

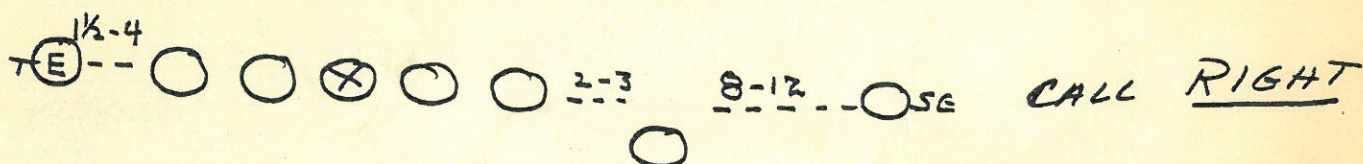
ILLINOIS WESLEYAN UNI. — FOOTBALL 1979 OFFENSE

IN SETTING THIS YEARS OFFENSE WE HAVE LIMITED THE NUMBER OF PLAYS. EACH PLAYER SHOULD RECOGNIZE HIS RESPONSIBILITIES, BE ABLE TO RECOGNIZE DEFENSES, KNOW WHERE THE BALL IS GOING, AND BLOCKING ASSIGNMENTS. WE MUST MOVE THE BALL WITH MORE CONSISTANCY AND HAVE A BALANCED RUN AND PASS ATTACK. WE HOPE TO PASS 20-25 TIMES PER GAME AND RUN 40-50 TIMES. THIS IS $\frac{1}{3}$ PASS AND $\frac{2}{3}$ RUN.

OUR GOALS

1. TEAM ATTITUDE -
2. PRIDE AND POISE IN HOW YOU PLAY
3. DEVELOPE A SOUND BUT FLEXIBLE SYSTEM OF FOOTBALL
THIS INCLUDES HAVING 1. A SIMPLE OPERATING OFFENSE.
2. KEEP MISTAKES TO A MINIMUM 3. BE WILLING TO GAMBLE
4. FORCE THE DEFENSE TO DEFEND WITH BALANCED SET

BASIC LINE SETS



QB CALLS RIGHT OR LEFT WHICH SETS SE AND SLOT.

LINE SPLITS - G'S AND T'S SPLIT 2' FROM MAN INSIDE OF YOU. ON GOALLINE AND SHORT YD. PLAYS 1'-1 1/2' SPLIT.

TE - SPLIT 1 1/2 - 4 YDS FROM T. VARY WITH PLAY CALL, YOUR RESPONSIBILITY, DOWN AND DISTANCE

SE - 8 - 12 YDS. OUTSIDE SLOT

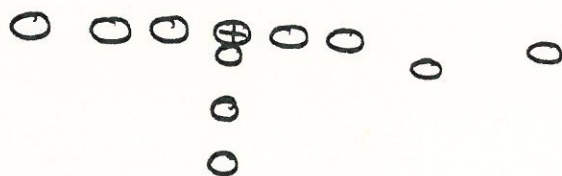
SLOT - 2 - 3 YDS. FROM T - VARY WITH DOWN, DISTANCE, RESPONSIBILITY, AND PLAY.

QB CAN ALSO CALL RIGHT OR LEFT WIDE
ON WIDE SLOT MOVES OUT 5 YDS FROM T AND
SE 5-7 OUTSIDE OF SLOT

○ ○ ○ ⊗ ○ ○ - 5 - ○ - 5-7 - ○ RIGHT WIDE

BACKFIELD SETS

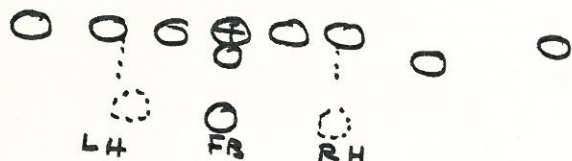
WE WILL RUN 60% OF TIME FROM "I" FORMATION



FB - 4 YDS. DEEP FROM BALL
TB - 7 YDS. DEEP FROM BALL
FB - 3 PT. STANCE
TB - 2 PT. STANCE

ALL RUNNING PLAYS FROM I WILL BE 20 SERIES.

