

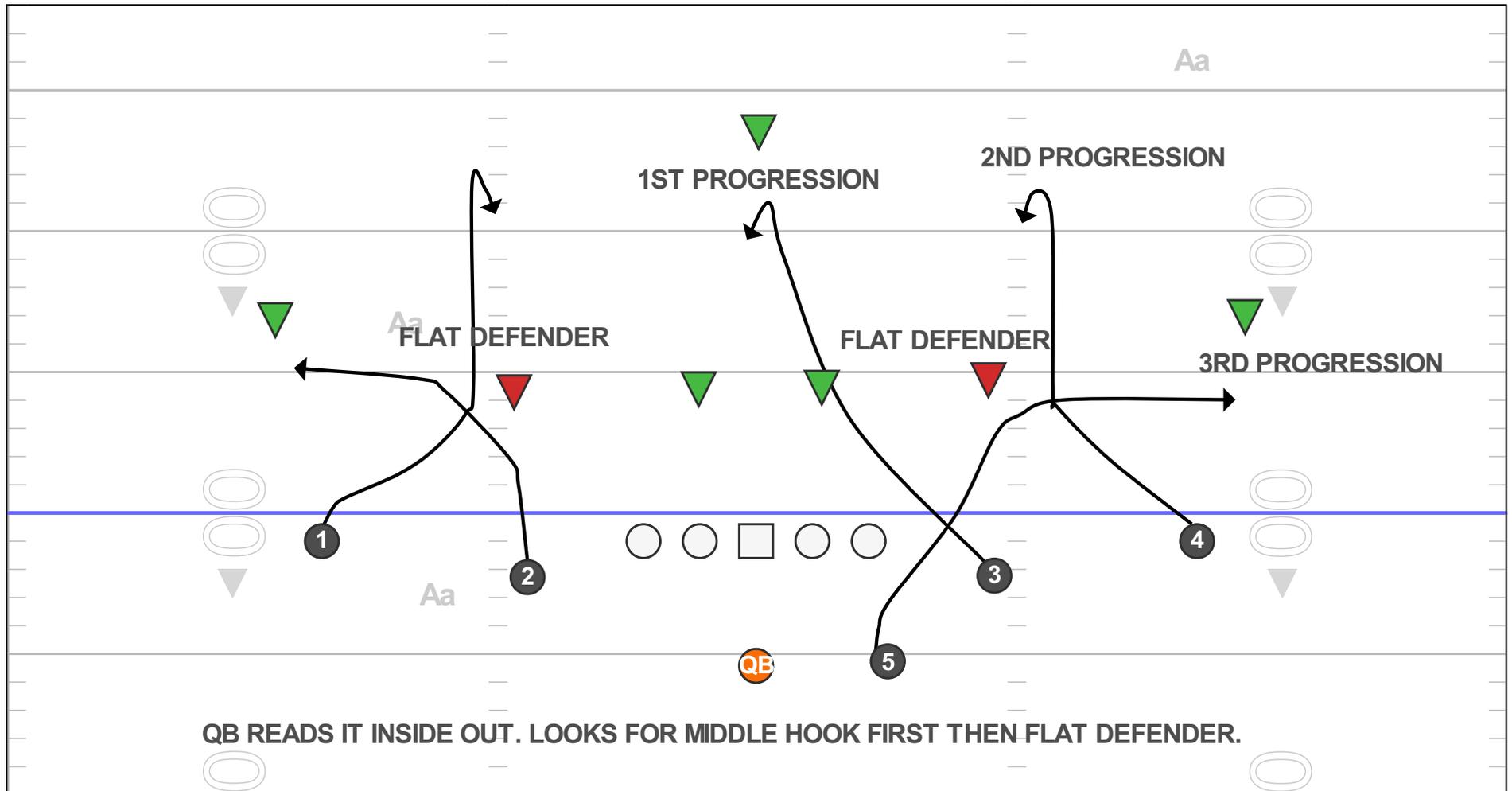
SVS VARSITY CLUB PLAYBOOK

Coatesville High School

Boys Varsity Football



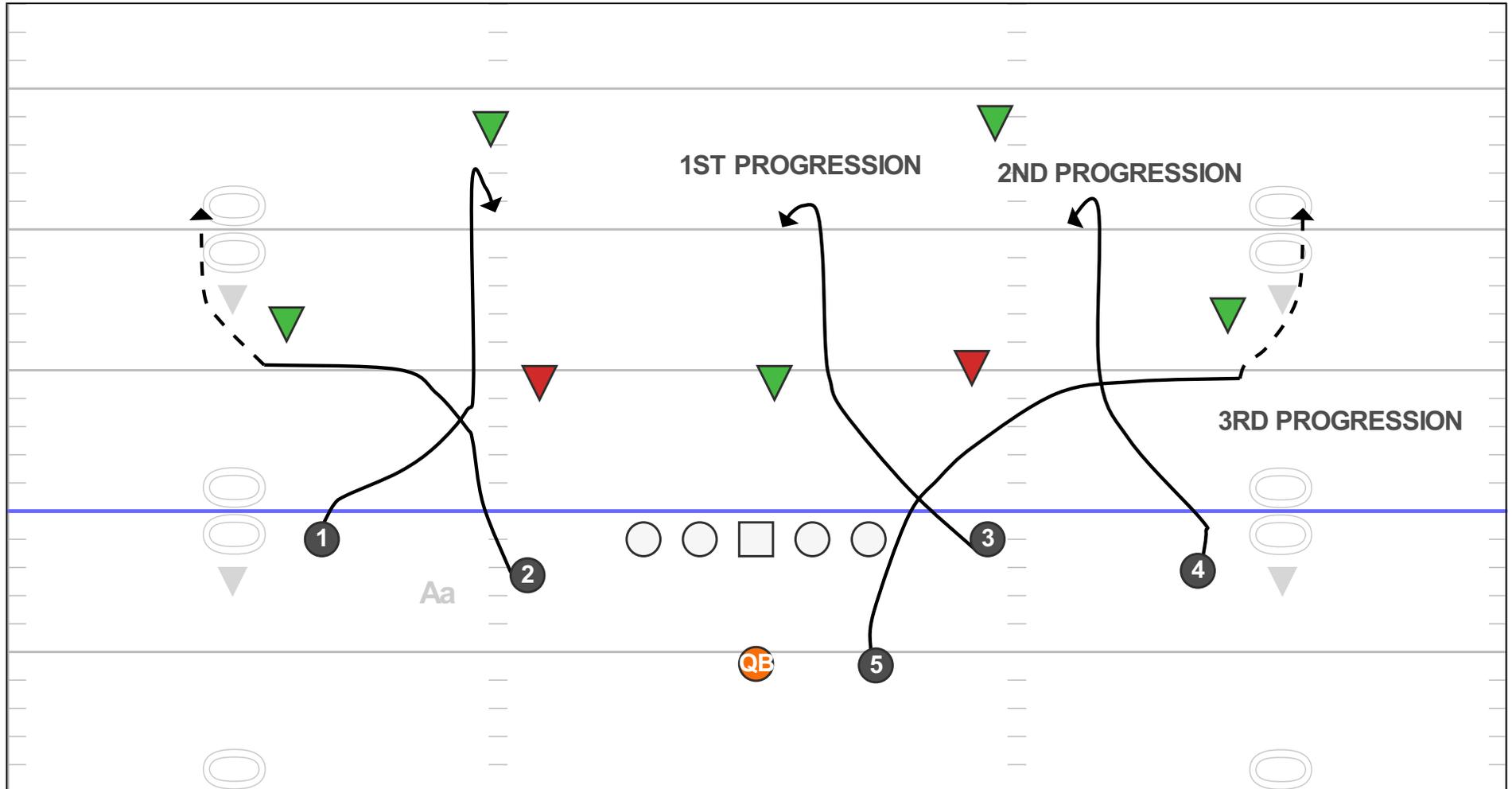
DOUBLES RT 50 CURL vs 4-2 COVER 3



QB READS IT INSIDE OUT. LOOKS FOR MIDDLE HOOK FIRST THEN FLAT DEFENDER.

