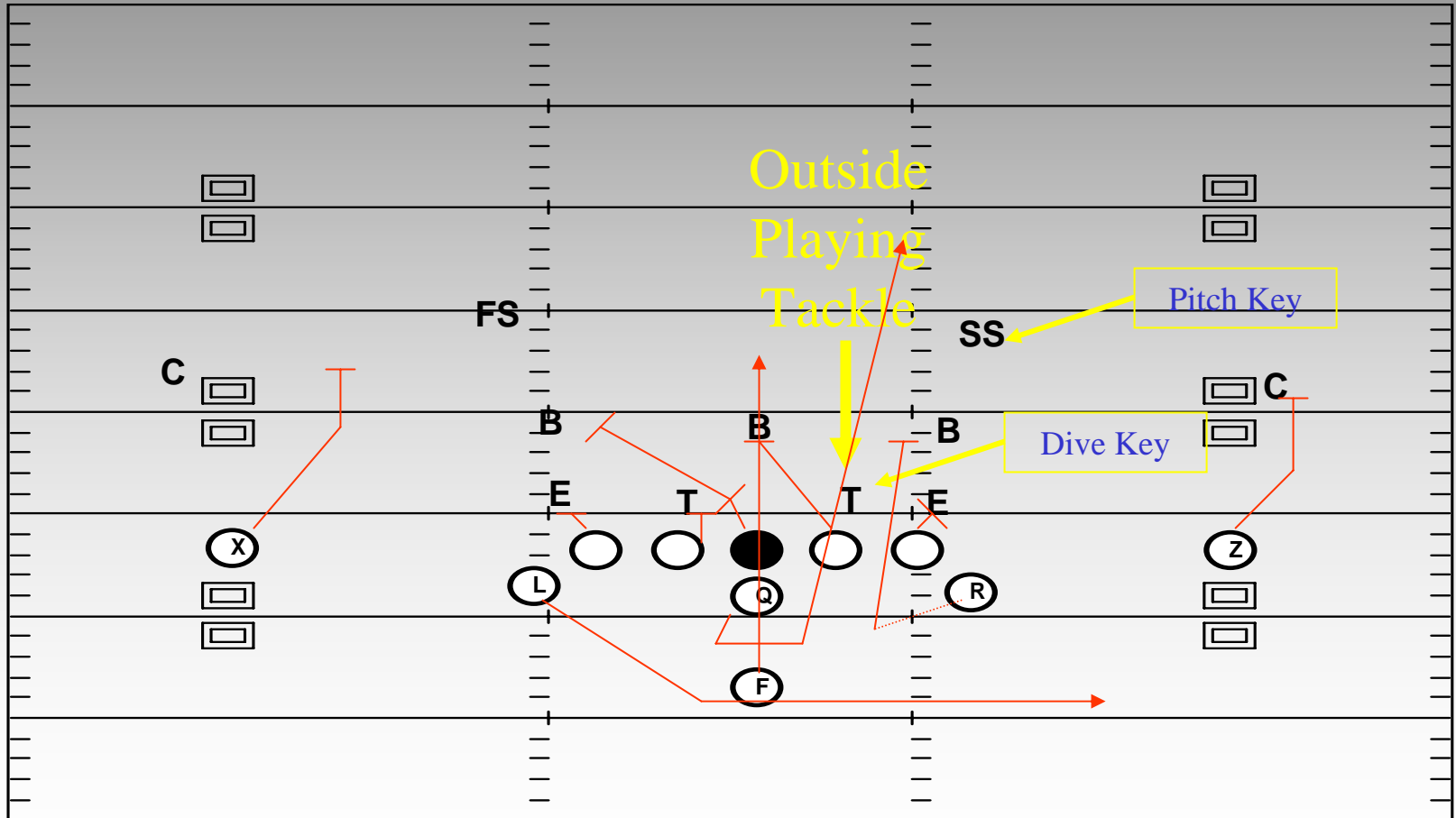
MID-LINE TRIPLE OPTION



MID-LINE TRIPLE

FST:	Arc Scheme	<ul style="list-style-type: none"> Stack = best release for Outside Linebacker. Split = Best release for Frontside Middle Linebacker. 3 men on the line playside. You must block #2.
FSG:	Veer Scheme - Covered	<ul style="list-style-type: none"> Stack = Veer release for MLB. Split = Veer release for BSMLB (Check run through).
C:	Zone Scheme	<ul style="list-style-type: none"> 0, 1, 2l backside = George Three on the line back side listen for slide call.
BSG:	Zone Scheme	<ul style="list-style-type: none"> George to back side line backer Listen for possible Alert Fan call.
BST:	Man Scheme	<ul style="list-style-type: none"> Base man on and do not get beat inside
FSR:	Block the outside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> Play will probly stay inside. Do not read crack mid-line series
BSR:	Race cut off.	<ul style="list-style-type: none"> Get a wide split, try to cut block
FSW:	No motion. Release for SS.	<ul style="list-style-type: none"> Walk the sidewalk and look to cut.
BSW:	No motion, get in pitch realltion.	<ul style="list-style-type: none"> Do not let your alignment give away run/pass or any play.
FB:	Take mid-line course	<ul style="list-style-type: none"> Keep a flat back and forward lean. Listen for "D" call (automatic disconnect).
QB:	Mid-line steps. Read furthest playing tackle. If it is a keep attack the EOL for the pitch.	<ul style="list-style-type: none"> Run at the furthest playing tackle. Look for quick pitch No 100 calls on mid-line series