WE ALSO WILL SHIFT TB TO HB POSITION EITHER
RIGHT OR LEFT. HE WILL BE RHB OR LHB (EVEN WITH FB
DEPENDING ON PLAY CALL - IS HE A BLOCKER OR
RUNNER. HB POSITION 4 YDS. INSIDE HIP O.T.

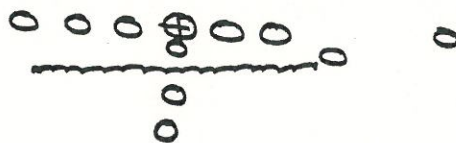


WHEN IN "T" FORMATION SET ALL FB PLAYS WILL BE
30 SERIES. ALL HB PLAYS WILL BE 40 SERIES.

OUR BASIC RUN PLAYS ARE

1. BUCK 0-1 HOLES
2. TRAP 2-3 HOLES
3. BLAST 4-5 HOLES
4. CUT 6-7 HOLES
5. SWEEP 8-9 HOLES

BACKFIELD MOTION - WE WILL USE EITHER THE
SLOT BACK OR FB IN MOTION. THE SLOT WILL
CROSS BEHIND THE QB AND IN FRONT OF FB.
CALL CROSS



THE FB WILL GO IN MOTION TO GET A MOVING START ON
PLAY - FB TURN AND GO FLAT INTO A LEAD POSITION.
CALL LEAD



SLOT AND FB MOVE - START MOTION - WHEN QB LIFTS HEAL

Q.B. - CALLING PLAYS.

IN HUDDLE QB WILL

1. SET SE RIGHT OR LEFT

2. CALL PLAY

3. SET MOTION (IF WANTED)

4. SET SNAP COUNT.

EXAMPLES. RIGHT, 24, CROSS, ON 1
LEFT, 46, ON 2

QB CADENCE AND AUTOMATICS

QB WILL SET TEAM - CALL SET - EVERYONE IN POSITION
READY TO GO

CALL COLOR - RED, BLUE, OR GREEN - ONE WILL BE LIVE

CALL DOUBLE DIGIT NUMBER - 36, 22, 53 ETC.

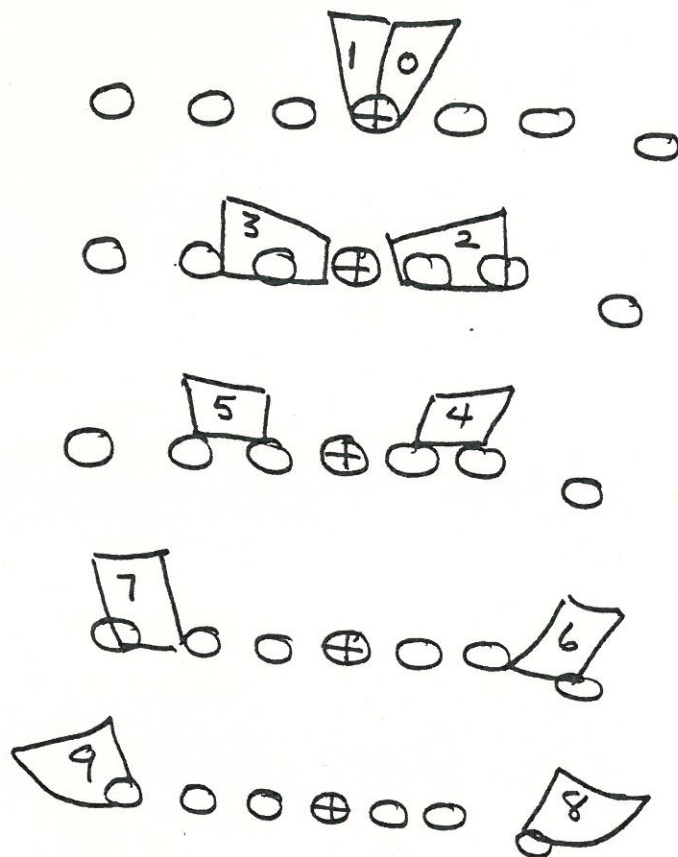
THEN SERIES OF HUTS - GO ON FIRST, SECOND, THIRD
IN HUDDLE SNAP CAN BE ON SET, COLOR, NUMBER OR 1-2-3
CADENCE - EXAMPLE