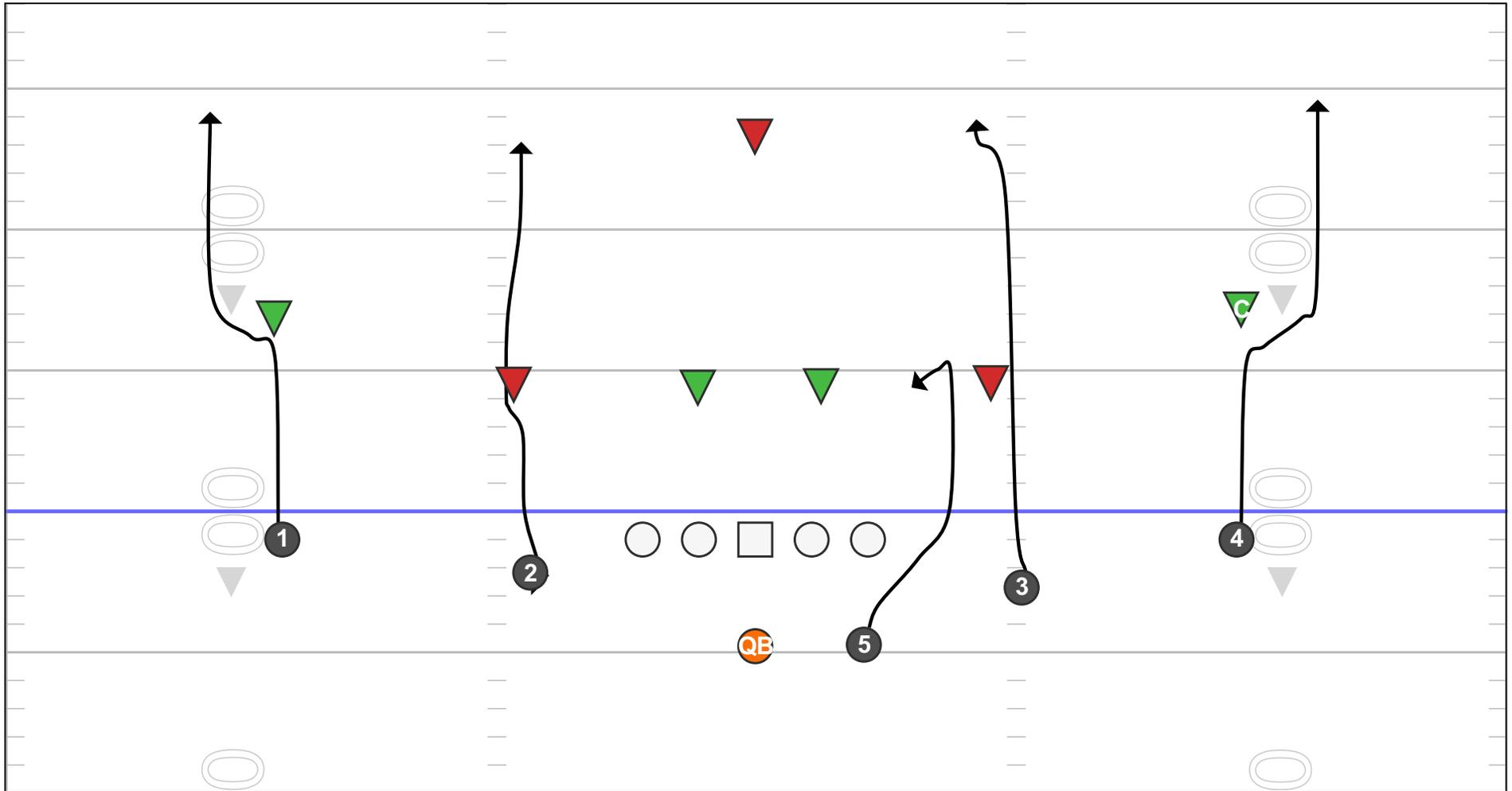
1 - CURL - SLANT BURST RELEASE. WORK TO 12 YARDS. SPACE ADJUST OFF FLAT DEFENDER. SETTLE IN WINDOW. **2** - FLAT. WORK TO 5 YARDS. SETTLE AT NUMBERS. **3** - MIDDLE HOOK - WORK INSIDE OLB AND OVER THE MIKE LB. GET TO 10 YDS. SET UP OVER CENTER. FIND WINDOW **4** - CURL - SLANT BURST RELEASE. WORK TO 12 YARDS. SPACE ADJUST OFF FLAT DEFENDER. SETTLE IN WINDOW **5(RB)** - CHECK DOWN - FLAT - RUN AT FLAT DEFENDER AND GET WIDTH TO 5 YDS. SETTLE AT NUMBERS **QB** - 3 STEP DROP UNDER CENTER (3 STEP FROM GUN) - READ IT INSIDE OUT. READ DROP OF INSIDE LB'S THEN LOOK AT FLAT DEFENDER

DOUBLES RT 50 CURL vs 4-3 COVER 2



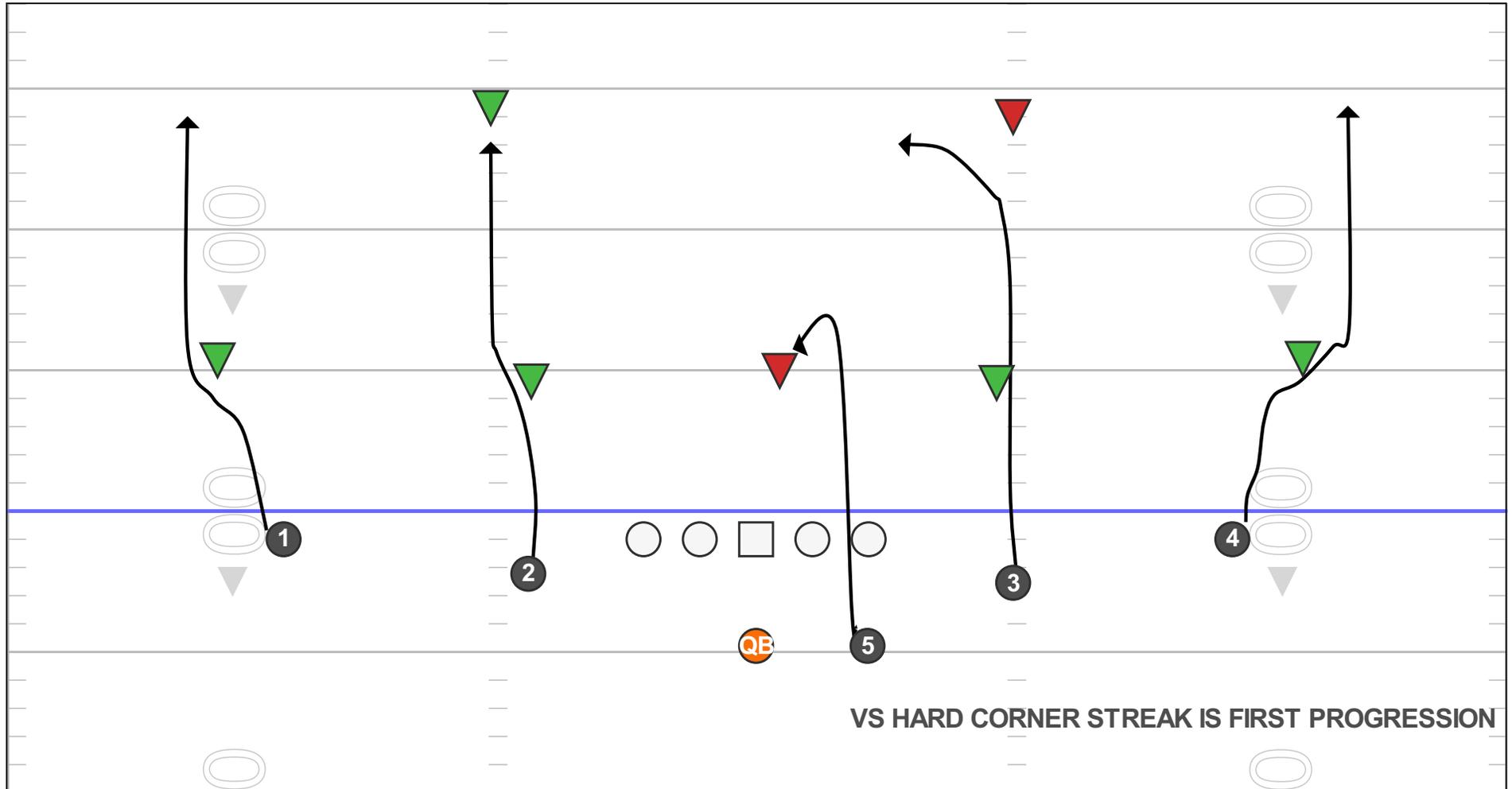
1 - CURL - SLANT BURST RELEASE. WORK TO 12 YARDS. SPACE ADJUST OFF FLAT DEFENDER. SETTLE IN WINDOW. **2** - FLAT ROUTE - CONVERTS TO WHEEL ROUTE VS COVER 2 HARD CORNER. WORK TO BOTTOM OF NUMBERS **3** - MIDDLE HOOK. WORK INSIDE SAM LB AND OVER MIKE LB. GET TO A DEPTH OF 10 YARDS. SETTLE OVER BALL. FIND WINDOW. DON'T DRIFT **4** - CURL - SLANT BURST RELEASE. WORK TO 12 YARDS. SPACE ADJUST OFF FLAT DEFENDER. SETTLE IN WINDOW. **5(RB)** - FLAT - CONVERTS TO WHEEL VS. COVER 2 HARD CORNER. WORK TO BOTTOM OF NUMBERS **QB** - READ INSIDE OUT. IN 2 HI SAFETY LOOK CORNERS ARE FLAT DEFENDER. MIDDLE HOOK IS FIRST PROGRESSION.

