

SIMPLY SMASHING

A Double Wing Offensive Playbook

By Charlie Eaton

All plays can be stopped!

Can they stop our Offense?

Table Of Contents

- [Overview](#)
- [Introduction](#)
- [Influence](#)
- [Philosophy of the system](#)
- [Smart Football](#)
- [Play-calling Philosophy](#)
- [Offensive Structure](#)
- [Play Calling](#)
- [Motion](#)
- [Play Calling Part Two](#)
- [Master Play Calls](#)
- [Auxiliary Play Calls](#)
- [The Formations System](#)
- [Teaching the System](#)
- [GOT 3 System](#)
- [Extended Formation Examples](#)

Overview

- This is a *complete offensive system that is very logical and simple!*
- Easy to understand and easy for players and coaches to learn
- Simple to install in a short period of time
- Allows a team to make adjustments at *anytime* during a game
- Extremely flexible

Introduction

- We believe that any football player who has *any* doubt in his mind will play the game slow and timid. We also believe our Offense is unique enough and different enough from what defenses see regularly that we put doubt into their minds prior to the coin toss. What we do as an Offense after the coin toss will either compound that doubt the defense has initially or create doubt for our Offense. In order to eliminate as much chance as possible for doubt to set in for our players, we keep our Offense as simple as we know how. We drill our kids to recognize defensive alignment weaknesses and teach them techniques to employ that will create leverage advantages in our favor. The techniques we use to exploit defensive weaknesses will be explained as thoroughly as possible in the following pages.

Influence

- This playbook and the “system” described herein with its many references to quotes, comments, terms, techniques and styles, as well as, a host of other properties has been gathered over the years from a variety of coaches I have had the opportunity to meet, read, watch or personally know. I take no credit for the information presented here, I only take credit for the compilation of information into this manual.
- However, the single most notable influence on my coaching has been Don Markham followed by greats such as John DaGrosa, Woody Hayes and a future great named Tim Murphy
- Other coaches of influence would be the entire list of coaches on the Delphi forum:

<http://forums.delphiforums.com/dwingers/start>

Philosophy of the System

- Run the football
- Run the football
- Run the football
- Be able to physically run the ball effectively by combo blocking at the point of attack
- Have the capability to make immediate adjustments during a game
- Create an offense that is hard to prepare for
- Take what the defense gives us all of the time
- Play **S.M.A.R.T.** Football
- *Spend quality time teaching individual technique every practice*

S.M.A.R.T. Football

- **S** = SIMPLE, Our Offense is simple by design and simply overwhelming when properly executed.
- **M** = MISTAKE FREE, Our kids are required to know but only a few easy rules in order to run every play in our book. By keeping it simple we expect our kids to be able to play mistake free football
- **A** = AGGRESSIVE, Since what we do is so simple and our kids have the confidence in themselves to play mistake free, they should not have any doubt restricting their play. Therefore, they will move immediately to their assignments with great speed and malicious intent.
- **R** = RELENTLESS, Our kids will be relentless in carrying out their assignments until the echo of the whistle.
- **T** = TEAM, Our Offense is the definition of a TEAM OFFENSE! We will have ten blockers without a football and one blocker with a football on every play. We all block and whether we win or lose we all blocked and ran together as a team.

Play Calling Philosophy

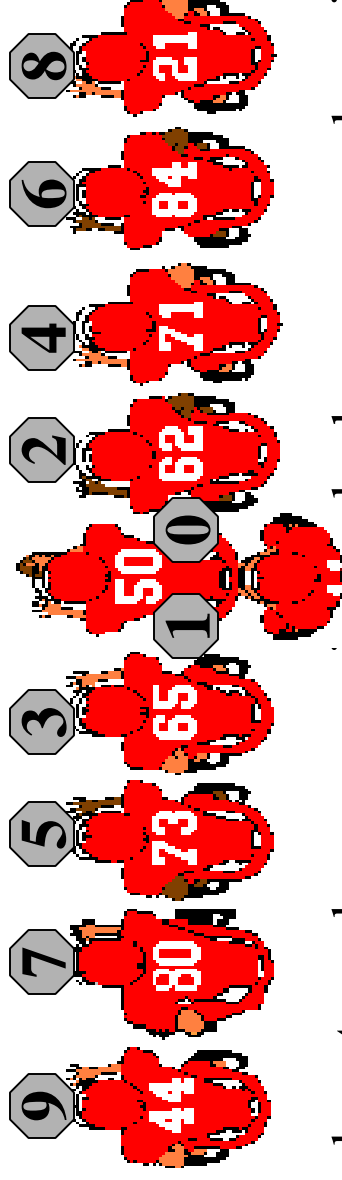
- Most Offenses depend on one or two blockers moving defenders away from the point of attack in order to advance the football, the Double Wing, however, relies on the “team” concept.
- Make sure the players are fundamentally sound!
 - If they are not immediately blocking at the point of attack they are required to be taking defenders with them as they move in the play by carrying out proper fakes.
- Put the ball where the defense is vulnerable.
 - Run the power off tackle or “smash” play as the launching point for an overwhelming barrage of complimentary plays. Run the “smash” until the defense does something unsound or unfamiliar to them to stop it then attack them where they have left themselves vulnerable.
- Do everything we can to put the defense on their heels and keep them there.
 - John Heisman once said, “**When you find your opponent's weak spot, hammer it.**”
- Keep the ball from the defense (a ball-control offense)
 - They can't win if they can't score.

Offensive Structure

- Our Offense is numbered and called very logically
- Our Base Formation is a balanced two Tightend and Two Wingback Formation
 - This forces defenses to play a balanced front and forces them to defend ten running lanes across the entire Offensive front.
- From Tightend to Tightend there is zero space between linemen
 - This allows our linemen to easily protect our inside gaps
 - It shortens the distance the pulling linemen have to run to make their interference.
 - It creates a virtual blitz proof wall of blockers on the play side.
 - Allows the Offense greater ease at amassing greater numbers of blockers at the point of attack than defenders
- Our Fullback is up within inches from the Quarterback and down in a three-point stance
 - This enhances the angle the Fullback uses to kick out a defender.
 - It helps to hide the Fullback making it hard for linebackers to see him until it is too late.
 - Increases the effectiveness of the inside traps and other running plays
- Our Wingbacks are up within inches of the Tightends with their helmets facing the Tightends outside hip, down in three-point stances and angled inward at 45 degree angles.
 - This alignment is what forces the defense to have to defend ten gaps
 - It also allows our wingback to quickly get into position to combo block or down block a defender

Offensive Numbering

- We number our linemen and not the gaps between them.
 - The exception being the Center who has each hip numbered



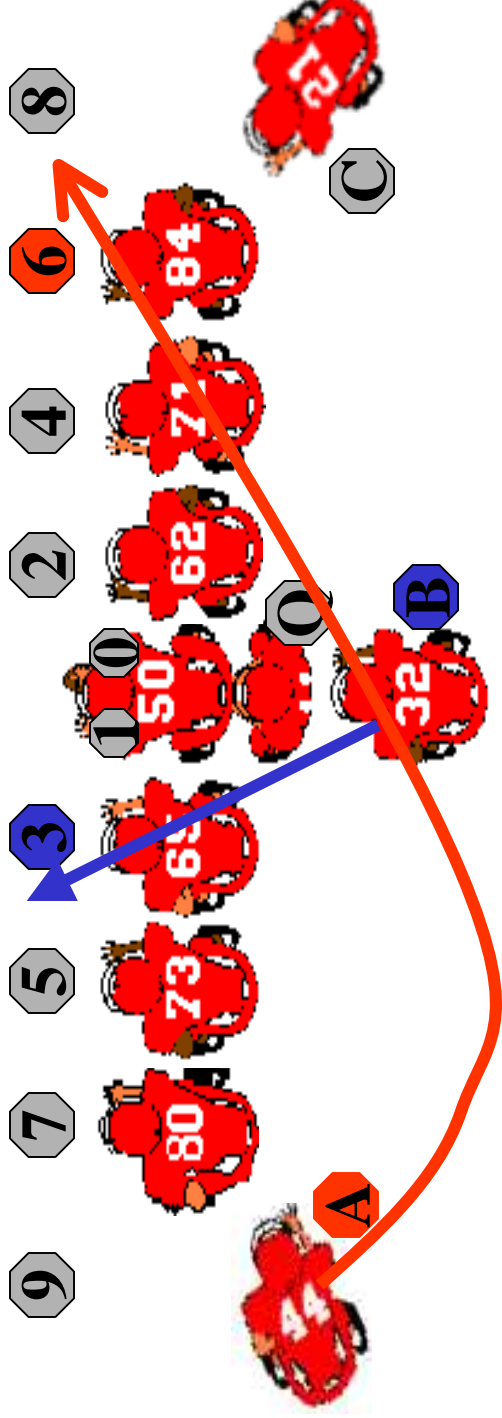
We do not number our running backs, however, we do assign them a letter for identification purposes and route assignments in the passing game.