MID-LINE ISO



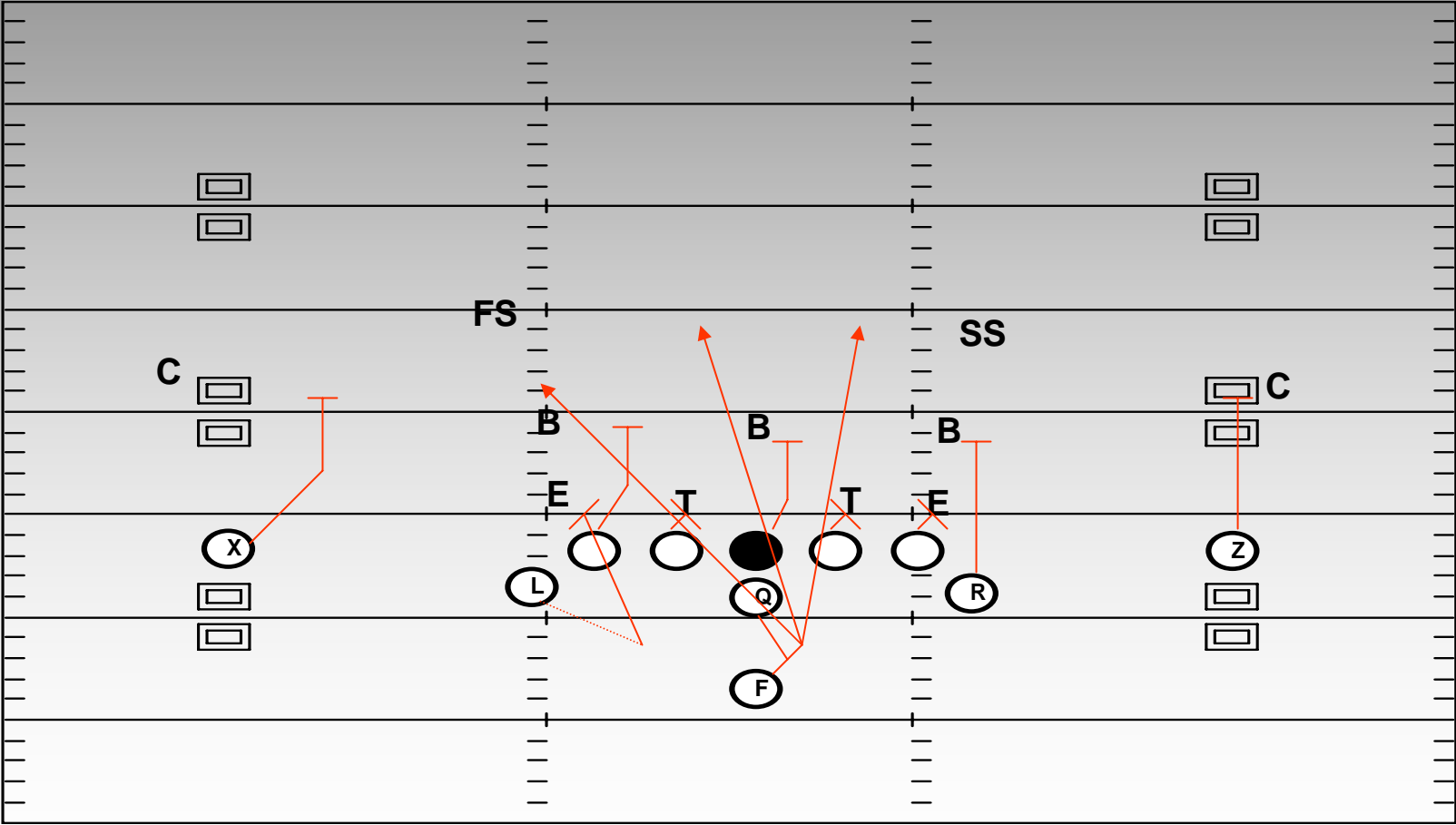
MID-LINE ISO

FST:	Man Scheme	<ul style="list-style-type: none"> · Base block second man front side. · Will be Defensive end most likley.
FSG:	Veer Scheme - Covered	<ul style="list-style-type: none"> · Stack = Veer release for MLB. · Split = Veer release for first LB head up to inside.
C:	Zone Scheme	<ul style="list-style-type: none"> · 0, 1, 2l backside = George
BSG:	Zone Scheme	<ul style="list-style-type: none"> · George to back side line backer
BST:	Man Scheme	<ul style="list-style-type: none"> · Base man on · Three man side, pull, seal and wheel
FSR:	Block the outside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Do not read crack mid-line series
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Iso motion. On the snap release up field thru the B gap looking head up to outside for #3	<ul style="list-style-type: none"> · Base block #3 · If #3 is EOL must block C-Gap.
BSW:	No motion, get in pitch realtion.	<ul style="list-style-type: none"> · Do not let your alignment give away run/pass or any play.
FB:	Take mid-line course	<ul style="list-style-type: none"> · Keep a flat back and forward lean. · Listen for "D" call (automatic disconnect).