DOUBLES RT 50 JET (4 VERTICALS) vs 4-2 COVER 3



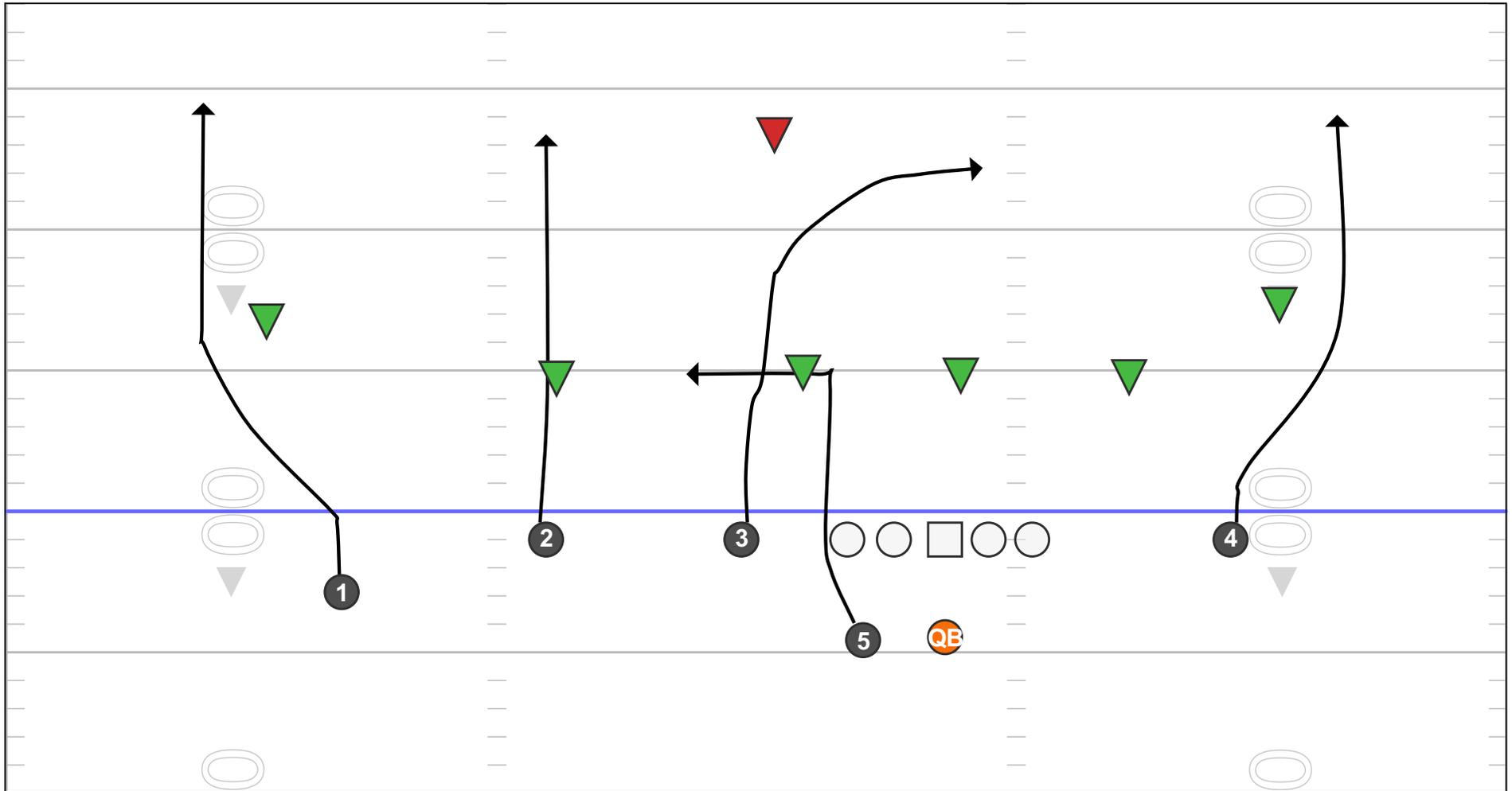
1 - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **2** - SEAM - WORK 1 YD INSIDE HASH MARK. GET VERTICAL AND STAY ON YOUR LANDMARK. KEEP YOUR SPACING **3** - SEAM - WORK 1 YD INSIDE HASH MARK. GET VERTICAL AND STAY ON YOUR LANDMARK. KEEP YOUR SPACING **4** - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **5(RB)** - CHECK DOWN. WORK 5 YARDS TO OLB. REPLACE HIS ALIGNMENT. SETTLE AND FIND WINDOW **QB** - 3 STEP DROP FROM GUN - READ SAFETY IN A 1 HI STRUCTURE. THINK SEAM FIRST.

DOUBLES RT 50 JET (4 VERTICALS) vs 4-3 COVER 2



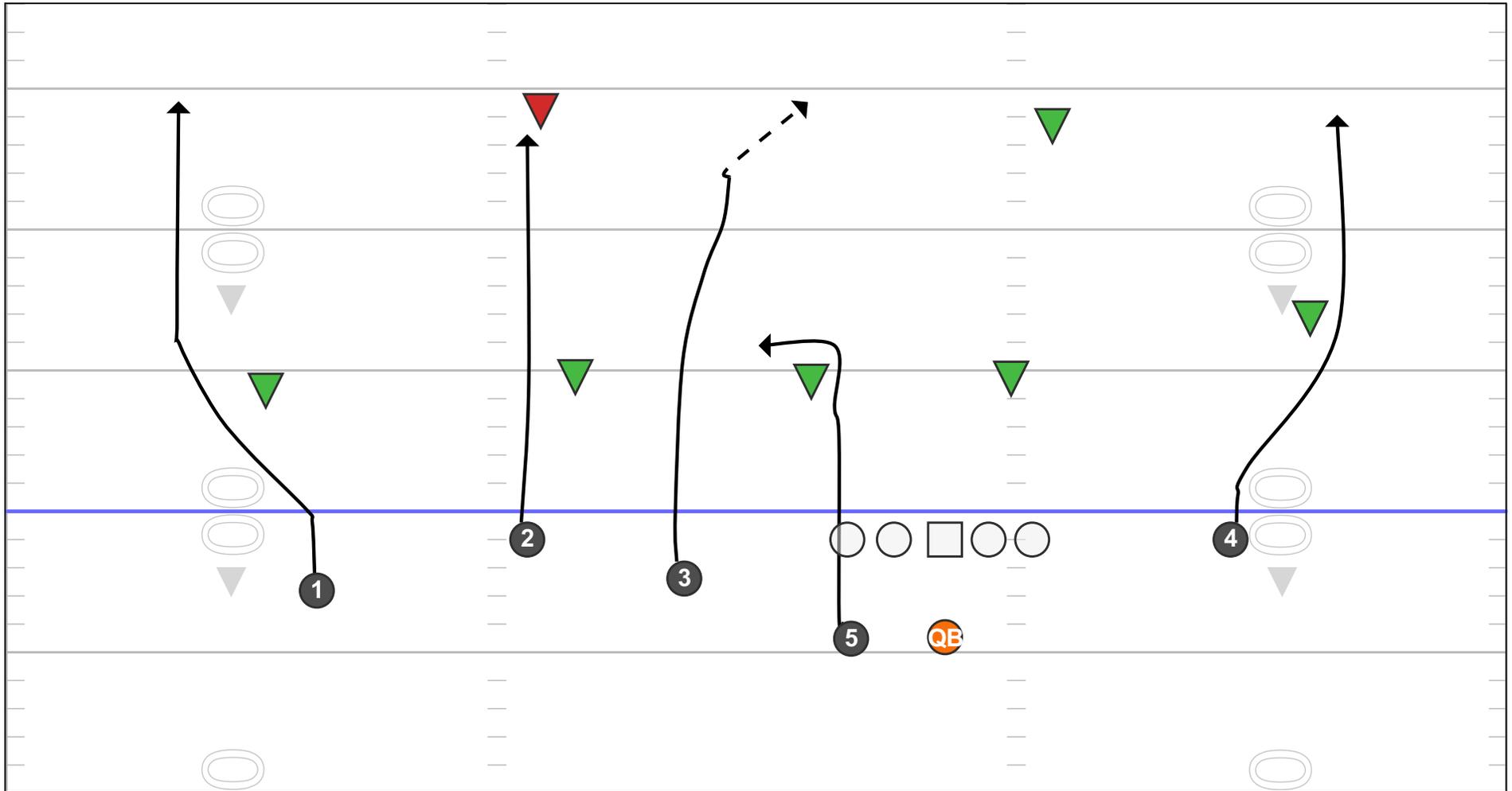
1 - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **2** - SEAM LOCK - WORK 1 YD INSIDE HASH MARK. GET VERTICAL. KEEP YOUR SPACING **3** - BENDER - WORK OFF OLB. SQUARE UP SAFETY AT 12 YARDS FIND HOLE BETWEEN SAM AND MIKE LB. **4** - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **5(RB)** - CHECK DOWN. RUN AT MIKE LB. 5 YDS. SETTLE AND FIND WINDOW **QB** - 3 STEP DROP FROM GUN - READ PLAYSIDE SAFETY TO MIKE LB. BENDER IS FIRST LOOK. IF MIKE GETS DEPTH CHECK DOWN TO BACK. VS HARD CORNER STREAK