Play Calling

- We use a Two Digit play calling system that eliminates any confusion an allows for easy understanding of our misdirection plays by the running backs.
- The FIRST number in the play call tells the B-Back or (fullback) which blockers tail pad to aim at and block the first defender to show.
- The SECOND number tells the entire team at which blockers tail pad the football is going to be ran at. *Our rule of thumb for the ball carrier on all 2-digit plays is this, the back farthest from the point of attack carries the ball.*

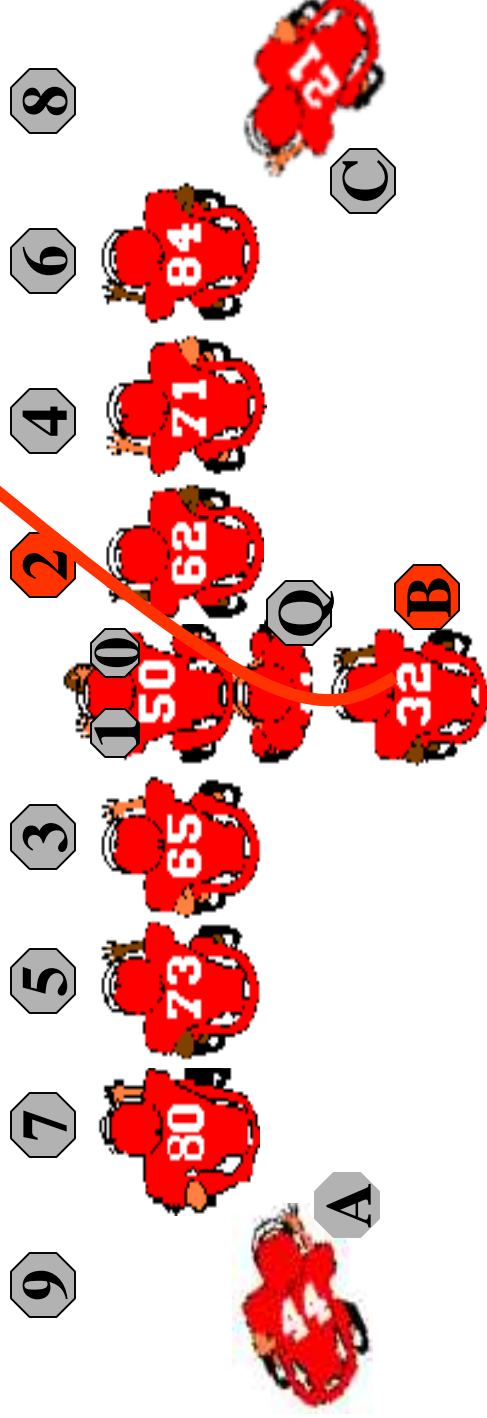
– So in the case of a play call with the numbers **36** the backfield action would be as follows



- Our Snap Count is always “Ready Set HUT HUT” with the ball being hiked on the second hut and motion beginning on the first HUT.

Play Calling Continued

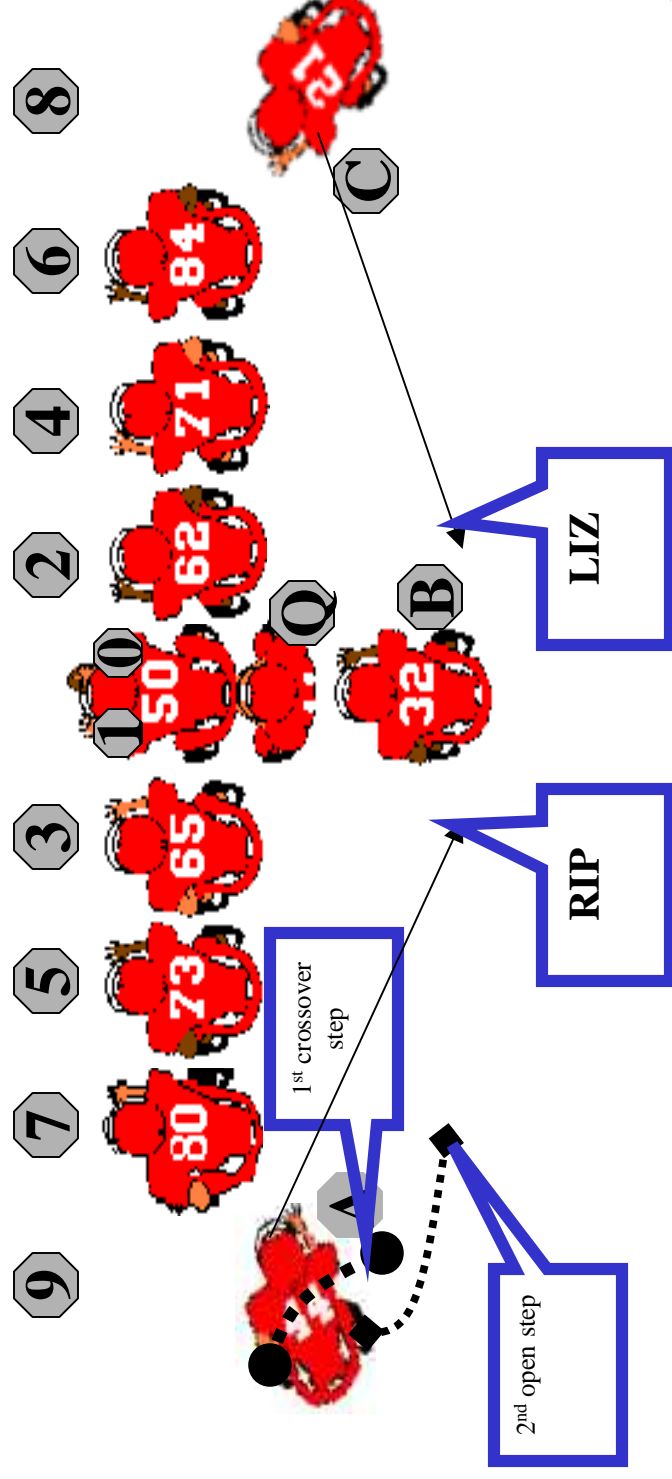
- The B-Back (fullback) will carry the ball on any SINGLE-DIGIT play call. The reason for this is he goes to the first number and since it is also the last number he **MUST** carry the ball.
- So in the case of a play call with only the number **2** the backfield action would look as follows.



- The Quarterback will **KEEP** the ball and run with it on all play calls that end in **KEEP** or **BOOT**, regardless of the numbers.

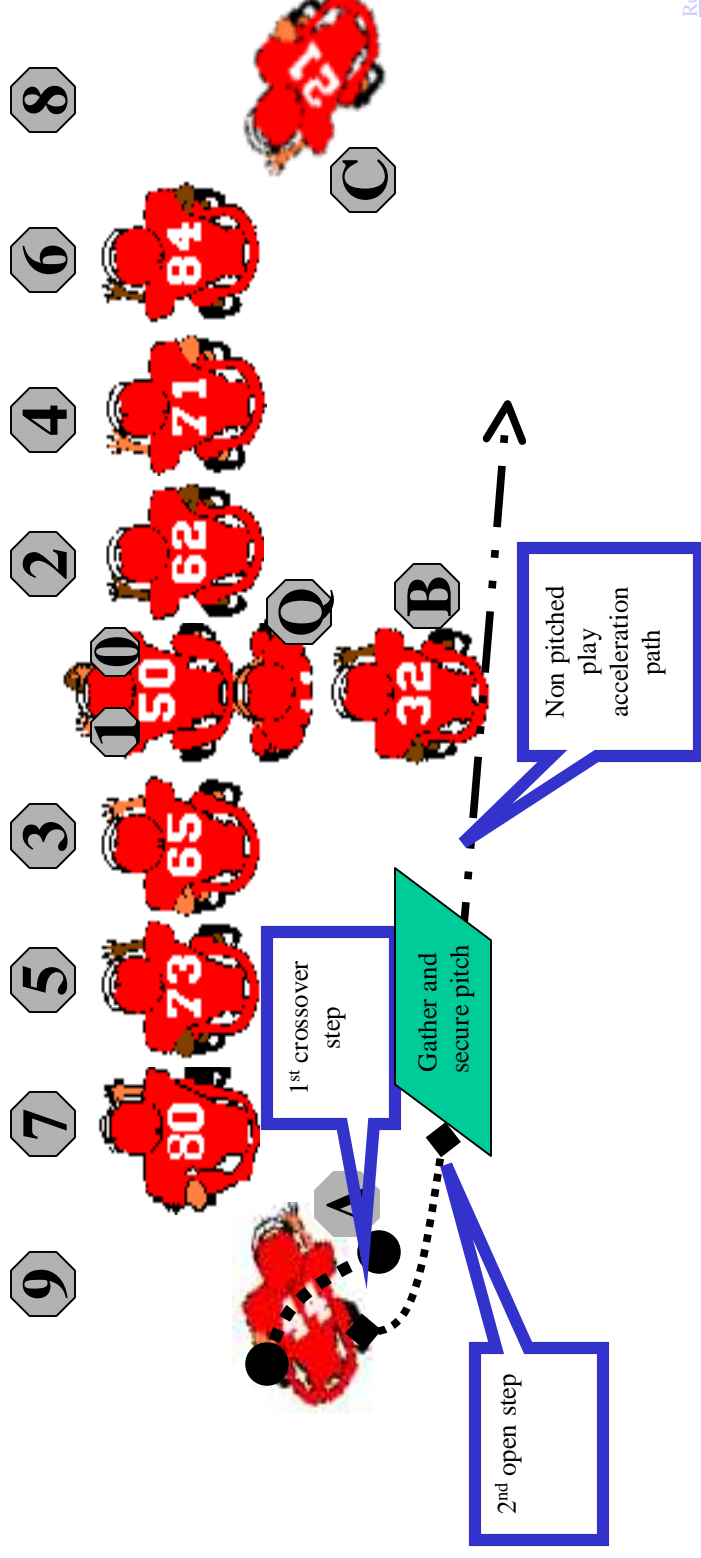
Motion

- The motion we use will be called by a short word (RIP or motion to the right, and LIZ or motion to the left) is a slight two-step quick motion by one of our wingbacks in the direction of the B-Back(fullback). The motioning wingback will take a cross over step in front of them with their inside foot with toes pointed at the B-Back followed by an open step with the outside foot. This motion gets them moving and keeps their shoulders square to the Quarterback so they can be balanced and ready to accept a pitch or a handoff. We do not use a deep motion we want our motion shallow and aimed at the fullbacks heels.