SET - BLUE - 24 - HUT - HUT - HUT
SET COLOR - H - 1 - 2 - 3

BASIC PLAYS - RUN OFFENSE

RUNNING AREAS - HOLES - NUMBERING

ALL PLAYS TO LEFT ARE ODD #'S -
ALL PLAYS TO RIGHT ARE EVEN #'S.



0-1 - BUCK AREA
READ C - GO FOR
OUTSIDE LEG + PICK

2-3 - TRAP AREA
TRAP FIRST MAN ON
LINE PAST C

4-5 - BLAST AREA
VS. ODD DEF. START
FOR INSIDE LEG T -
EVEN DEF. G-T GAP

6-7 - CUT AREA
OUTSIDE T TO
INSIDE E or SLOT

8-9 - SWEEP AREA
READ HOOK BLOCK
OF E or SLOT GO
OUTSIDE OR CUT
UNDER

THERE ALSO WILL BE SPECIAL PLAYS WITH DESIGNATED
CALLS - EXAMPLES (QUICK PITCH, REVERSE, COUNTER, ETC.)
"I"FORMATION FB DRAW, SPRINT DRAW, OPTION, ETC.)
"T"FORMATION
20 SERIES PLAYS 40 + 30 - PLAYS

20 or 21 - FB BUCK Rn L

24 or 25 - TB BLAST Rn L

26 or 27 - TB CUT Rn L

28 or 29 - TB SWEEP Rn L

30-31 - FB BUCK Rn L

32-33 - FB TRAP Rn L

34-35 - FB BLAST Rn L

36-37 - FB CUT Rn L

38-39 - FB SWEEP Rn L

42-43 - HB TRAP Rn

44-45 - HB BLAST Rn

46-47 - HB CUT Rn

48-49 - HB SWEEP Rn

AUTOMATICS - QB WHEN TEAM IS SET READ
COVERAGE ON SE AND CENTER.

IF PASS IS OPEN CALL FOR 51, 52 or 53 -

THIS IS QUICK 3 STEP DROP PASS - (CHECK PASS OFF.)

IF C NOT COVERED AND MIDDLE OPEN CALL FOR
20 or 21 FB BUCK R or L.

LINE BLOCKING

TE AND SLOT HAVE
SAME BLOCKING RESPON-
SIBILITIES

WE WILL BLOCK IN ZONES OR AREAS AND TRY TO HAVE
TWO OR MORE METHODS OF BLOCKING EACH HOLE AGAINST
VARIOUS DEFENSES. THE LINEMEN WILL MOST ALWAYS USE THE
DRIVE OR STRAIGHT SHOULDER BLOCK. TAKE THE MAN WHERE HE
WANTS TO GO AND KEEP HIM ON THE LINE OF SCRIMMAGE.

BUCK

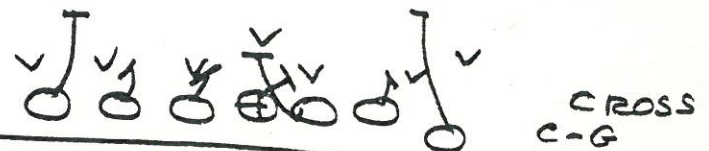
0-~~4~~ HOLE BLOCKING
VS. ODD DEF.



VS. EVEN DEF.



1 HOLE OPPOSITE SIDE



2- HOLE TRAP
BLOCKING
VS. ODD DEF.



TRAP FIRST MAN
ON LINE PAST C

VS. EVEN DEF.