TRIPS LT 51 JET (4 VERTICALS) vs 4-2 COVER 3



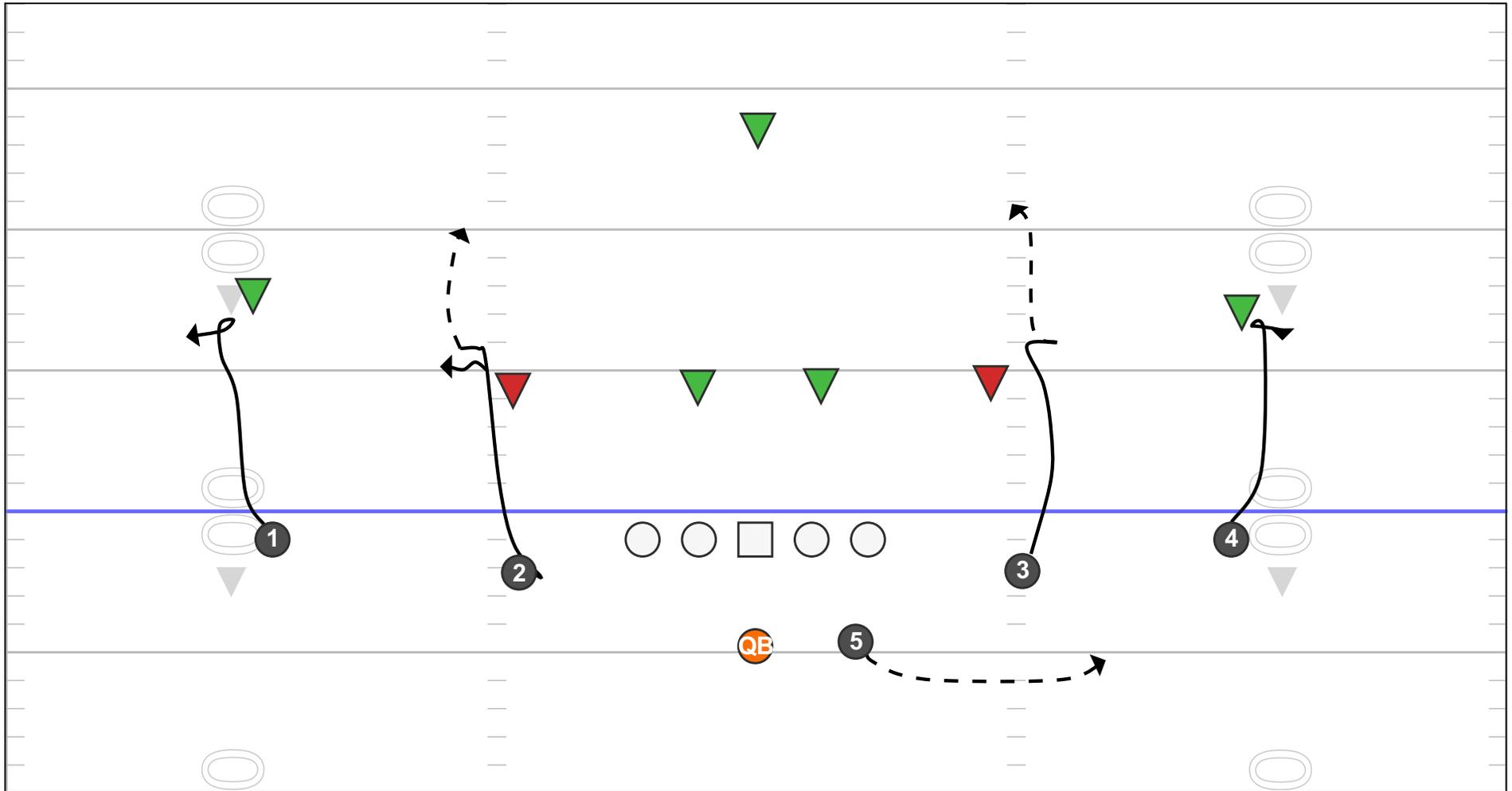
1 - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **2** - SEAM LOCK - WORK 1 YD INSIDE HASH MARK. GET VERTICAL. KEEP YOUR SPACING **3** - DEEP CROSS VS 1 HI SAFETY. GET WIDTH AND DEPTH AT SAME TIME. SET ANGLE AT SAFETY. WORK TO 15 YDS. LANDMARK IS 1 YD OPPOSITE HASH MARK **4** - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **5(RB)** - REPLACE ROUTE. WORK TO 5 YARDS . REPLACE LB OVER #3 RECEIVER. SETTLE / FIND WINDOW **QB** - 3 STEP DROP FROM GUN - READ SAFETY **5** -

TRIPS LT 51 JET (4 VERTICALS) vs 4-3 COVER 2



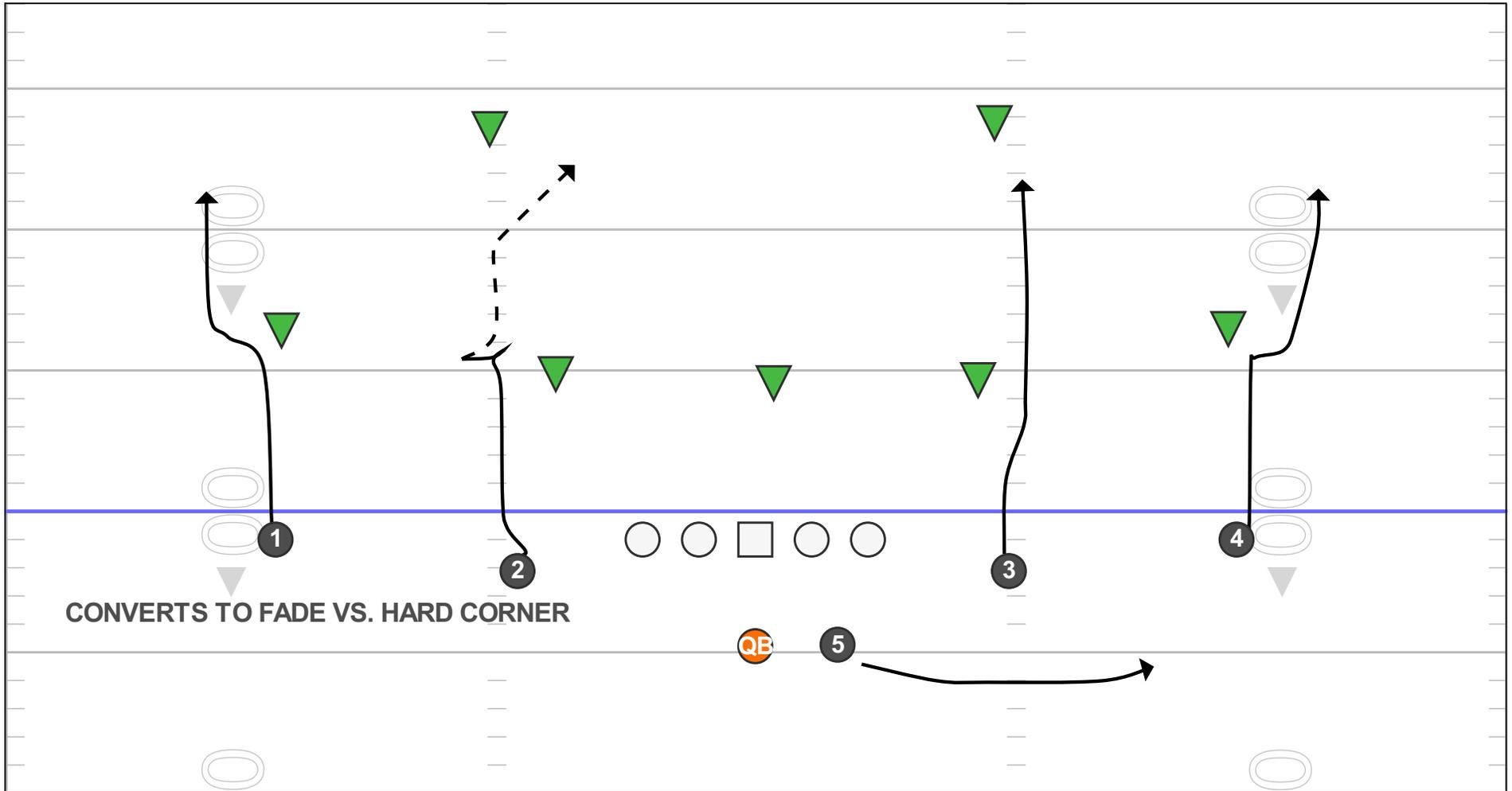
1 - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **2** - SEAM LOCK - WORK 1 YD INSIDE HASH MARK. GET VERTICAL. KEEP YOUR SPACING **3** - SPLIT ROUTE VS 2 HI SAFETIES. **4** - STREAK - CENTER DB. WORK TO BOTTOM OF NUMBERS TO 5 YARDS FROM SIDELINES. KEEP YOUR SPACING. **5(RB)** - CHECK DOWN. 5 YDS. WORK TO PLAYSIDE LB. SETTLE / FIND WINDOW **QB** - 3 STEP DROP FROM GUN - PLAYSIDE SAFETY READ. VS HARD CORNER THINK STREAK TO BEST LOOK SIDE. GET A GOOD PSL

DOUBLES RT 50 HITCH / 50 HITCH SEAM vs 4-2 COVER 3



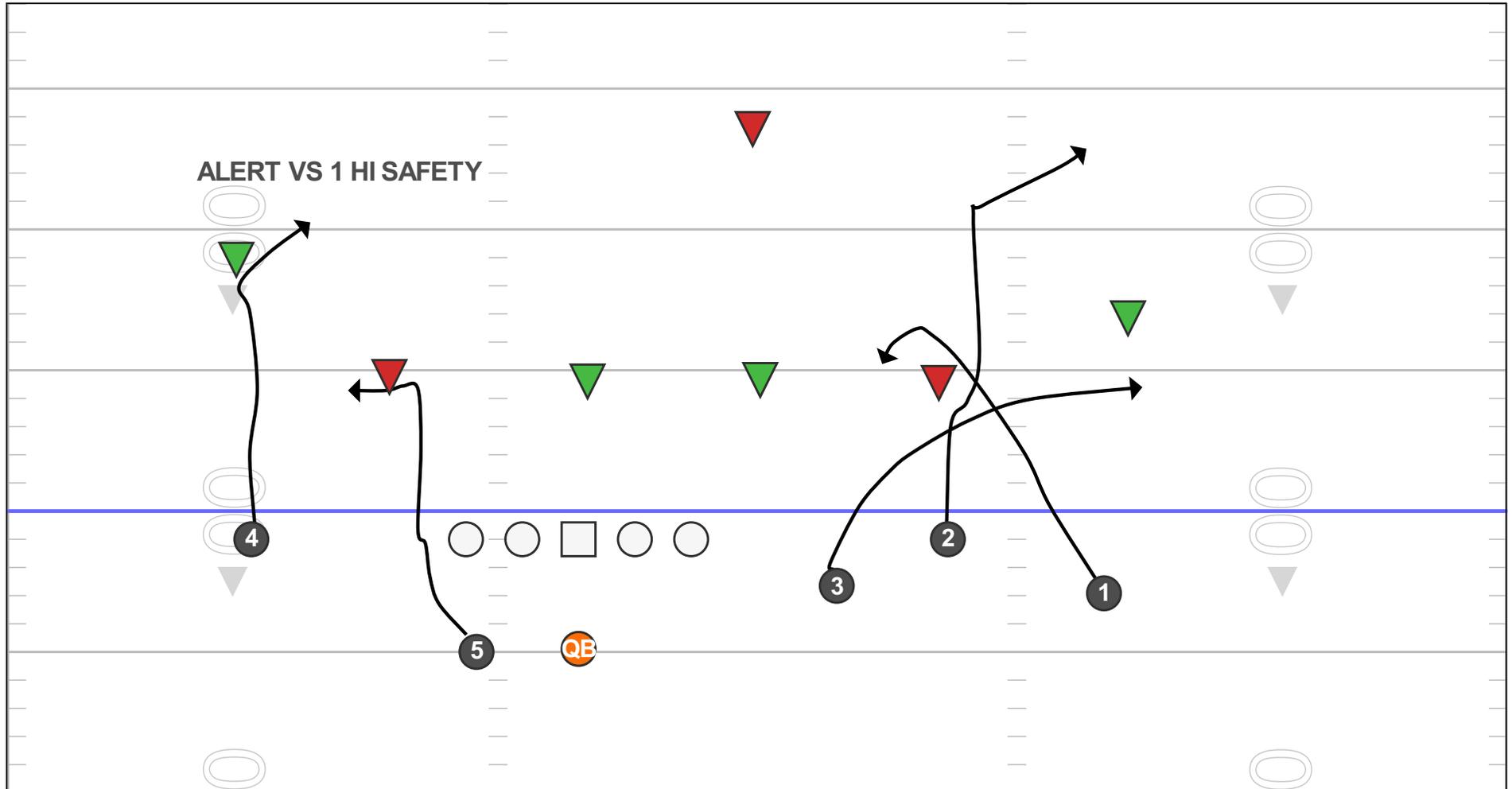
1 - HITCH - 5 TOTAL STEPS WITH INSIDE FOOT UP IN STANCE. 3 BIG STEPS WITH 2 GATHER STEPS. EXPAND CORNER ON YOUR RELEASE **2** - HITCH - 5 TOTAL STEPS WITH INSIDE FOOT UP IN STANCE. 3 BIG STEPS WITH 2 GATHER STEPS. EXPAND CORNER ON YOUR RELEASE **3** - HITCH - 5 TOTAL STEPS WITH INSIDE FOOT UP IN STANCE. 3 BIG STEPS WITH 2 GATHER STEPS. EXPAND CORNER ON YOUR RELEASE **4** - HITCH - 5 TOTAL STEPS WITH INSIDE FOOT UP IN STANCE. 3 BIG STEPS WITH 2 GATHER STEPS. EXPAND CORNER ON YOUR RELEASE **5(RB)** - CHECK SWING - TEMPO ROUTE - SETTLE BETWEEN HASH AND NUMBERS **QB** - 1 STEP DROP FROM GUN - GET A GOOD PSL. READ FLAT DEFENDER. CATCH AND THROW.