Motion Continued

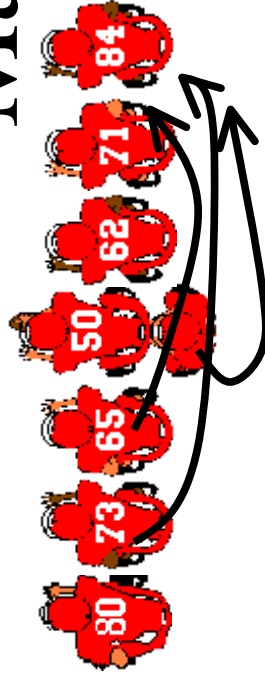
- Once the back has taken his TWO motion steps the ball should be snapped and the play should be set in motion. If the running back is to receive a pitch he will continue to move toward the position of the B-Backs heels prior to the snap and stay under control until he has gathered the pitch from the Quarterback and secured the ball, only then may he accelerate into the line of scrimmage trying to stay as close to his blockers as possible. If the running back is not to receive a pitch but a hand off or a long toss or he is to carry out a fake he will upon completion of his first TWO steps accelerate on a plane along the same line toward the B-Backs heels.



Play Calling Part Two

- We use a set of MASTER play calls or word that follow our numbers to alert the entire team to the type of play we are running. We may from time to time add an auxiliary play call to accompany the master call, a passing play or a draw is considered an auxiliary play call. Since the backfield action has been established by our numbering system and motion all we need to do now is alert the “Blockers” of the type of play we will run.
- The master blocking terms are as follows:

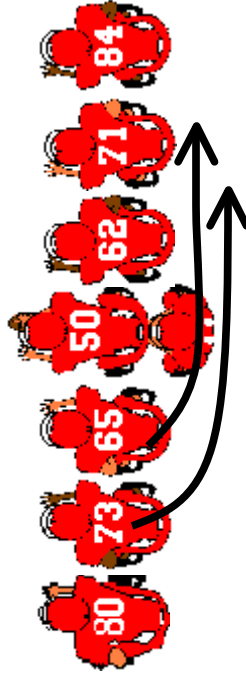
Master Play Calls



- SMASH = Tells the Backside Guard and Tackle as well as the Quarter back to lead block through the point of attack.



- G = Tells Only the Backside Guard to lead through the point of attack
 - This call may be used in conjunction with Any other call.



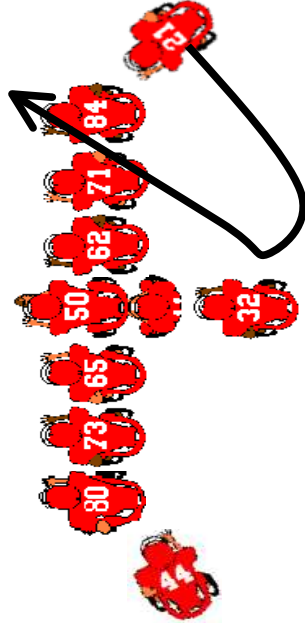
- GT = Tells the Backside Guard and Tackle to lead through the point of attack



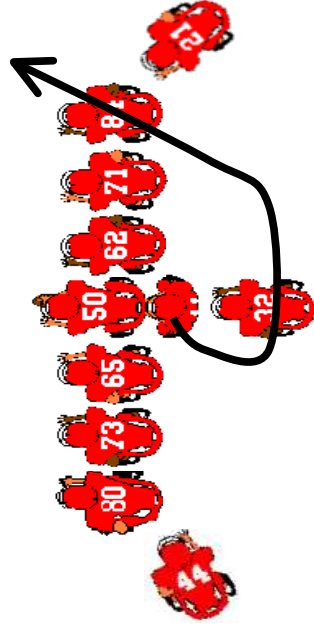
- O = Tells Only the Play side Guard to pull and lead through the point of attack.
 - The “O” is for the Guard ON the playside, is a reminder we use.

Auxiliary Play Calls

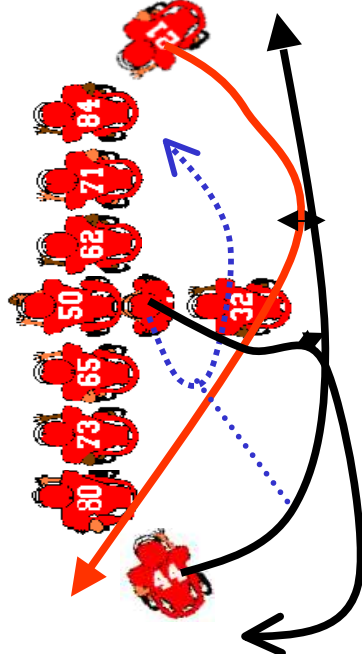
- COUNTER = Tells the back CLOSEST to the point of attack to carry to ball



- KEEP = Tells the Quarterback to keep the ball and carry it through the point of attack

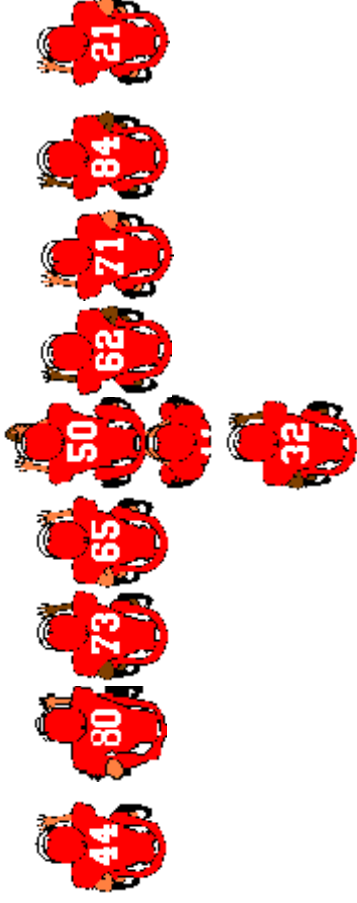


- REVERSE = A two player ball exchange in the backfield.
 - Either a PITCH then a HANDOFF on a “smash reverse”
 - Or a HANDOFF to HANDOFF on a “g-o reverse”



Formations

- The Formations we use will be called by a word or words the precede the motion and numbers in the huddle call. The Formations we use are as follows:



Preset Formation

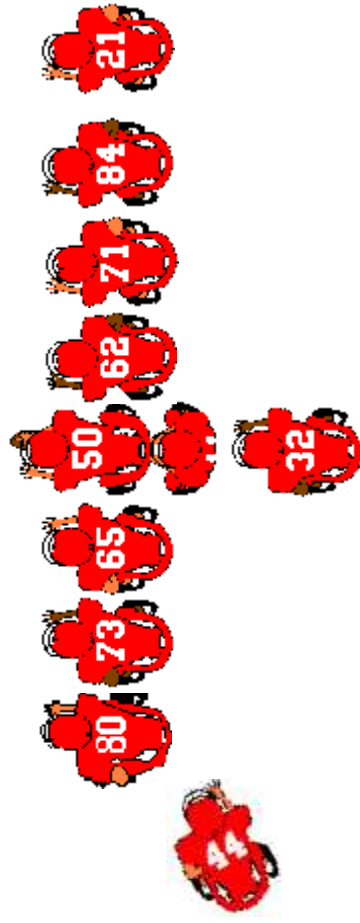
We will always begin in this formation and as the Quarterback readies himself behind center he begins the cadence with “Ready” this is when we shift to the called formation



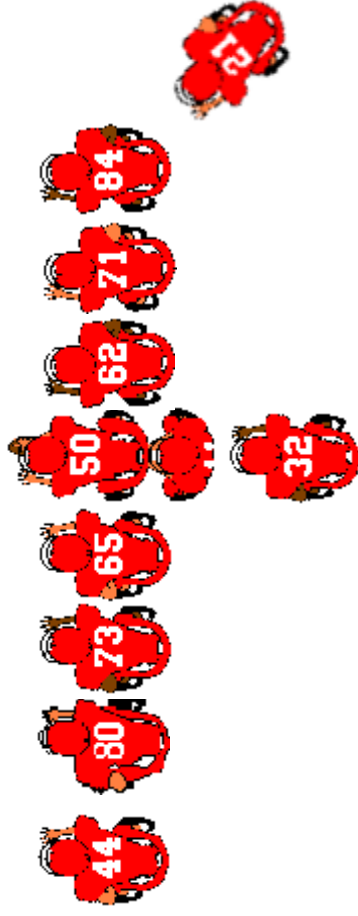
Base Formation

A no call aligns the team in this formation ALWAYS

Formations Continued



BEAR Formation



BULL Formation

Formations Continued



BROWN Formation



BLACK Formation

*In Youth Football we combine **BROWN BEAR** into just **BROWN**, and **BLACK BULL** into just **BLACK***

Teaching the System

- Once our kids understand how to align in our formations, how to interpret the numbering system and understand the play calls we begin teaching every player on the team the following:
 - **Stance**
 - Even though not every player will use a 3-point stance we teach it to everyone. All football originates from a stance, the proper stance mechanics are an invaluable commodity to a football player, especially on our Offense. We will work on the stance mechanics daily in practice. If a player is having trouble making a block or running interference the first place we check is the stance then the first step.
 - We use both right and left handed stances in our Offense. Players on the right side of the center must have their left hands down and players on the left side of center must have their right hands down. More on hand placement later.
 - Feet will be no wider than shoulder width, we want to squeeze our stance, and that means the outside of the feet will not extend past the outside of the shoulders not the shoulder pads.
 - The inside foot (foot nearest the center) will be slightly behind the outer foot with a slight toe to instep stagger.
 - A players weight should be evenly distributed between the two feet (50% on each foot) with the weight on the inside of the balls of their feet with their heels slightly raised.

Teaching the System

- Stance continued
 - The inside hand should be on the ground, however, they need to be able to “pick flowers” with their down hand. If a coach should happen to move a players down hand the movement should not affect their stance at all.
 - The outside hand must be down with fingers approximately even with the wrist of the down hand and the outside arm must be cocked and ready to spring backwards toward the hips upon the first step.
 - Players must have power producing angles in their hips, knees and ankles. This coiled position is the most advantageous position for generating explosive striking power. Once the body is rapidly uncoiled the power stored in the contracted muscles of the hips, thighs and calves can be unleashed into very explosive contact by the blockers.
 - Players should achieve this coiled position by keeping their butt down, their back straight head and eyes up. They must be able to see their target and move to their target with as much explosiveness as they can muster.
 - We believe this stance will facilitate the best controlled movement without the need for a false step.