VS. STACK DEF



3 HOLE OPPOSITE SIDE

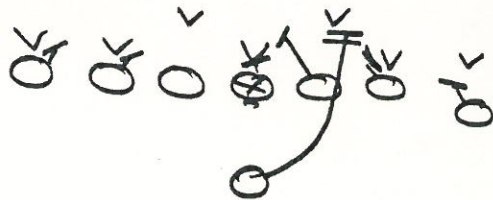
BLAST OR ISO. PLAY

4 HOLE BLOCKING

LEAD BACK

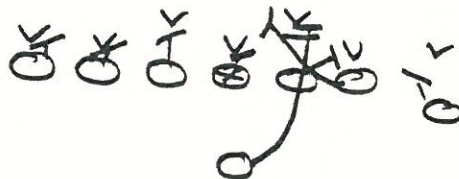
GO INSIDE LEG T-READ
HIS BLOCK TURN UP FOR LB
VS. EVEN DEF. GO TO G-T GAP
GET MLB.

VS. ODD DEF. —



BASE

VS. ODD DEF. —



FOLD
VS VS.
PINCHIA
D.T

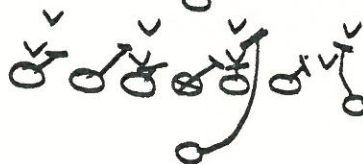
VS. EVEN DEF. —



G-OUT
T-IN

5 HOLE OPPOSITE

VS. STACK DEF.



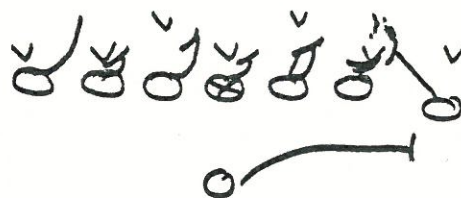
POWER OFF T

6 HOLE BLOCKING

LEAD BACK —

WHEN BLOCKING
OUT USE INSIDE
OUT ROUTE FOR
END.

VS. ODD DEF.



BASE

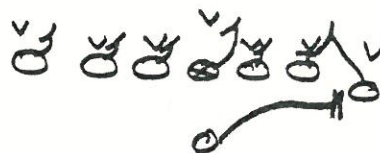
VS. ODD DEF.



DOWN
BLOCK

G - BLOCK ON
TB - UNDER G
FOR LB

VS. EVEN DEF.



BASE

7 HOLE OPPOSITE SIDE

VS. EVEN DEF



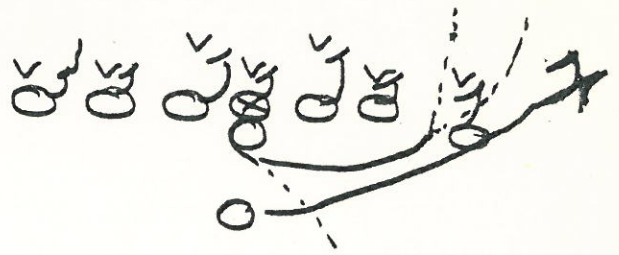
Down

SWEEP

8 HOLE BLOCKING

VS. ODD DEF.

SE-PLAY YOURSIDE RUN
OFF CB



LEAD BACK - RUN 1 YD. BEHIND
E or SLOTS BLOCK - CLEANUP
ON DE OR LEAD FOR 1ST
TO SHOW

QB - PITCH AND LEAD VS. EVEN DEF.
FIRST HOLE - INSIDE OR
OUTSIDE E



KEY BLOCK - TE or SLOT - BLOCK FOR OUTSIDE NUMBERS OF DE
GET ON MAN AND STAY WITH HIM - DON'T LET HIM
CROSS THE LINE.

SPECIAL RUN PLAYS

WE WILL HAVE SPECIAL PLAYS - THE CALL WILL
DESIGNATE THE PLAY AND DIRECTION.

EXAMPLE -

CALL - QUICK PITCH RIGHT.