DOUBLES RT 50 HITCH vs 4-3 COVER 2



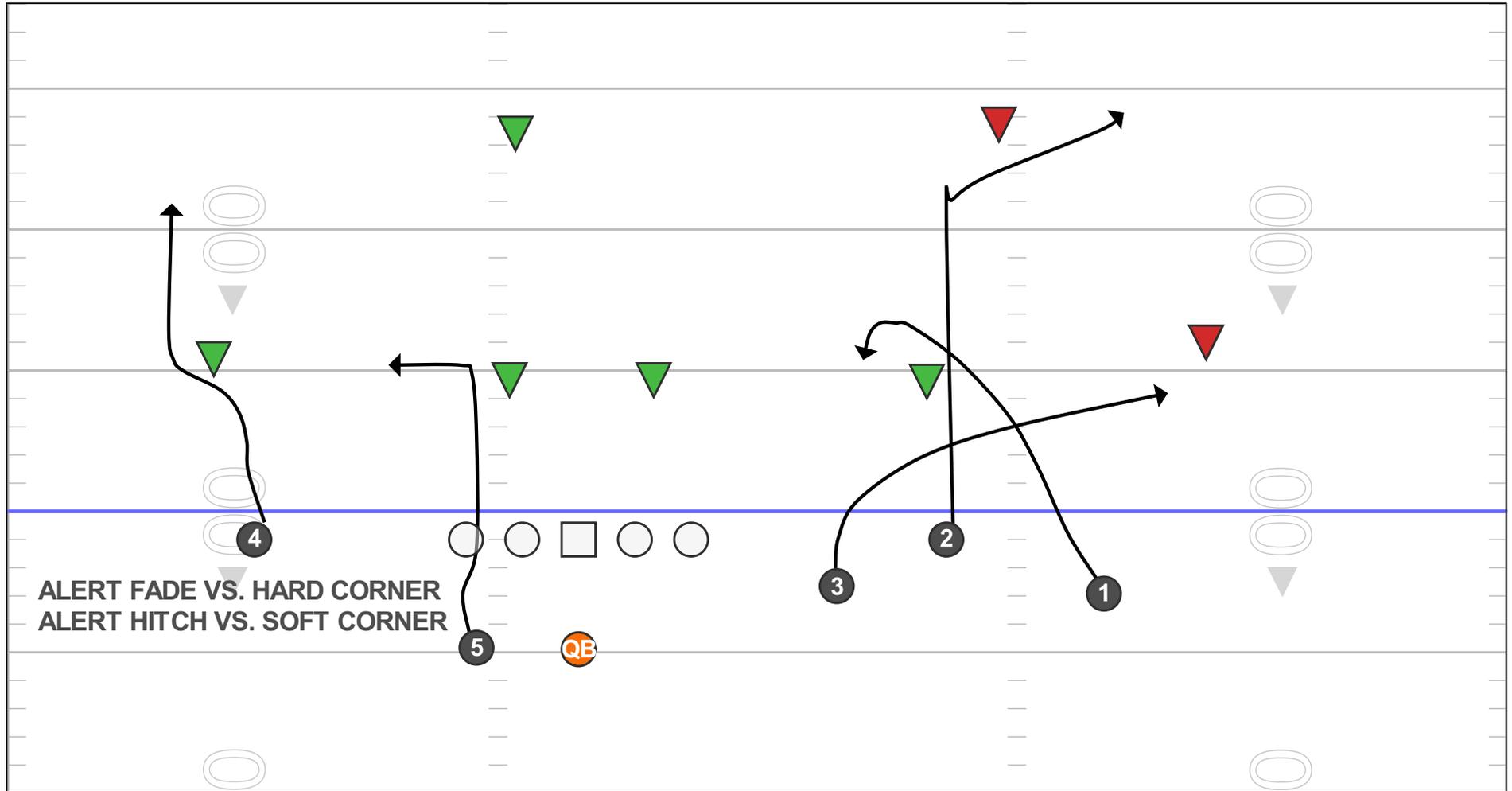
1 - FADE - VS HARD CORNER . CENTER DB AND STACK HIM LANDMARK IS BOTTOM OF NUMBERS. MUST GET OFF PRESS **2** - SEAM - EXPAND OLB WITH RELEASE. WORK TO SQUARE UP THE SAFETY. BEND ROUTE AT 12 YDS **3** - LOCKED SEAM - GET VERTICAL AND WORK TO SAFETY. STAY 1 YD INSIDE HASH **4** - FADE - VS HARD CORNER . CENTER DB AND STACK HIM LANDMARK IS BOTTOM OF NUMBERS. MUST GET OFF PRESS **5** - QB -

TRIPS RT 51 SNAG X ALERT vs 4-3 COVER 3



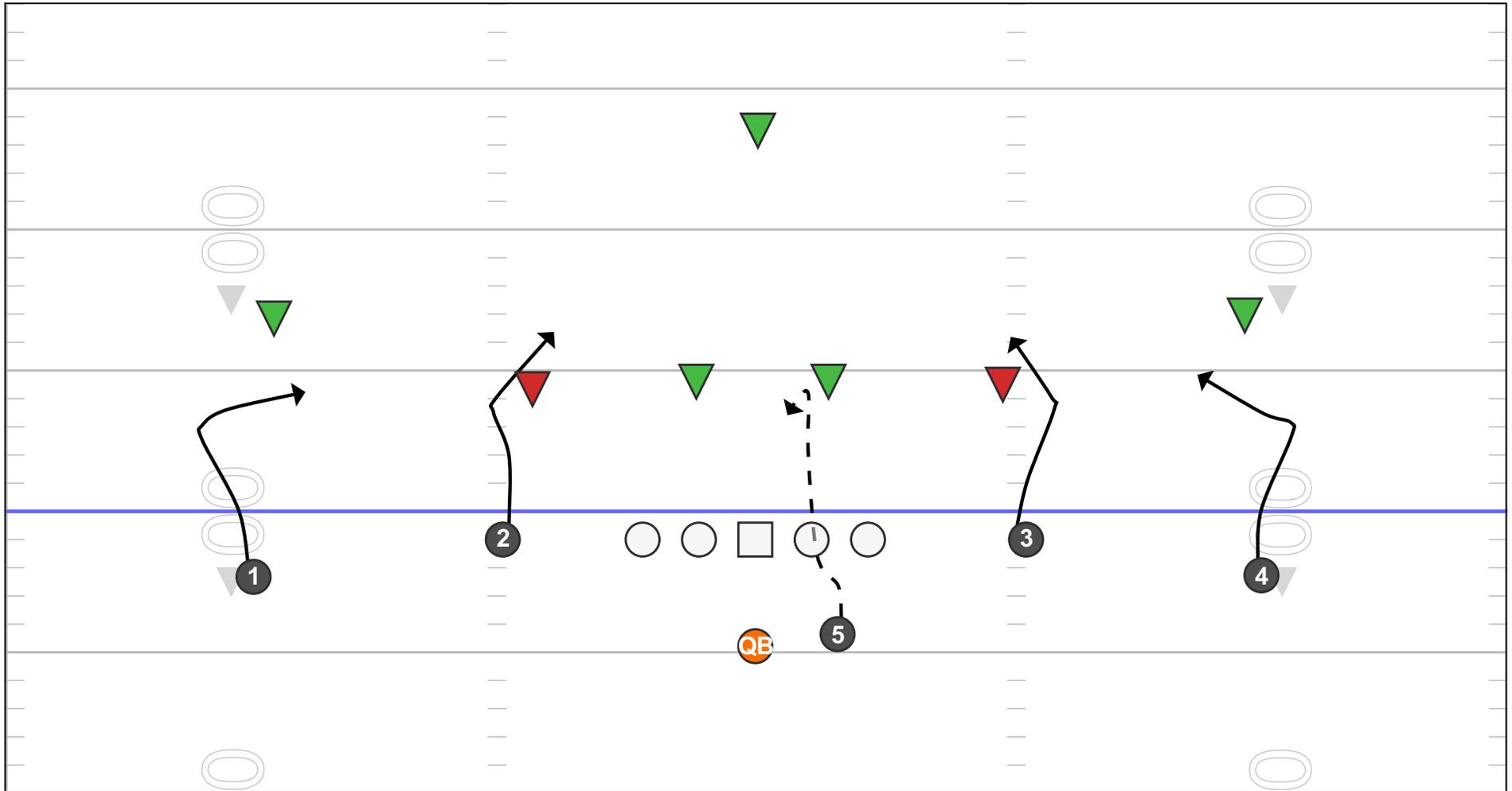
1 - SNAG - WORK TO UPFIELD SHOULDER OF FLAT DEFENDER. GET AT LEAST 7 YDS. SETTLE AND FIND WINDOW, **2** - CORNER - MUST OUTSIDE RELEASE OFF FLAT DEFENDER. GET TO 10 YDS. STICK CORNER. SET ANGLE AT NUMBERS. **3** - FLAT - GET WIDTH NOW. EXPAND FLAT DEFENDER. WORK TO 5 YDS. SETTLE AT NUMBERS. **4** - ALERT MIDDLE OF NUMBERS SPLIT- GLANCE VS 1 HI SAFETY. 7 STEP SKINNY POST WITH INSIDE FOOT UP IN STANCE. EXPAND CORNER. CROSS CB FACE **5(RB)** - CHECK DOWN TO SINGLE RECEIVER SIDE. REPLACE OLB. 5 YDS **QB** - 3 STEP DROP FROM GUN. GET GOOD PSL. VS 1 HI GLANCE ALERT. IF ALERT IS OFF READ FLAT DEFENDER TO 3 RECEIVER SIDE. SNAG/FLAT PROGRESSION