QB:	Mid-line steps. Read furthest plaing tackle. Look for daylight.	<ul style="list-style-type: none"> · Run at the furthest playing tackle. · Take at least two steps down the LOS. · No 100t calls on mid-line series

WHAM

FST:	Man Scheme	<ul style="list-style-type: none"> · Block defensive lineman, head up to outside. · Inside shade fan.
FSG:	Zone Scheme	<ul style="list-style-type: none"> · Outside release to the first LB playside. · Vs. a Stack it will be the OLB.
C:	Zone Scheme	<ul style="list-style-type: none"> · False release through to second level. · Vs. Split look for BSMLB. Vs. Stack look for MLB
BSG:	Man Scheme	<ul style="list-style-type: none"> · Block first backside lineman.
BST:	Man Scheme	<ul style="list-style-type: none"> · Zone cut off to backside OLB.
FSR:	Block the Inside peck of #1 in the option responsibility scheme.	
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Wham motion block inside playing tackle.	<ul style="list-style-type: none"> · Cannot let tackle get up field to the QB
BSW:	No motion, must hustle to get in pitch realtion.	<ul style="list-style-type: none"> · Do not let your alignment give away run/pass or any play.
FB:	Take belly path.	<ul style="list-style-type: none"> · Get width then down hill quick
QB:	Reverse out getting depth hand to FB	<ul style="list-style-type: none"> · Run at the inside playing tackle. · Carry out fake at full speed.