PLAY PITCH TO HB TO THE RIGHT.

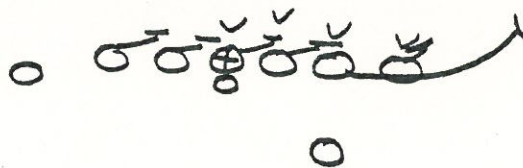
SPECIAL PLAYS WILL INCLUDE

1. QUICK PITCH
2. QB SNEAK
3. SLOT COUNTER
4. REVERSE
5. OPTION -
6. DRAW PLAYS - FB, HB, QB, TB

- BLOCKING FOR SPECIAL PLAYS -

QUICK PITCH RUN TO TE SIDE

HB - AROUND E UFIELD
UNDER T



TE HOOK DE.
USE SWEEP BLOCK
TECHNIQUE
T - PULL LEAD OUT
AND UP
G - REACH / CUT OFF
C - " PURSUIT

QB-SNEAK

USED SHORT YDS. OR
1ST DOWN -

QB - PICK OFF OR C
R OR L.



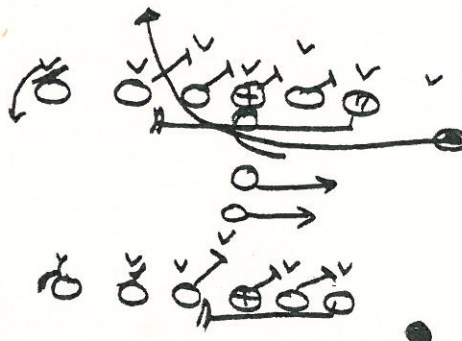
STRAIGHT OUT
AND UP - EVERYONE
STEP WITH INSIDE
FT. FIRST

BACKS FILL INSIDE T'S

COUNTER

SIMILAR BLOCKING AS
TRAP - EXCEPT T LEADS

E - FORCE MAN OUT & DEEP



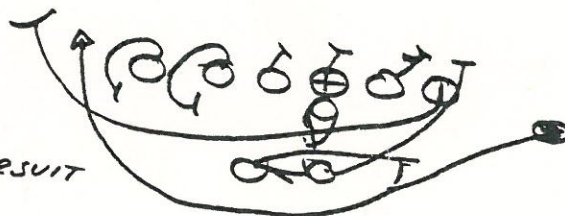
SLOT BACK
CARRIES

T - PULLS AND
BLOCKS FIRST
TO SHOW ON
LINE

REVERSE

TE & T

GO UNDER AND
LOOP PICK UP PURSUIT



HB HANDOFF TO SLOT
SLOT SPLIT 3 YDS

T PULLS AND LEADS

FB - FILL FOR T
G - C - G - OVER