TRIPS RT 51 SNAG X ALERT vs 4-3 COVER 2



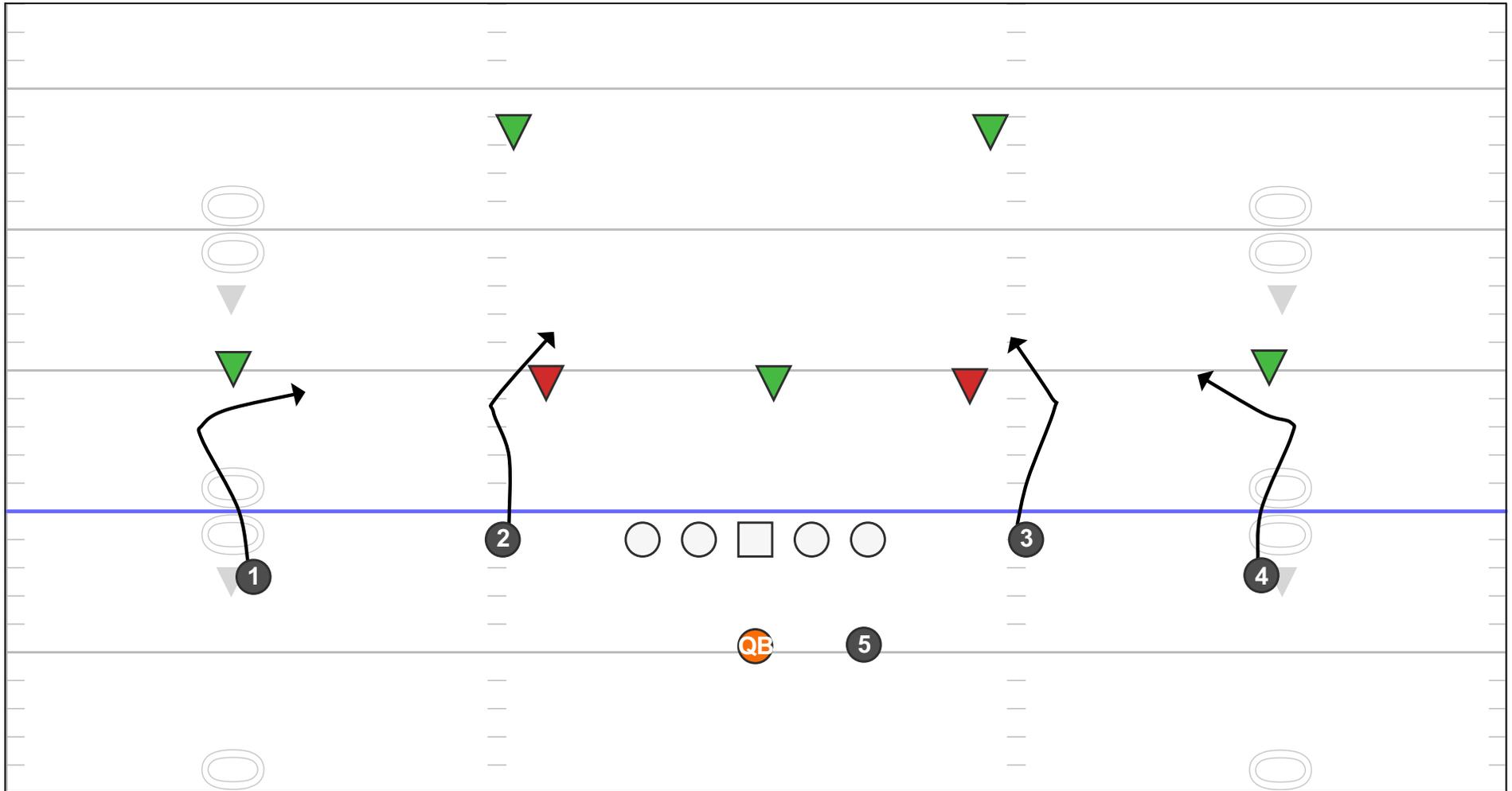
1 - SNAG - WORK TO UPFIELD SHOULDER OF FLAT DEFENDER. GET AT LEAST 7 YDS. SETTLE AND FIND WINDOW, **2** - CORNER - MUST OUTSIDE RELEASE OFF FLAT DEFENDER. GET TO 10 YDS. STICK CORNER. SET ANGLE AT NUMBERS. **3** - FLAT - GET WIDTH NOW. EXPAND FLAT DEFENDER. WORK TO 5 YDS. SETTLE AT NUMBERS. **4** - ALERT : FADE VS HARD CORNER - HITCH VS. SOFT CORNER. **5(RB)** - CHECK DOWN - REPLACE OLB. 5 YDS **QB** - 3 STEP DROP FROM GUN - PLAYSIDE SAFETY READ. CORNER ROUTE IS 1ST PROGRESSION/ SNAG 2ND PROGRESSION. FLAT 3RD PROGRESSION

DOUBLES RT 50 DOUBLE SLANT vs 4-2 COVER 3



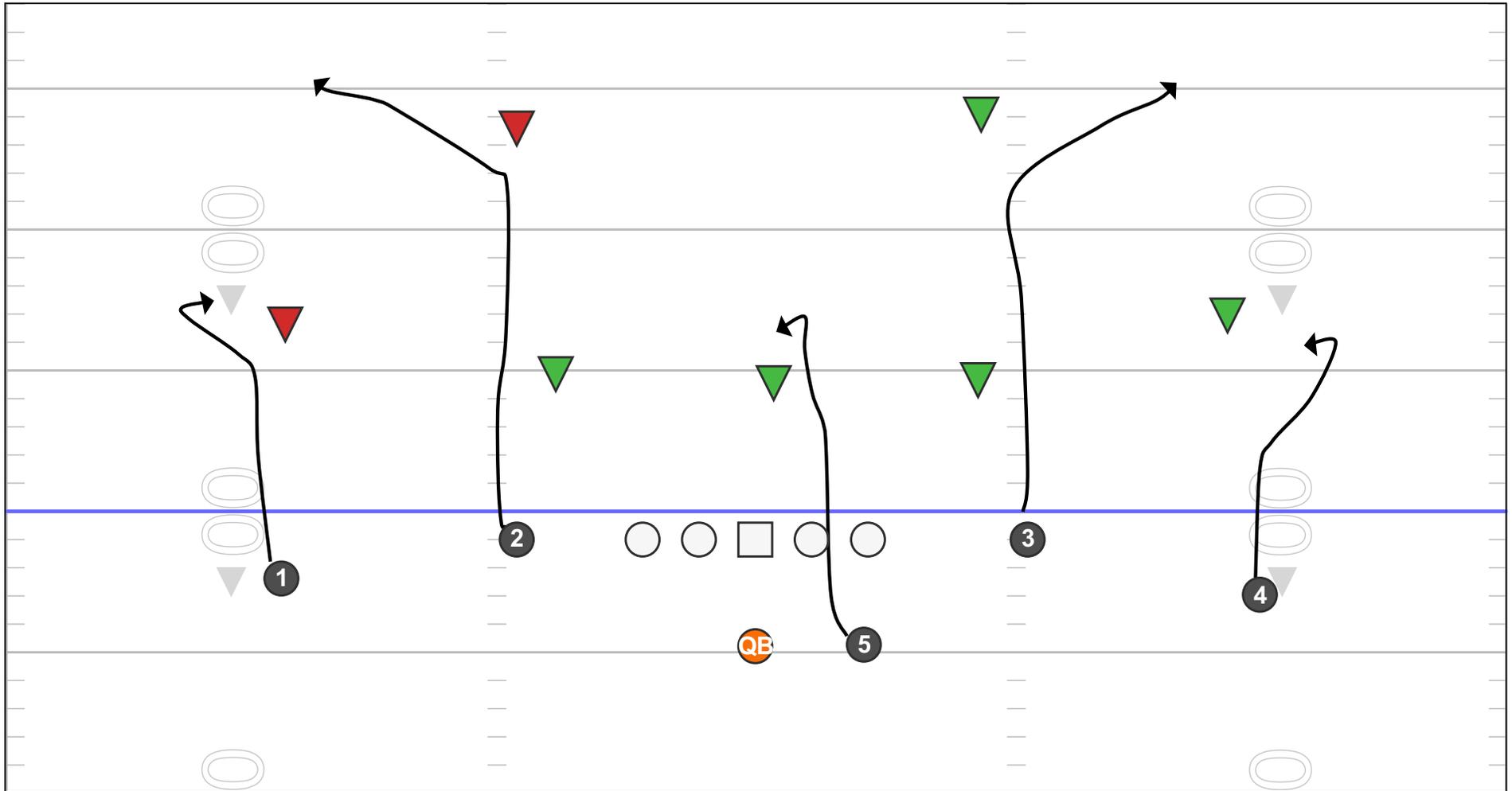
1 - SLANT - PLUS SPLIT INSIDE FOOT UP IN STANCE. 3 TOTAL STEPS. 2 BIG STEPS TO WIDEN CORNER THEN STICK ON 3RD STEP. SET ANGLE AT THE TOP OF HASH MARK 8YDS **2** - SLANT - MINUS SPLIT INSIDE FOOT UP IN STANCE. ATTACK UPFIELD SHOULDER OF OLB. 3 TOTAL STEPS. KEEP IT SKINNY, DON'T RUN INTO INSIDE LB. **3** - SLANT - MINUS SPLIT INSIDE FOOT UP IN STANCE. ATTACK UPFIELD SHOULDER OF OLB. 3 TOTAL STEPS. KEEP IT SKINNY, DON'T RUN INTO INSIDE LB. **4** - SLANT - INSIDE FOOT UP IN STANCE. 3 TOTAL STEPS. 2 BIG STEPS TO WIDEN CORNER THEN STICK ON 3RD STEP. SET ANGLE AT THE TOP OF HASH MARK 8YDS **5(RB)** - CHECK DOWN THROUGH A-GAP. SIT AT 5 YDS. REPLACE ILB **QB** - 1 STEP FROM GUN - GET GOOD PSL. READ FLAT DEFENDER