Teaching the System

- Steps
- We teach our players several different steps as they pertain to our Blocking Techniques
- **Position Step**, a short 4 to 6 inch first step with the toes pointed at the target
 - **Side Step**, a short position step laterally in order to gain width this step can be either an inside or outside step
 - **Cross Over Step**, Also called a pull step sometimes, this is a flat first position step in which one foot or the other crosses over in front of the other in an attempt to gain lateral movement and acceleration down the line of scrimmage. The cross over step allows the player to keep his shoulders square to the defense
 - **Drive Step**, a vertical first position step usually directly at a defender aligned in front of a blocker
- **Power Steps**, short controlled choppy steps following the position step that contact the defender and move the defender away from the point of attack.
- **Finish Steps**, Fast longer strides used to run a defender who has been power stepped off balance in order to run the defender into the ground.

Teaching the System

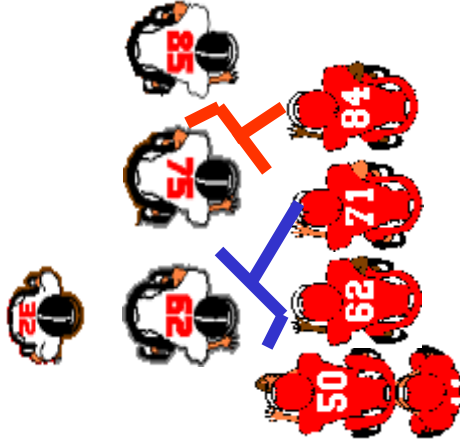
- **Aiming points or (landmarks)**
- We teach our players several different aiming points while blocking.
 - **Inside/Outside Armpit**, we want our blockers to have their face mask in the armpit of the defender and depending on the relative position of the Offensive and Defensive personnel in relation to the point of attack the Offensive blocker may aim for either armpit.
 - **Inside/Outside Hip**, this is used mainly for teaching the centers cutoff block on a defender he will block alone but it also pertains to any blocker who must block a defender one on one with a cut block. Our Offensive blocker will aim at either the inside or outside hip of a defender as they make their position step.

Teaching the System

- **B.E.E.F. Blocking**
- **Once our players understand and are capable of executing the proper stance, steps and aiming points we begin teaching them the following progression of “what it means to make a block!”**
 - **B = BLAST OFF**, Get off the ball as fast as possible, make your position step as quick and as hard as you can while simultaneously pulling your arms back to a point where your hands are even with your hips getting ready to strike your opponent as violently as possible
 - **E = EXPLODE**, Explode into your opponent with your shoulder ,while keeping your head and eyes up, on your first power step and simultaneously bring your arms forward and strike your opponent with as much upper body violence as possible across the front of the defenders chest.
 - **E = ELEVATE**, Elevate your defenders shoulders with your initial explosive contact and continue to lift the defenders chest until his body posture is upright. You do this by continuing to run your feet with power steps and roll your hips forward into the defender
 - **F = FINISH**, Finish your opponent with a ferocious running of your feet with finish steps and strive to put the defender off balance and on the ground. This “finish” is the difference between a Great blocker and a Good blocker.

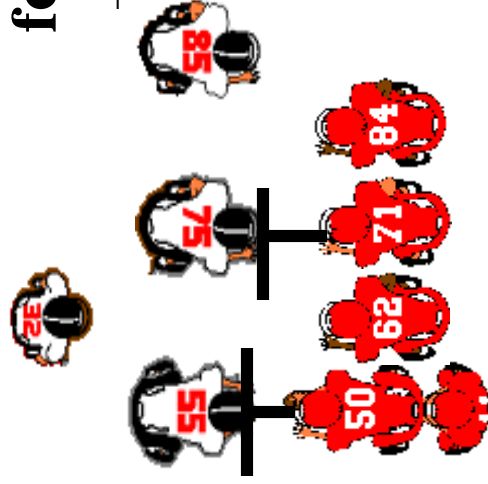
Teaching the System

- Once the individual techniques are mastered we teach our Blockers the following blocks:
 - **Down Block**, The down block also called a gap block is used to block a defender who is aligned inside of the offensive player. The offensive player must determine whether the defender is an attacking player bent on penetration into the backfield, if so, then the offensive player must aim for the inside shoulder of the defender in order to cut off the penetration. **If the defender is not an attacker but a reader, in that he will attempt to slide down the line of scrimmage following the flow of the play, the blocker must aim for the outside armpit of the defender in order to deny the path down the line or any attempt by the defender to spin or roll out of the pin down.**
 - The position step is a side step with the inside foot down the line with the toes pointed at the defender, the blocker must have his eyes up and be able to see the target to determine where his foot placement must be for the first power step. The power step will be down the line if the defender attacks or out into the path of the defender should the defender sit and read.



Teaching the System

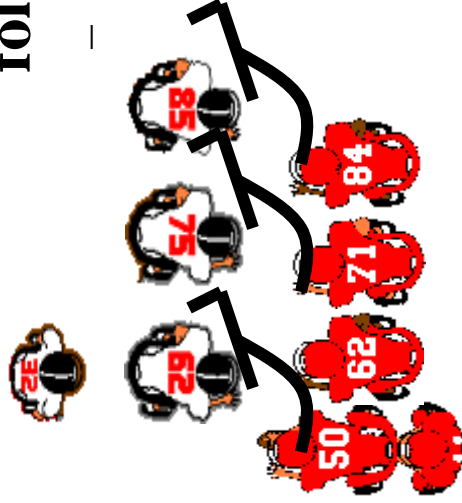
- Once the individual techniques are mastered we teach our Blockers the following blocks:



- **Drive Block**, The drive block is used to block a defender aligned in front of the blocker. The offensive blocker will aim his facemask for the play side armpit of the defender and the position step will be a drive step with the play side foot. While power stepping the defender backwards off the line of scrimmage the blocker should strive for relative position by ever so slightly working to position his body between the defender and the point of attack. This cannot be completed in one or two steps and the blocker needs to know this.

Teaching the System

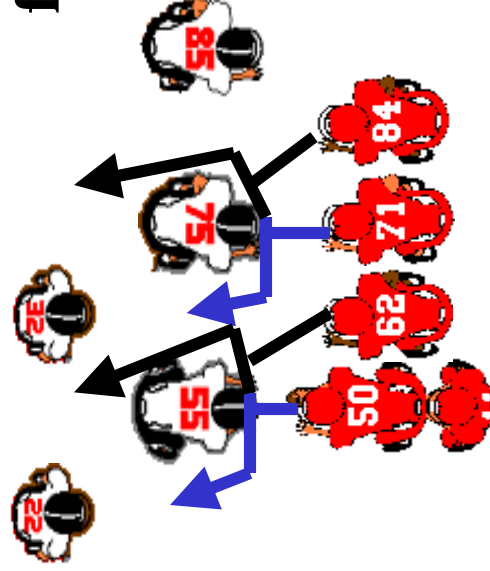
- Once the individual techniques are mastered we teach our Blockers the following blocks:



– **Reach Block, (outside gap)** The reach block for us is used to gain relative position on a defender aligned outside of the blocker. In the case of the reach block, the defender will initially be closer to the running lane than the blocker, thus, the blocker must aim at the outside armpit of the defender and take a lateral position step down the line of scrimmage with his outside foot. The second step, or the first power step, must be aimed at the crotch of the defender then the blocker must run his feet and work to gain outside leverage on the defender.

Teaching the System

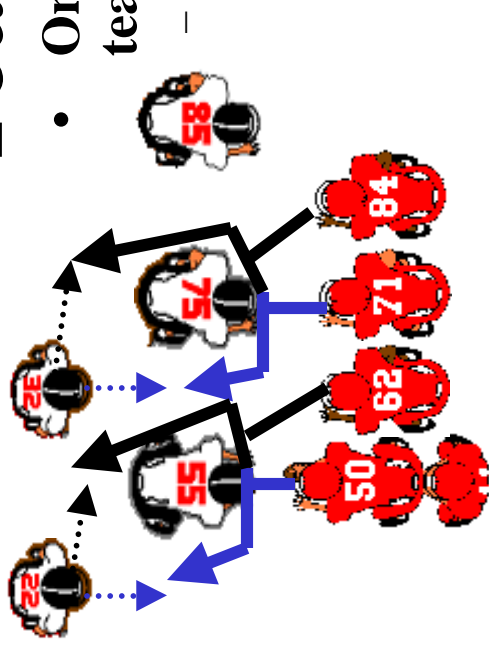
- Once the individual techniques are mastered we teach our Blockers the following blocks:



– **Combo Block**, A Combo block is the BLOCK WE WANT AS OFTEN AS POSSIBLE, this block begins as a double team block on the defender who is aligned as to set up the inside of the running lane. Again, we strive to get this block every play, it is not always feasible but we rep this so much in practice that this is what we want to see. When our linemen combo block the two blockers will begin to block a defensive down lineman and work to drive the defender back off the line of scrimmage and into the path of the pursuing linebackers. However, the two blockers are taught that a combo block is just that, a combination block, made up of a double team and a linebacker block. We teach our blockers to “*Feel the double team and SEE the linebacker.*”

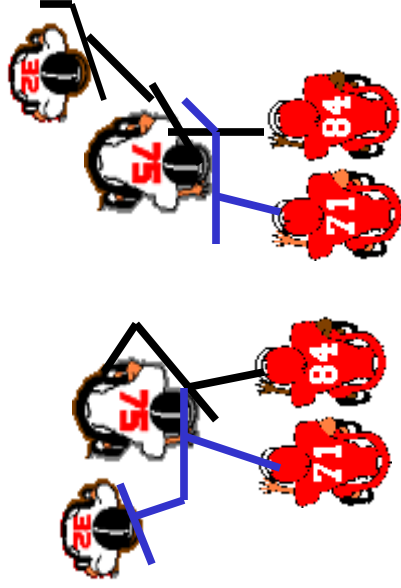
Teaching the System

- Once the individual techniques are mastered we teach our Blockers the following blocks:



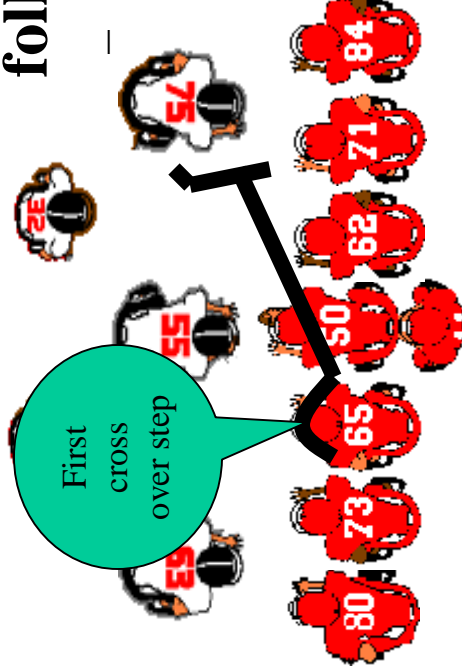
– **Combo Block Continued,** We use what we call a half man double team, one in which the inside blocker is the post man and the outside blocker is the turn man, however, we do not want the post man to center up on the defender while the turn man stays on the outside of the defender as in a traditional double team. Our half man technique has our post man take the inside half of the defender and the turn man takes the outside half of the defender. The two blockers work to drive the defender back while keeping their hips together and keeping their eyes on the *first* linebacker *inside* of their double team.

The post man is the key to keeping the hips together, he must work to *feel* the post man. If the linebacker comes inside the double team the post man will peel off the double team and work to cut off the linebackers path to penetration while the turn man pins the down lineman inside of him. If the linebacker scrapes over the top of the double team the turn man will peel off and work to pin the linebacker inside the running lane while the post man works to gain relative position on the down lineman moving his facemask to the outside armpit of the defender and seal him inside of the running lane.



Teaching the System

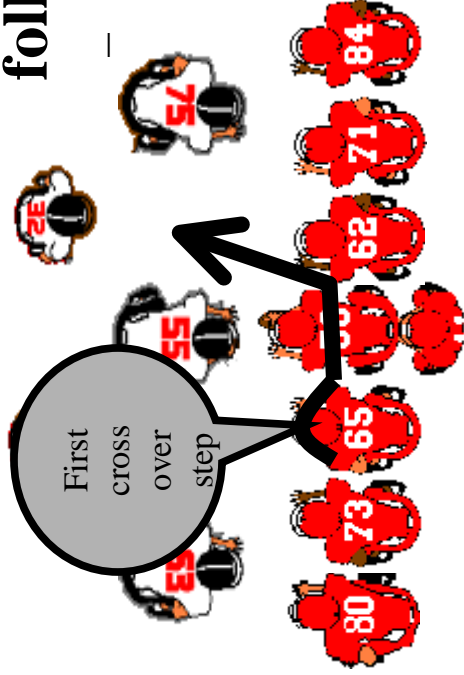
- **Once the individual techniques are mastered we teach our Blockers the following blocks:**



– **Pull and Destroy**, This is a block used by an offensive player who upon completing his position step and getting his eyes around immediately sees the defender who is his target. This is the technique used by a player in a trapping play in which a defender will be blocked outside the running lane by a player pulling from far inside the point of attack. The pull and destroy block begins with a cross over position while the blocker keeps his shoulders square to the defensive team and with his eyes he will locate his target. Once located the blocker will destroy his target as if he were a heat seeking missile. The pulling destroyer will contact the target defender with his outside shoulder and place his facemask on the inside armpit of the defender.

Teaching the System

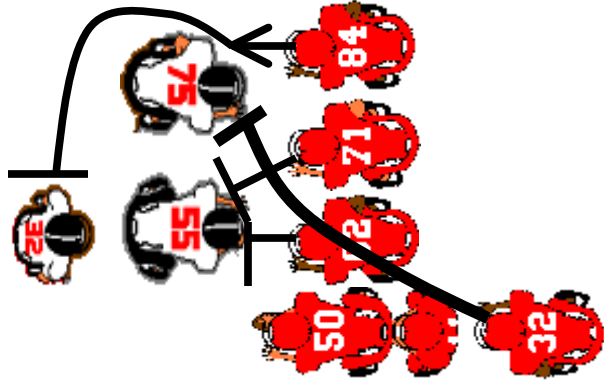
- Once the individual techniques are mastered we teach our Blockers the following blocks:



- **Pull and Search**, This is a block by an offensive player who uses a cross over position step and pulls down the line of scrimmage to the running lane and turns up field into the running lane searching for the first defender to show. Such technique is used in trapping plays and power plays. And on occasion lead plays.

Teaching the System

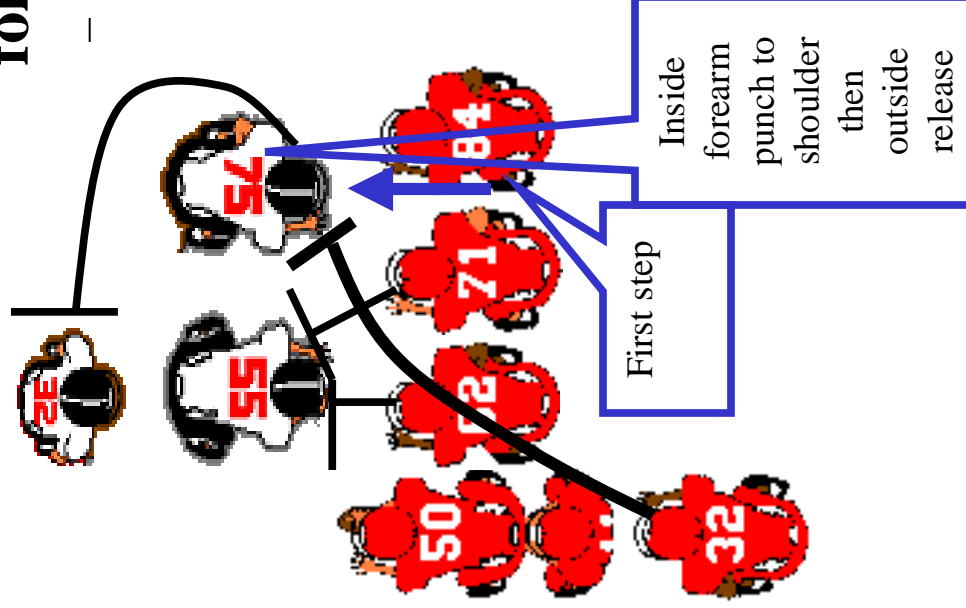
- **Once the individual techniques are mastered we teach our Blockers the following blocks:**



- **Boxing Technique**, The technique of boxing a defender is similar to another technique called “chipping” however boxing is carried out differently. We Box a defender when a blocker who by rule is to block a linebacker but the blocker has a defensive down lineman aligned in his immediate inside gap who is to be kicked out by a pull and destroy block. According to our rules any defensive down lineman left alone by the offensive linemen must be kicked out by a running back or pulling lineman. Also by rule our linemen are always told to block any defender who threatens their inside gap. So in the case of the offensive blocker who is to block a linebacker but the defender who is to be kicked out is threatening his inside gap the blocker will Box the defender just before the destroyer makes contact.

Teaching the System

- Once the individual techniques are mastered we teach our Blockers the following blocks:

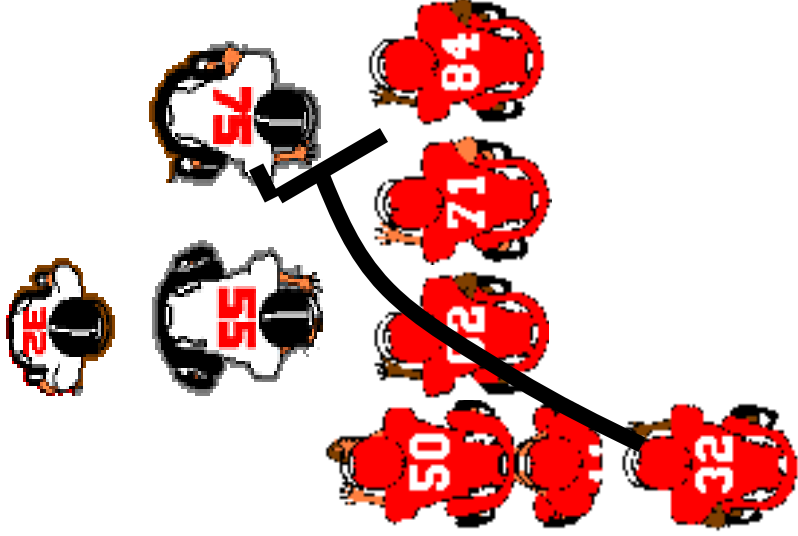


- **Boxing Technique Continued, To Box** a defender the offensive blocker will use a flat side position step with toes pointed at the defender with his near foot and upon contact with the defender the blocker will “box” the outside shoulder of the defender with his inside forearm in order to try and turn the defenders head and shoulders toward him. This outside shoulder box should be fierce enough to elevate the defenders shoulders and force the defender to attempt to fight outside. Immediately upon the completion of the box the blocker must maneuver as to escape any further contact with the defender and proceed to the linebacker level.