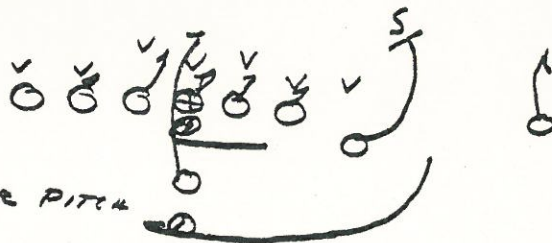
BUCK OPTION

OPTION PLAY RUN OFF OF BUCK (20 or 21) FA

CAN BE RUN TO TE OR
SLOT SIDE FROM I

QB - TAKE TIME - GOOD FAKE TO
FB - TURN - READ END - KEEP OR PITCH

TE or SLOT - STEP AROUND DE - TURN UP FOR 1ST TO SHOW
- OUT OR IN -



DRAW PLAYS

ALWAYS TRY TO RUN AT LB - WHEN HE
DROPS FOR
PASS COVER
YOU HAVE
A NICE
HOLE

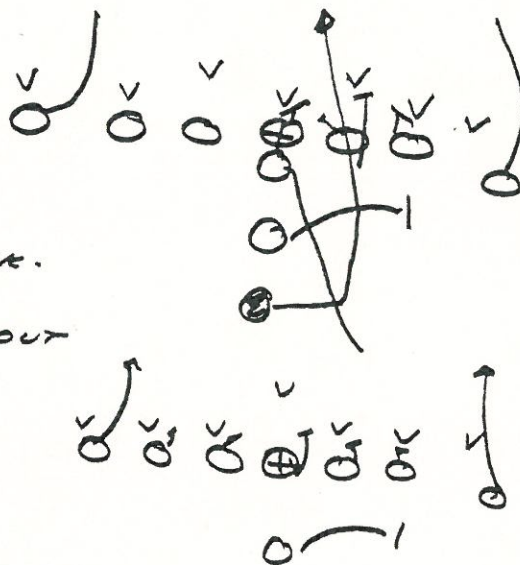
① SPRINT DRAW

"I" FORMATION GIVE
TO TB

G - READ LB - IF HE COMES BLOCK.
IF NOT HELP C ON NOSE

T - GET UNDER T - TRY TO TAKE OUT

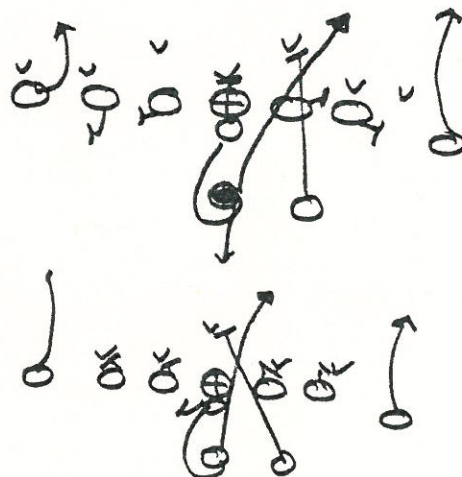
TB - READ T'S BLOCK GO IN OR
OUT



② FB DRAW -

"T" FORMATION
HB LEAD AT LB

QB - GO BEHIND FB
HAND BALL UP
TO HIM -



BLOCK OVER OR
OUT

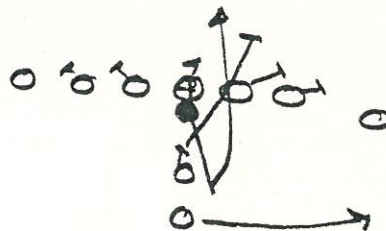
VS. EVEN DEF
C HELP TO
WEAK SIDE

③ QB - DRAW - I FORMATION

SAME BLOCKING AS

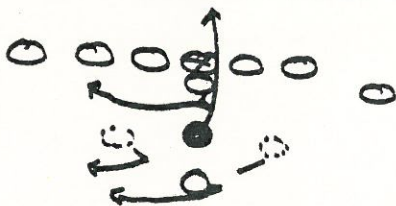
FB DRAW - FB LEAD AT LB - STEP UP
HOLD THEN LEAD