DOUBLES RT 50 DOUBLE SLANT vs 4-3 COVER 2



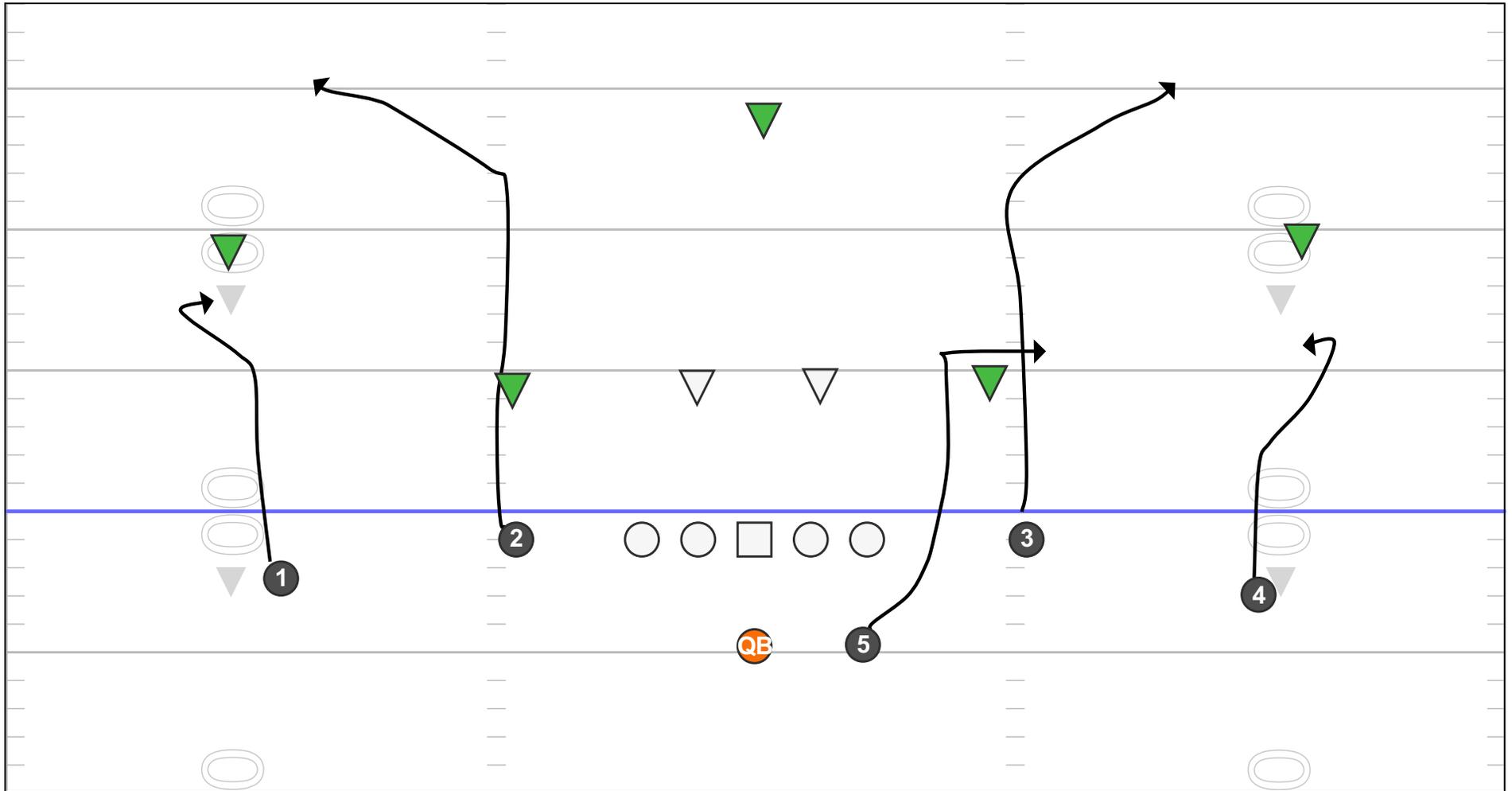
1 - SLANT - PLUS SPLIT INSIDE FOOT UP IN STANCE. 3 TOTAL STEPS. 2 BIG STEPS TO WIDEN CORNER THEN STICK ON 3RD STEP. SET ANGLE AT THE TOP OF HASH
2 - SLANT - MINUS SPLIT INSIDE FOOT UP IN STANCE. ATTACK UPFIELD SHOULDER OF OLB. 3 TOTAL STEPS. KEEP IT SKINNY. DON'T RUN INTO INSIDE LB.
3 - SLANT - MINUS SPLIT INSIDE FOOT UP IN STANCE. ATTACK UPFIELD SHOULDER OF OLB. 3 TOTAL STEPS. KEEP IT SKINNY. DON'T RUN INTO INSIDE LB.
4 - SLANT - PLUS SPLIT INSIDE FOOT UP IN STANCE. 3 TOTAL STEPS. 2 BIG STEPS TO WIDEN CORNER THEN STICK ON 3RD STEP. SET ANGLE AT THE TOP OF HASH
5(RB) - CHECK DOWN THROUGH A-GAP. SIT AT 5 YDS. REPLACE ILB
QB - 1 STEP FROM GUN - GET GOOD PSL. READ FLAT DEFENDER