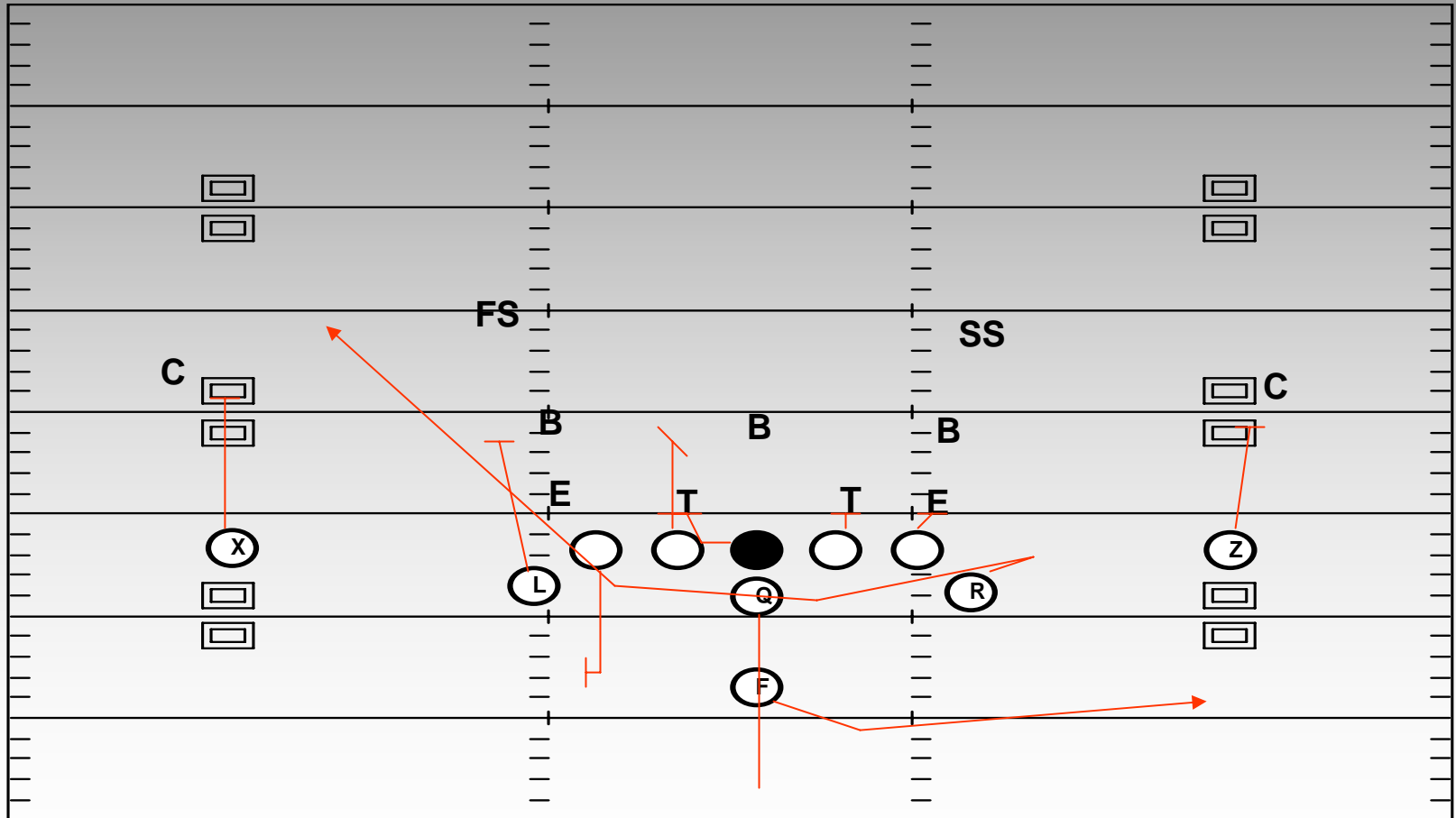
INSIDE ZONE



INSIDE ZONE

FST:	Zone Scheme	
FSG:	Zone Scheme	
C:	Zone Scheme	
BSG:	Zone Scheme	
BST:	Zone Scheme	
FSR:	Stalk Inside Peck	
BSR:	Race Cut.	
FSW:	Block OLB	
BSW:	Iso motion, Seal off backside end.	<ul style="list-style-type: none">· Don't let the backside end cross your face.
FB:	Take dive course off the guards outside glute.	<ul style="list-style-type: none">· Cheat back and look for possible cut back
QB:	Open to FB get depth and boot away very hard.	