Teaching the System

- Once the individual techniques are mastered we teach our Blockers the following blocks:

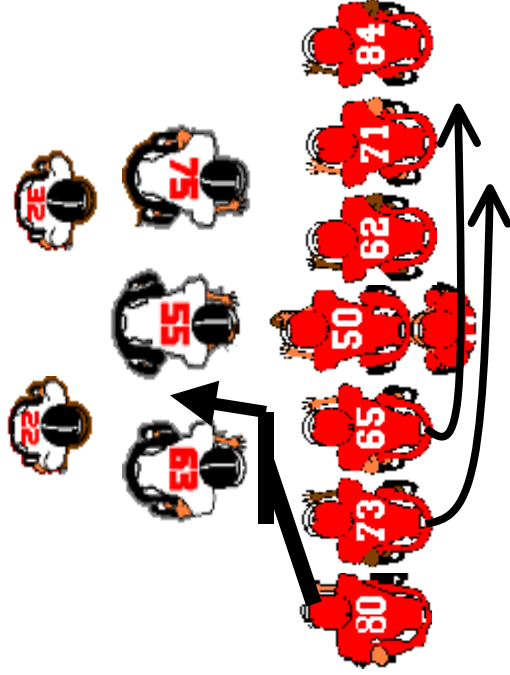
- Kick Out, Another term for a pull and destroy block



Teaching the System

- **Once the individual techniques are mastered we teach our Blockers the following blocks:**

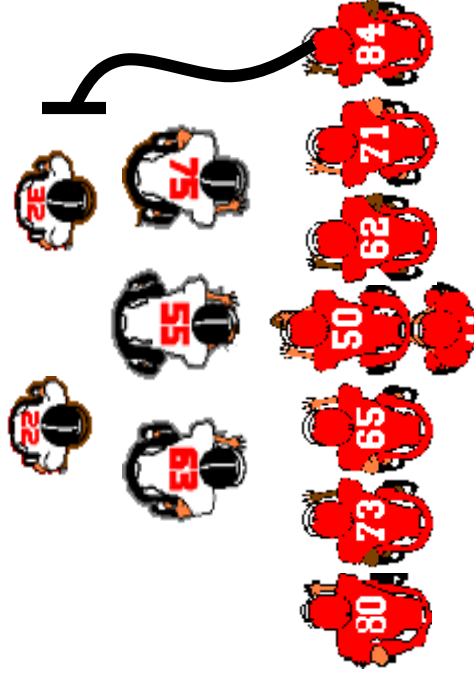
- **Cut and Scramble**, A block used by any offensive lineman when needed to stop aggressive movement by a defensive down lineman. The cut block is used mainly by the backside Tightend when his inside tackle is pulling away from the line. The position step is a flat side step down the line with the foot nearest the defender and the blocker will extend his far arm and reach it across the far hip of the defender. The blocker will aim his facemask at the far hip of the defender and work to cross his far shoulder outside the defenders far knee upon contact, thus, taking the defender off his feet. If the cut block fails for any reason the blocker is taught to scramble or bear crawl toward the defender in order to tie up the defenders legs and cause a tripping effect. Leg whipping or intentional tripping is not allowed by rules but scrambling into the legs of a defender is legal and effective if the blocker is aggressive and works his way through the defender toward the linebacker level.



Teaching the System

- Once the individual techniques are mastered we teach our Blockers the following blocks:

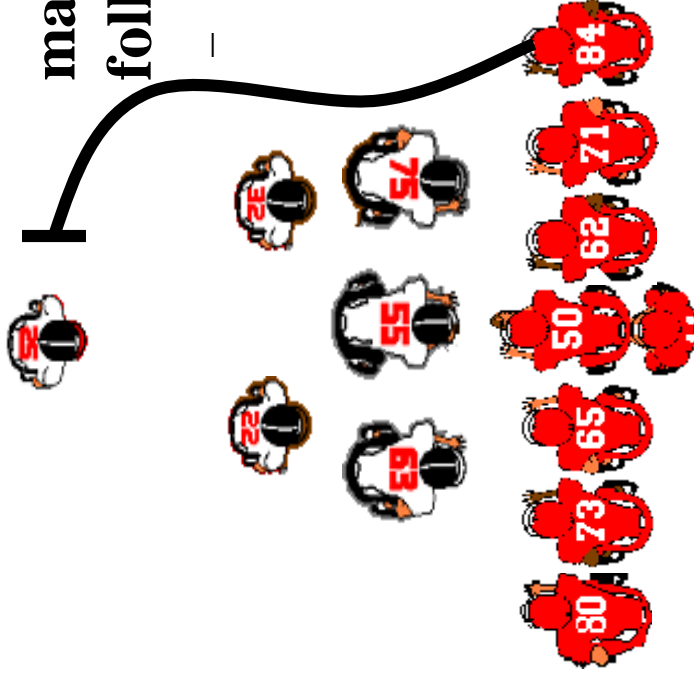
– **Linebacker Squat**, Anytime an offensive blocker is to block a linebacker by rule we teach our blockers to approach the linebacker and *breakdown* with feet moving and power producing angles in the hips, knees and ankles. We teach them to let the linebacker come to you, “*do not chase a linebacker and do not attack a linebacker, they are great athletes and are taught to make you miss. If you chase you lose!*” Once the linebacker has committed and contact is made, the blocker is to seal off the linebacker using a technique very similar to a basketball pick.



Teaching the System

- Once the individual techniques are mastered we teach our Blockers the following blocks:

- **Safety Stalk**, The same technique as a linebacker squat but done further down field on a safety and the blocker must concentrate more on blocking the vision of the Safety than actually stalling him with a pick.



Putting the Techniques and Footwork Together

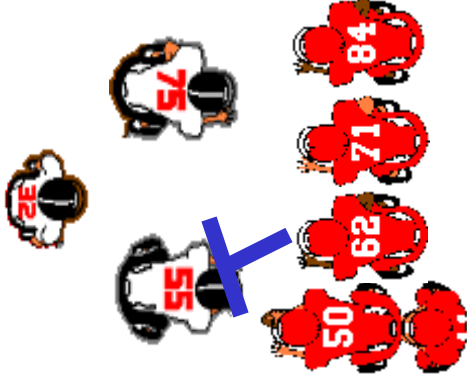
• *G.O.T. 3 System*

- We use a system for blocking our plays that is very simple, logical and very effective. Our single system complies with all of our running plays except our *Draw* play which is designed to mimic our pass blocking. The fact that our rule progression works for all of our running plays our linemen basically rep the same progression every play in practice. Some may find this to be boring and stagnant but I remind you that wining is not boring. We feel that this repeated work allows our blockers to become very very comfortable and very very aggressive. The confidence and knowledge our blockers gain in practice allows us to give a large amount of freedom to our linemen. Our linemen are permitted to choose the technique they wish to use at the line of scrimmage per play based on their personal involvement in the game and their breadth of knowledge in the proper use of angles and leverage in blocking. Our linemen know if they face a fire breathing Division 1 defensive lineman they will get help, and if the defender moves down the line the next blocker will get help as well. This way our linemen know that they will never be in for a long night alone. Our system also demands communication and teamwork among the blockers and the running backs. This promotes our theory of a team oriented offense. The system we use is a two fold system of rule blocking and line calls.

Putting the Techniques and Footwork Together

- ***G.O.T. 3 System***

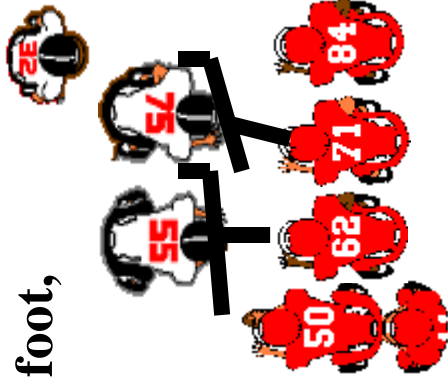
- **Rule Blocking (our BASE RULE)**
 - **G.O.T.**, Any blocker who is on the play side of the Center who is between the “AT” man and the Center will block using the use G.O.T progression. Which is:
 - **G. = Gap, or the first step in the progression is to look to your inside gap, if there is a threat you stop looking and block him.**



Putting the Techniques and Footwork Together

- **G.O.T. 3 System**

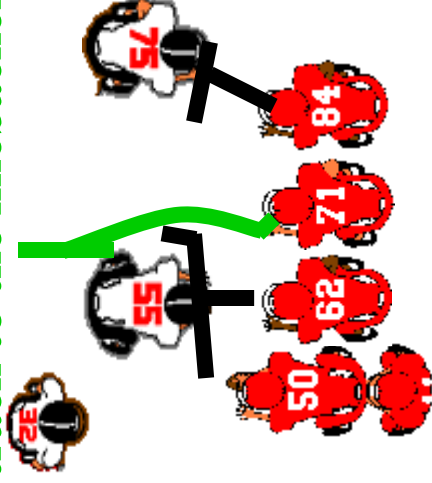
- **Rule Blocking**
 - **G.O.T.**, Any blocker who is on the play side of the Center who is between the “AT” man and the Center will block using the use G.O.T progression. Which is:
 - **G. = Gap,**
 - **O = ON,** If there is no threat to your inside gap you then look to see if there is a defender on you, Between your inside foot and your outside partners inside foot,



Putting the Techniques and Footwork Together

• *G.O.T. 3 System*

- Rule Blocking
 - **G.O.T.**, Any blocker who is on the play side of the Center who is between the “AT” man and the Center will block using the use **G.O.T** progression. Which is:
 - **G. = Gap,**
 - **O. = On,**
 - **T. = Track, If no one is threatening your inside gap nor is there anyone on you, you step inside with your first step and check for new threats if not then you track to the linebacker level.**

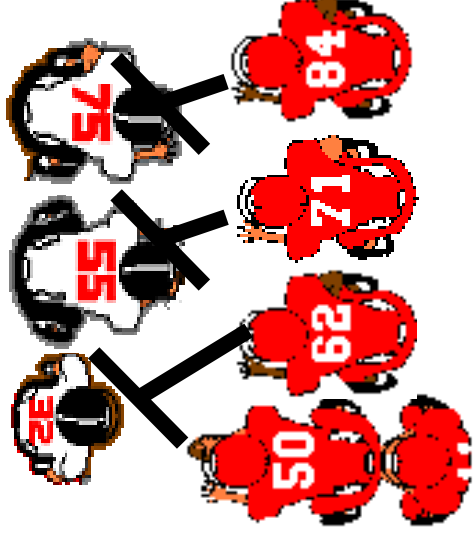


Putting the Techniques and Footwork Together

- ***G.O.T. 3 System***

- **Rule Blocking**

If for any reason a lineman feels threatened from his inside gap and he has a defender on him as well he can call “DOMINO” which alerts every blocker on play side to block down in order to protect our inside gaps.