DOUBLES RT 50 SMASH vs 4-3 COVER 2



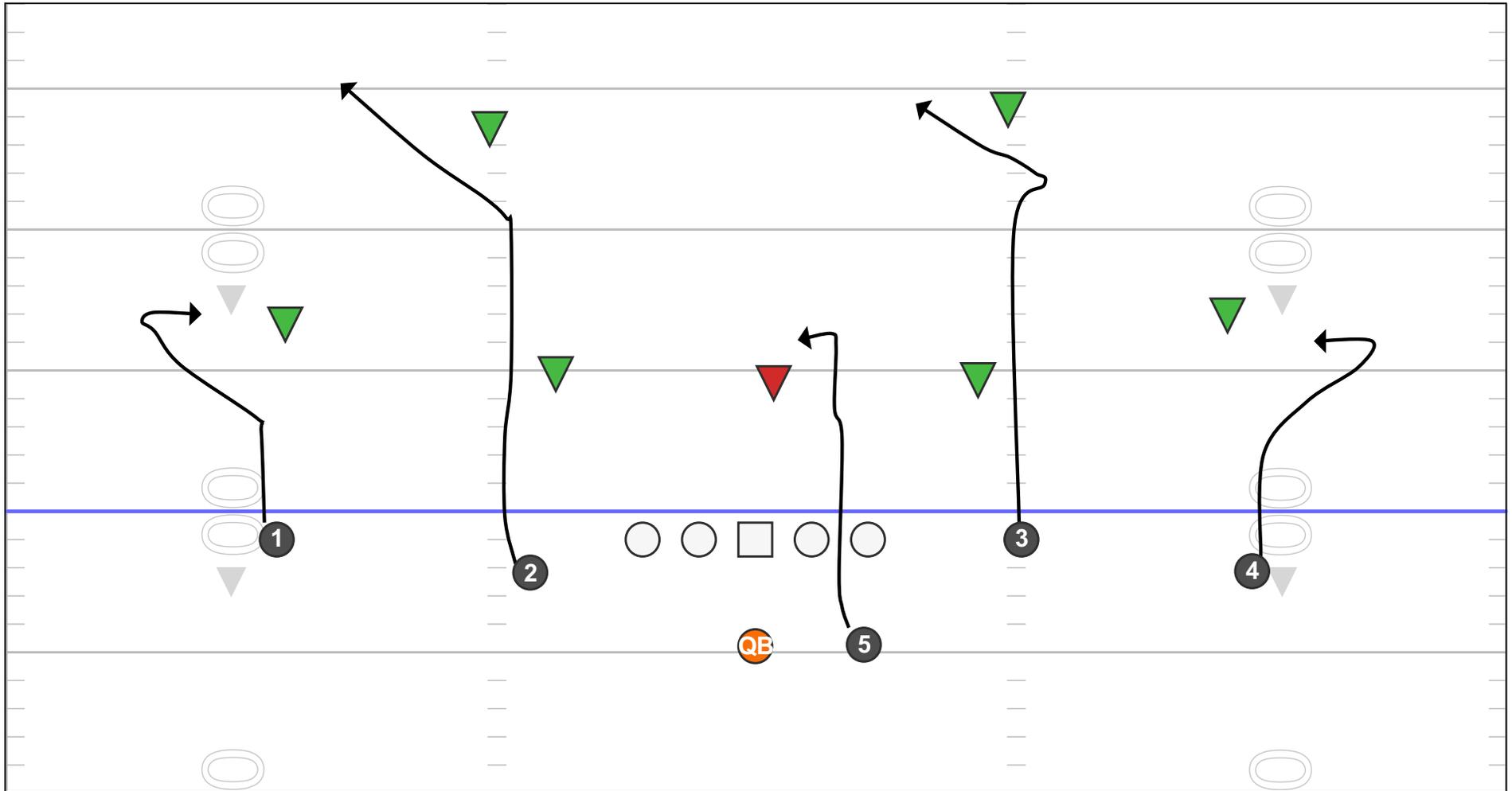
1 - BAIT ROUTE - EXPAND CORNER. WORK TO 6 YARDS. SETTLE AT BOTTOM OF NUMBERS **2** - CORNER ROUTE - GET VERTICAL AND SQUARE UP SAFETY. GIVE SLIGHT POST NOD AT 10 THEN STICK CORNER AT 12 YARDS. SET ANGLE AT NUMBERS **3** - CORNER ROUTE - GET VERTICAL AND SQUARE UP SAFETY. GIVE SLIGHT POST NOD AT 10 THEN STICK CORNER AT 12 YARDS. SET ANGLE AT NUMBERS **4** - BAIT ROUTE - EXPAND CORNER. WORK TO 6 YARDS. SETTLE AT BOTTOM OF NUMBERS **5(RB)** - CHECK DOWN - SIT ROUTE - RUN AT MIKE LB AND SIT IT AT 5 YDS. **QB** - 3 STEP DROP FROM GUN. PLAYSIDE SAFETY READ. CUT THE FIELD IN HALF DON'T LET CORNER MIDPOINT.

DOUBLES RT 50 SMASH vs 4-2 COVER 3



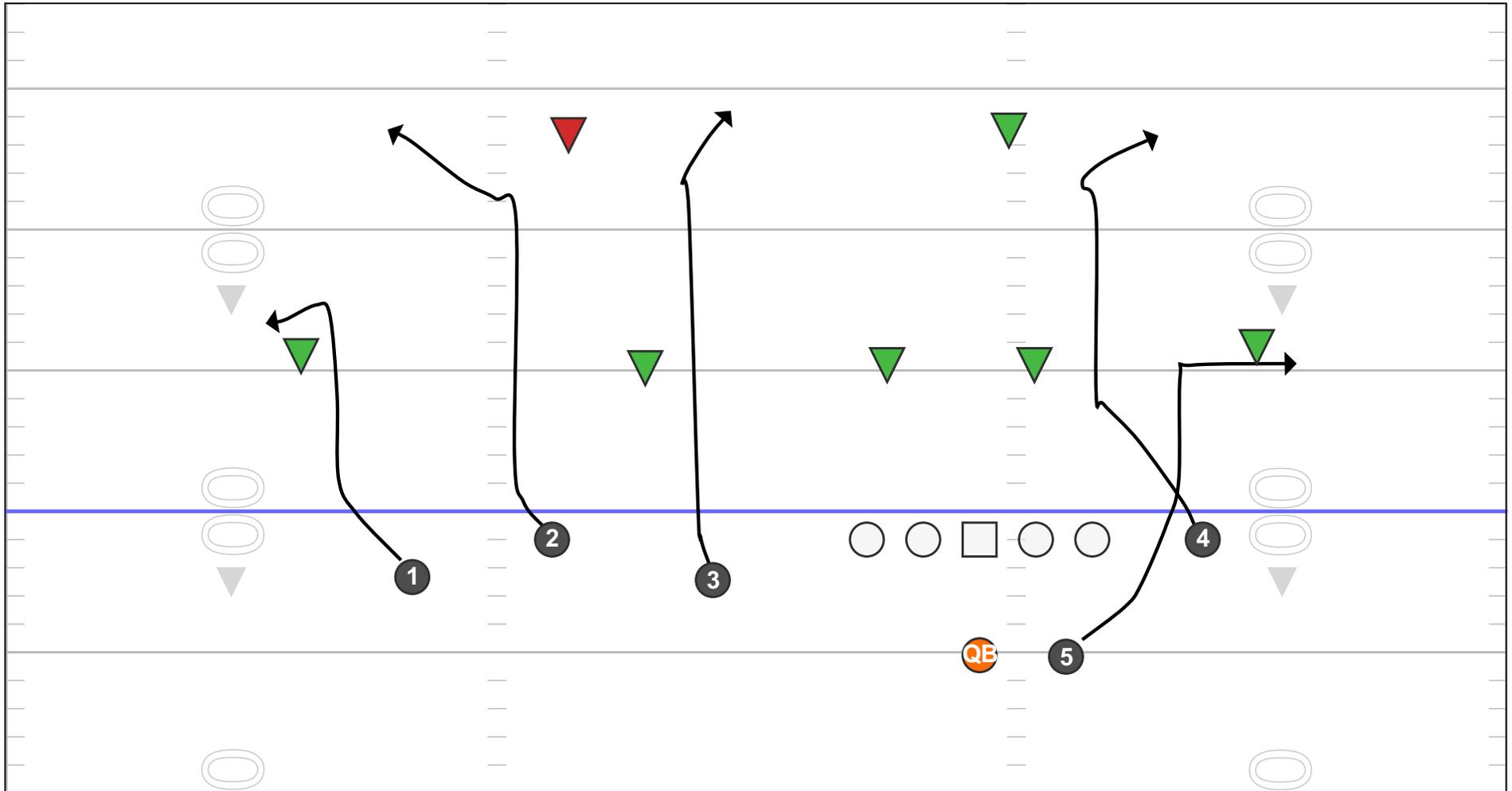
1 - BAIT ROUTE - EXPAND CORNER. WORK TO 6 YARDS. SETTLE AT BOTTOM OF NUMBERS **2** - CORNER ROUTE - GET VERTICAL AND SQUARE UP SAFETY. GIVE SLIGHT POST NOD AT 10 THEN STICK CORNER AT 12 YARDS. SET ANGLE AT NUMBERS **3** - CORNER ROUTE - GET VERTICAL AND SQUARE UP SAFETY. GIVE SLIGHT POST NOD AT 10 THEN STICK CORNER AT 12 YARDS. SET ANGLE AT NUMBERS **4** - BAIT ROUTE - EXPAND CORNER. WORK TO 6 YARDS. SETTLE AT BOTTOM OF NUMBERS **5(RB)** - CHECK DOWN - REPLACE ROUTE. RUN AT OLB. 5 YDS. SETTLE. **QB** - 3 STEP DROP FROM GUN - 1 HI SAFETY READ CORNER. BAIT ROUTE IS 1ST PROGRESSION

DOUBLES RT 50 SMASH Z PEPPER vs 4-3 COVER 2



1 - BAIT ROUTE - EXPAND CORNER. WORK TO BOTTOM OF NUMBERS. 6 YARDS **2** - CORNER ROUTE - GET VERTICAL AND SQUARE UP SAFETY. GIVE SLIGHT POST NOD AT 10 THEN STICK CORNER AT 12 YARDS. SET ANGLE AT NUMBERS **3** - PEPPER - CORNER POST ROUTE. SQUARE UP SAFETY . GIVE HIM CORNER NOD AT 10 YDS. STICK POST AT 12 YARDS. GET SAFETY TO WORK OFF HASH **4** - BAIT ROUTE - EXPAND CORNER. WORK TO BOTTOM OF NUMBERS. 6 YARDS **5** - CHECK DOWN - SIT ROUTE. RUN AT MIKE LB. SIT AT 5 YARDS. **QB** - 3 STEP DROP FROM GUN - PLAYSIDE SAFETY READ. READ THE PUSH OF THE MIKE. Z TO CHECKDOWN VS 2 HI.

TRIPS LT 50 SMASH X ALERT vs 4-3 COVER 2



1 - BAIT ROUTE: EXPAND CORNER . WORK TO 8 YDS. SIT AT BOTTOM OF NUMBERS **2** - CORNER ROUTE. SQUARE UP SAFETY. STICK CORNER AT 10 YDS. SET ANGLE AT NUMBERS **3** - MIDDLE OF FIELD READ - GET VERTICAL NOW. THREATEN SAFETY. WORK INSIDE LEVERAGE AT 12 YARDS. 2 HI SAFETIES SPLIT THEM. 1 HI SAFETY LOCK SEAM **4** - CORNER ROUTE VS HARD CORNER COVER 2. SLANT BURST RELEASE. WORK TO PULL SAFETY OFF HASH. STICK CORNER AT 12 YARDS. **5(RB)** - CHECK DOWN TO SINGLE RECEIVER SIDE. FLAT ROUTE. GET WIDTH NOW. SETTLE AT BOTTOM OF NUMBERS. **QB** - 3 STEP DROP FROM GUN - PLAYSIDE SAFETY READ