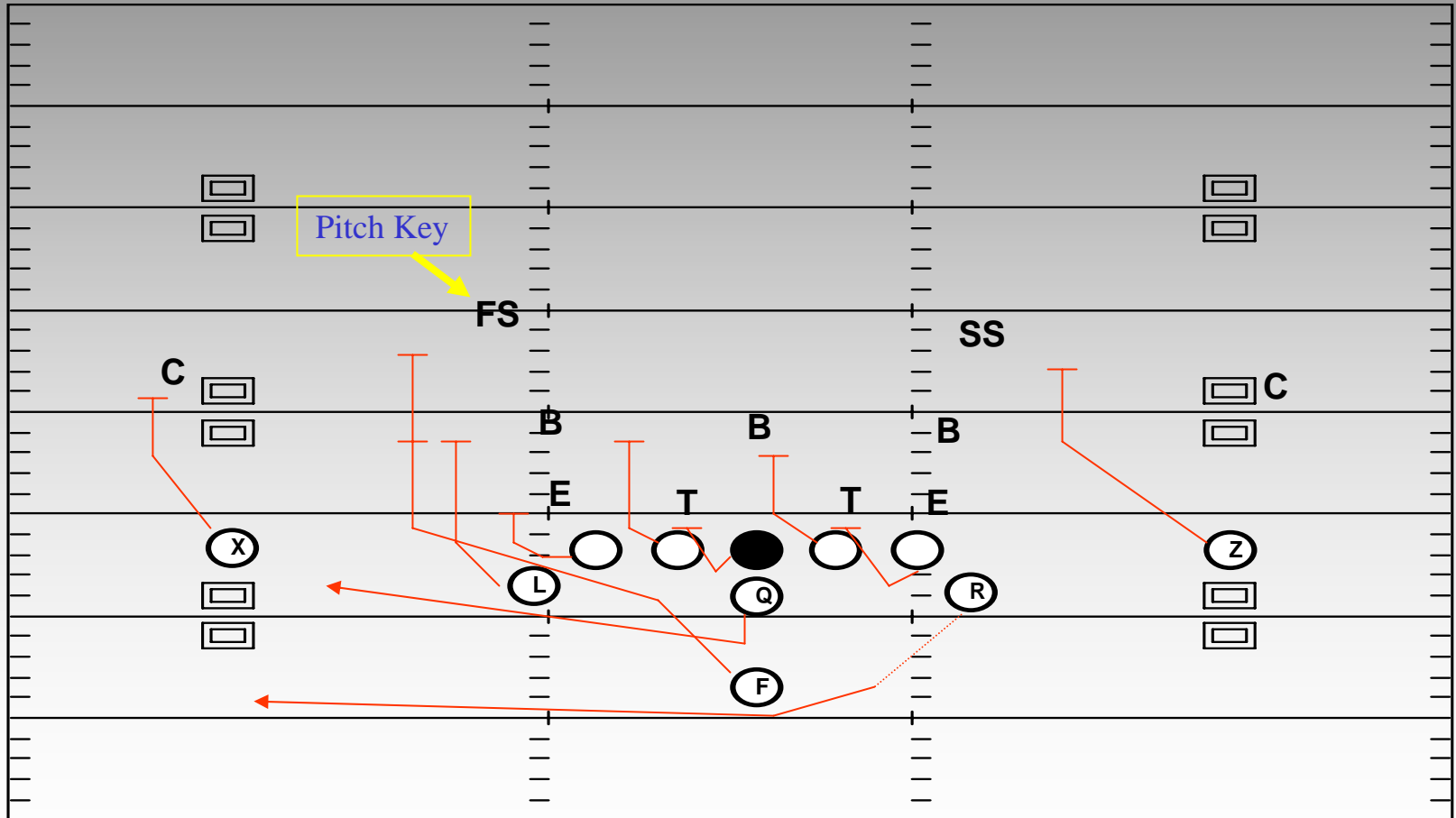
SHUFFLE PASS



SHUFFLE PASS

FST:	Invite an outside pass rush	<ul style="list-style-type: none"> · If defender crosses your face, crash him down
FSG:	Double inside playing tackle up to front side MLB.	<ul style="list-style-type: none"> · Head up or inside shade zone block with center to MLB. · Cut MLB (or FSMLB) · Outside shade pass set
C:	Double inside playing tackle and take him over.	<ul style="list-style-type: none"> · Bump guard off as soon as possible · Look for blitz in A-gap by MLB (or FSMLB)
BSG:	Base out with a heavy inside foot.	<ul style="list-style-type: none"> · Be aggressive on block
BST:	Base out with a heavy inside foot	<ul style="list-style-type: none"> · Be aggressive on block
FSR:	Block the Inside peck of #1 in the option responsibility scheme.	
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Release for OLB	<ul style="list-style-type: none"> · Stay high and down the middle of the defender
BSW:	One step away, come flat down the line, look for the pass.	<ul style="list-style-type: none"> · If there is too much traffic bat the ball down · Get north and south · Squeeze LOS
FB:	Run swing route away	<ul style="list-style-type: none"> · Get width · look for blitzing OLB
QB:	Take five step drop, pitch the ball forward to WB	<ul style="list-style-type: none"> · Run at the inside playing tackle. · Put the ball in the ground if there is traffic. · Be patient, and look off to the swing

ZONE OPTION



ZONE OPTION

FST:	Zone Scheme	<ul style="list-style-type: none"> · If there is a man head up to inside. assume he will go inside. If there is a man outside, drop step and work for the opposite peck. If unoccupied work up to next zone.