Putting the Techniques and Footwork Together

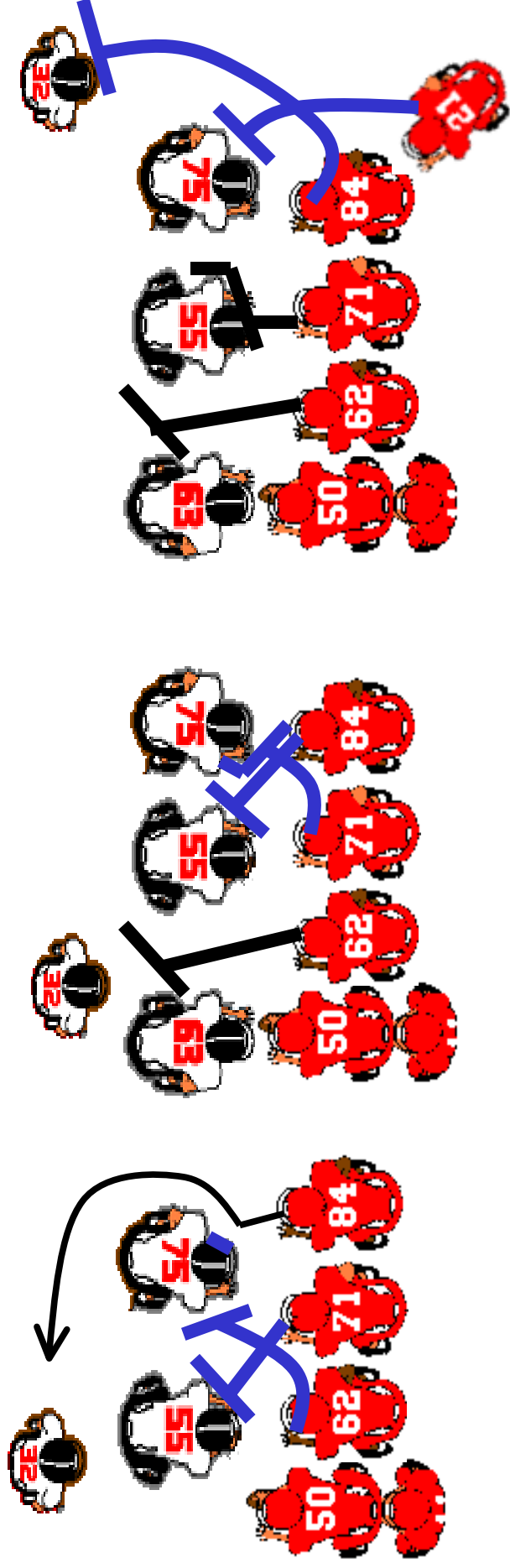
• *G.O.T. 3 System*

- **Line Calls**
- **Since we number the blockers and not the gaps we know we are running the football at a particular lineman. We call this lineman the “AT MAN” the lineman we are running AT. And our line calls are directly related to him and his immediate outside offensive partner. The “AT MAN” is responsible for telling the partnership between himself and his buddy what particular technique they will use to block the running lane. The “AT MAN” has only three choices, they are:**
 - **(X, SPLIT, or COMBO)**
- **All other blockers outside the partnership block First Backer Inside. “Boxing” is very effective for these blockers to use on their way to the linebacker.**
- **The Pull and Destroy or Kick out Blocker will block the first Defender outside the “AT MAN” or Read the “AT MAN’S” block to determine if he is to “SEARCH” instead of “DESTROY”**

Putting the Techniques and Footwork Together

- **G.O.T. 3 System**

- Line Calls
- X = A cross block between the partnership consisting of a Down block by the outside partner and a Pull and Destroy block by the “AT” man

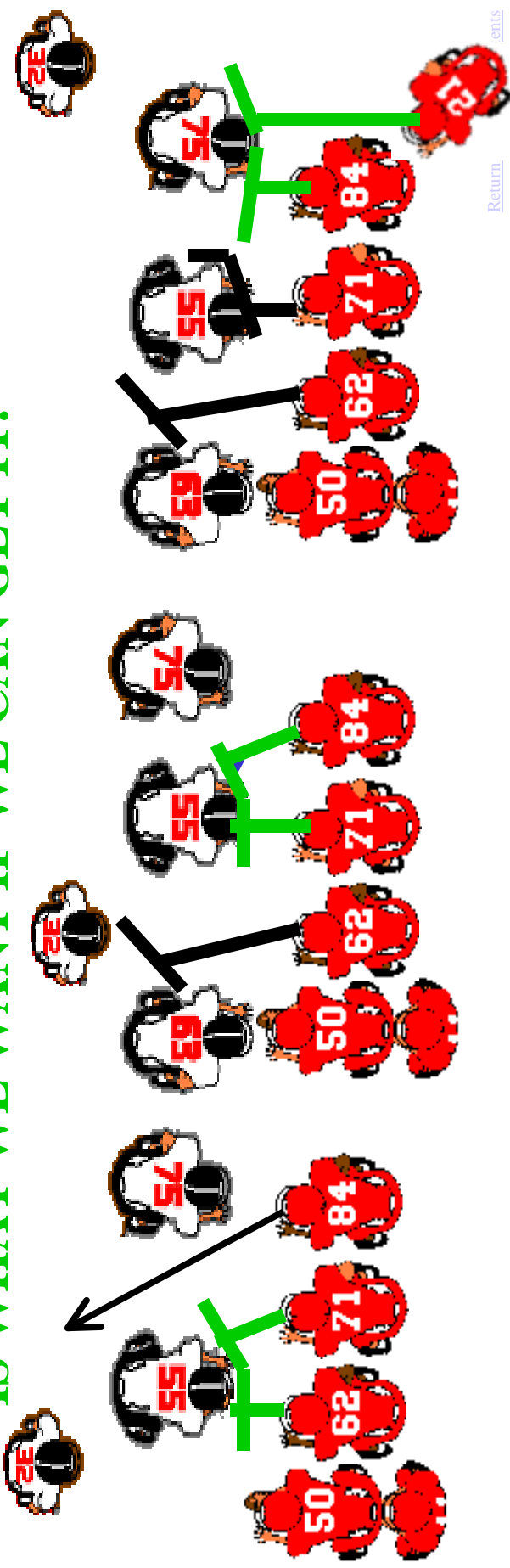


Putting the Techniques and Footwork Together

- **G.O.T. 3 System**

- Line Calls
- **X =**
- SPLIT =
- **COMBO =** A combination block between the two partners.

THIS WHAT WE WANT IF WE CAN GET IT.



Putting the Techniques and Footwork Together

• **G.O.T. 3 System**

- **Freedom within the system.**

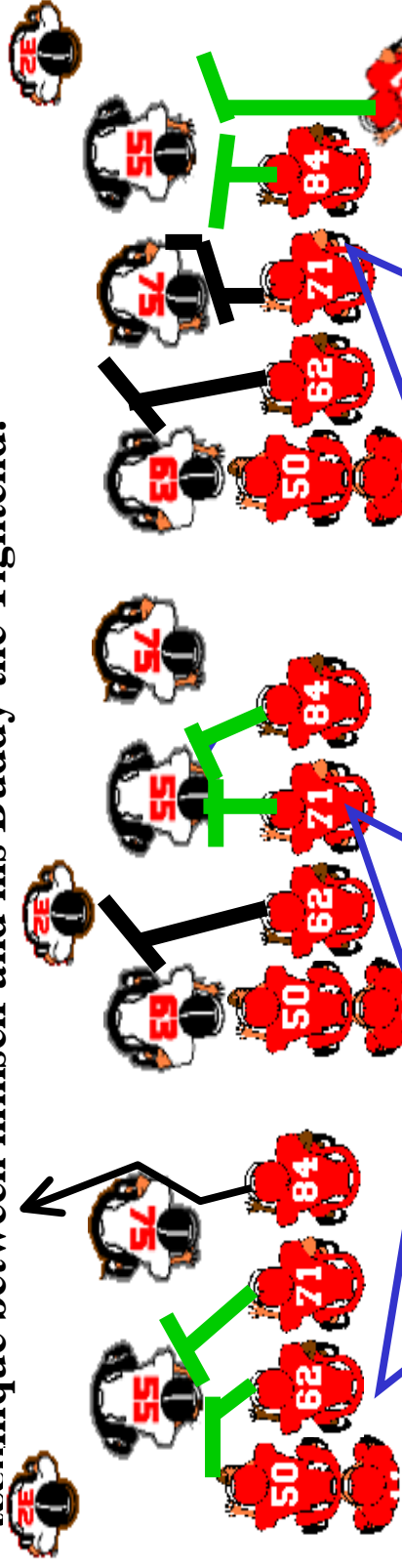
- Initially we begin teaching our blockers to use the base GOT rule inside of the “AT MAN” and the “AT MAN” to make one of three calls depending on defensive alignments.
- **HOWEVER**, The beauty of our system lies in our ability to give our blockers *Freedom*.
- Freedom means they have the options to give up their position as the “AT MAN” to the next offensive blocker. We do this in order to get a guaranteed combo block on a stud defender who may be moving around the line of scrimmage. Or to provide the best blocking for our teams success.
- We give this Freedom to the linemen because **THEY** are up front and involved every play. They know more than we do as coaches whether they can **HONESTLY** block a defender alone or if they need help. And we believe if we teach our linemen to trust themselves and each other, **WE** as a team will be much more effective.