FSG:	Zone Scheme	<ul style="list-style-type: none"> · If there is a man head up to inside. assume he will go inside. If there is a man outside, drop step and work for the opposite peck. If unoccupied work up to next zone.
C:	Zone Scheme	<ul style="list-style-type: none"> · If there is a man head up to inside. assume he will go inside. If there is a man outside, drop step and work for the opposite peck. If unoccupied work up to next zone.
BSG:	Zone Cut Off	<ul style="list-style-type: none"> · If there is a man head up to inside. assume he will go inside. If there is a man outside, drop step and work for the opposite peck. If unoccupied work up to next zone.
BST:	Zone Cut Off	<ul style="list-style-type: none"> · If there is a man head up to inside. assume he will go inside. If there is a man outside, drop step and work for the opposite peck. If unoccupied work up to next zone.
FSR:	Block the Inside peck of #1 in the option responsibility scheme.	<ul style="list-style-type: none"> · Be alert for a read crack
BSR:	Race cut off.	<ul style="list-style-type: none"> · Get a wide split, try to cut block
FSW:	Run the sidewalk and attack #3 in the option responsibility scheme.	<ul style="list-style-type: none"> · Listen for a ghost call · Communicate with the the split reciever about X-block.
BSW:	Take your two step motion and stay in pitch realtion.	<ul style="list-style-type: none"> · Do not let your alignment give away run/pass or any play.
FB:	Belly steps. Look for penetration	<ul style="list-style-type: none"> · No penetration continue around to next levels. · Lead up thru if end is overplaying outside
QB:	Reverse out and attack pitch key.	<ul style="list-style-type: none"> · Middle open make a ghost call · Let FB pass and do not come off the LOS.