Putting the Techniques and Footwork Together

- **G.O.T. 3 System**

- **Freedom within the system.**

- Examples of the Freedom in our system at work.
 - Suppose #55 is a STUD and the Offensive Coordinator has called a 4 hole play. Thus, the Offensive Tackle is the “AT MAN” and he will call a technique between himself and his Buddy the Tightend.



Here we want a combo on #55, so the 4 man would pass the “ATMAN” status to the 2 man. Thus giving him the Call. This can either just be called by the Tackle in the form of {2 COMBO} or he can tell the 2 man to call it himself.

Here we want a combo on #55, so the 4 man would keep his status and call out {4 COMBO}

Here we want a combo on #55, so the 4 man would pass the “AT MAN” call to the 6 man. And allow him to make the call or the 4 man could just call out {6 COMBO}

Putting the Techniques and Footwork Together

• *G.O.T. 3 System*

• THE PLAYS

- Master Play List

- *Smash*

- *GT*

- *G*

- *GO*

- *GTO*

Auxiliary Play List

Smash Keep

Counter Smash

Smash Reverse

GO Reverse

GO Keep

Extended Formations



BROWN BEAR
Formation



BLACK BULL
Formation

*In Youth Football we combine **BROWN BEAR** into just **BROWN**, and **BLACK BULL** into just **BLACK***

Extended Formations



BLACK BEAR
Formation



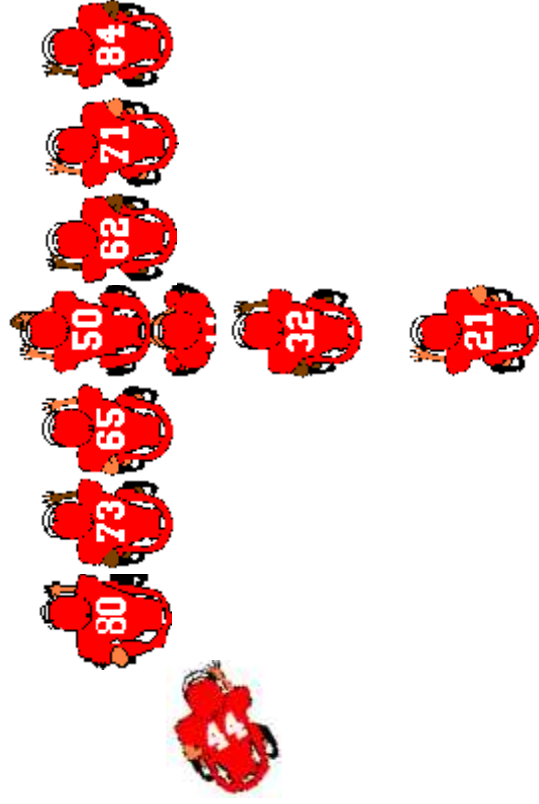
BROWN BULL
Formation

In Youth Football we combine BROWN BEAR into just BROWN, and BLACK BULL into just BLACK

Extended Formations



RHINO Formation



LION Formation

Extended Formations



BLACK RHINO
Formation

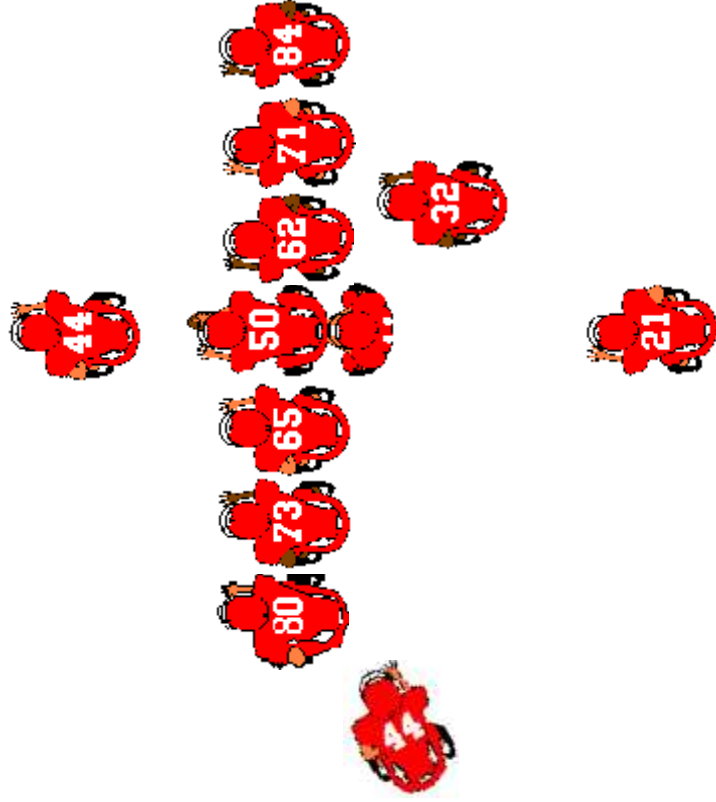


BLACK LION Formation

Extended Formations

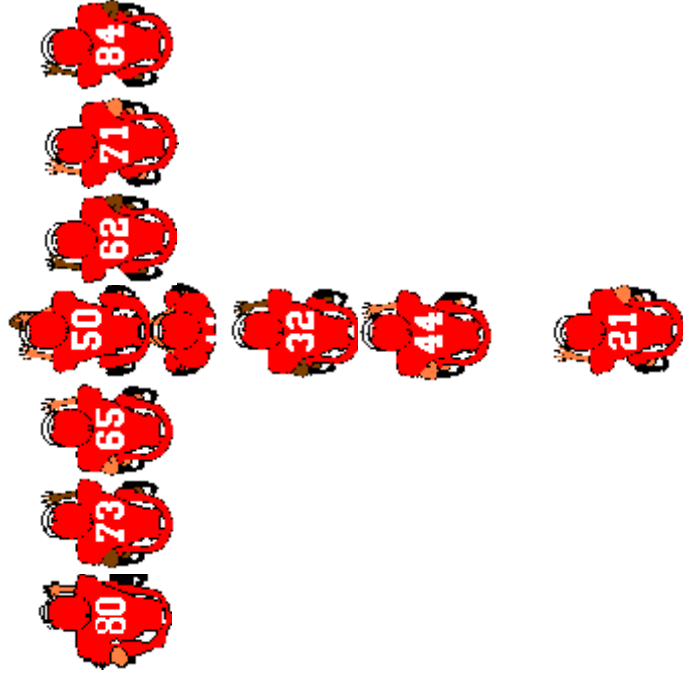


BROWN RHINO
Formation



BROWN LION
Formation

Extended Formations



TIGER Formation

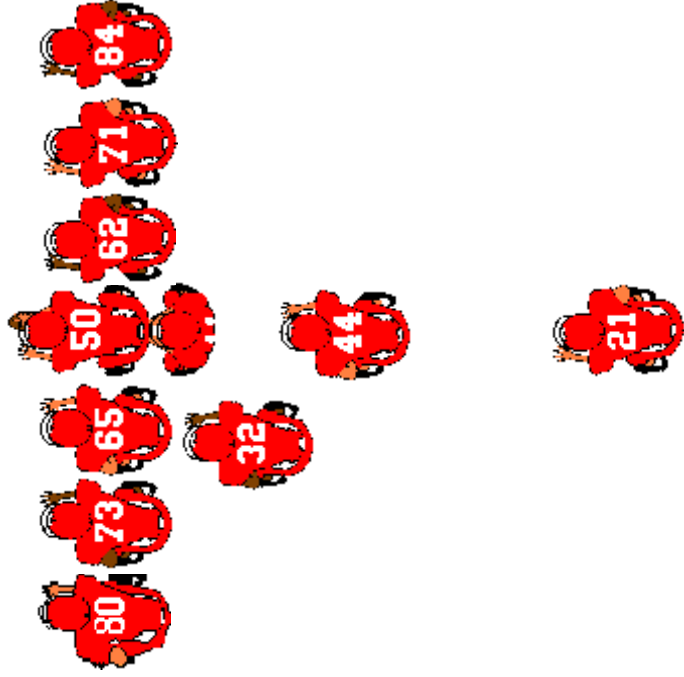
Formations Continued



BEAST Formation

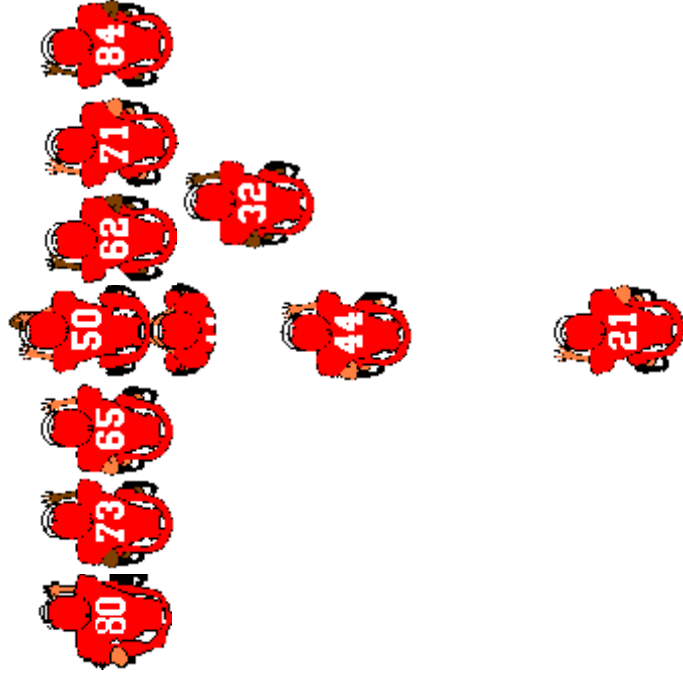


Formations Continued



BLACK TIGER Formation

Formations Continued



BROWN TIGER
Formation