TB - FLARE



RUN OFFENSE - BACKFIELD ACTION AND BLOCKING

20 - "I" FB BUCK - CAN BE RUN FROM "T" HB ROLL ON AUTOMATIC



FB - RUN FOR HIP OF "C" - PICK HIS BLOCK

QB - DROP STEP - OPEN WIDE - GIVE TO
FB - REVERSE AND FAKE BUCK OPTION

TB - STEP TO PLAY SIDE PLANT AND
COME BACK TO PITCH POSITION

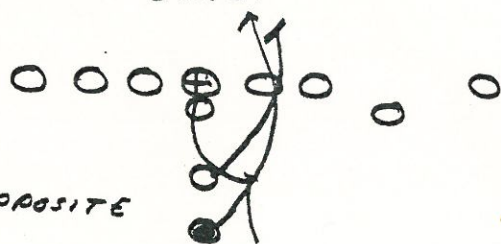
21 - OPPOSITE

BUCK OPTION

WILL BE RUN OFF OF 20 OR 21 PLAY

QB HOLD GOOD FAKE WITH FB - READ DE FOR PITCH
OR KEEP

24 - "I" FB BLAST



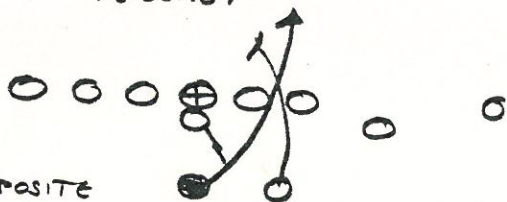
25 - OPPOSITE

FB - LEAD UP - READ T'S BLOCK - GO
HIS INSIDE LEG THEN UP. VS.
EVEN DEER RUN G-T SEAM

QB - REVERSE SPIN - GET BALL TO TB
AS DEEP AS POSSIBLE - HANDOFF +
DROP BALL

TB - START FOR OUTSIDE HIP OF G
FOLLOW FB - PICK ON HIS BLOCK

34 - "T" FB BLAST



35 - OPPOSITE

FB - RUN FOR OUTSIDE HIP OF G - PICK ON
HB'S BLOCK

QB - DIRECT OPEN STEP - GIVE TO FB

HB - LEAD AT INSIDE HIP T THEN FOR LB

44 - "T" HB BLAST



45 OPPOSITE

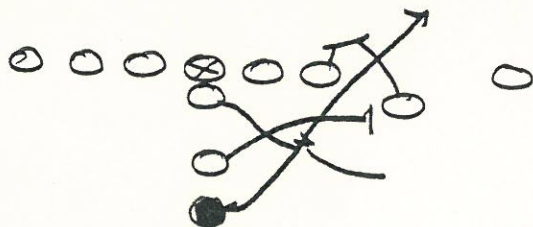
SAME PLAY - FB BLOCK LIKE 24

QB ~~TURNS~~ - GIVE AND BOOT

HB - OPEN STEP PLANT AND RUN
FOR HIP OF G -

26 "I" TB CUT-POWER OFF TACKLE

25 OPPOSITE



FB-INSIDE OUT ON DE-HEAD ON HIS INSIDE

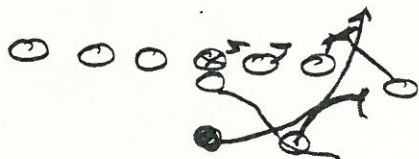
QB-DIRECT STEP-GIVE TO TB SPRINT OUT BEHIND HIM.

TB-RUN HARD FOR DOUBLE TEAM BLOCK UNDER FB-

WHEN DOWN BLOCING ~~IS~~ IS USED - LEAD BACK CUT UP AND READ BLOCK OF TE IN SLOT- LEAD UPFIELD

36

FB CUT



35-OPPOSITE

26

HB CUT



25-OPPOSITE

FB-RUN HARD FOR DOUBLE TEAM CUT UP UNDER HB

QB-DIRECT STEP GIVE TO FB-SPRINT OUT BEHIND HIM

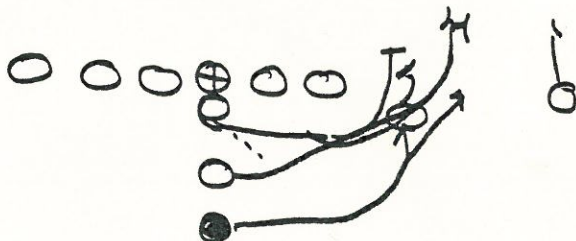
HB-GET AN INSIDE OUT BLOCK ON D

FB-SAME AS 26

QB-DIRECT STEP GIVE BALL & DROP BACK

HB-RUN FLAT TO BALL THEN HARD FOR DOUBLE TEAM BLOCK

28 "I" TB-SWEEP



FB-RUN 1 YD. DEEPER THAN E ON SLOTS BLOCK-CLEAN UP E IF NEEDED. TURN UP TAKE 1ST TO SHOW OUT OR IN.

QB-REVERSE SPIN-PITCH-LEAD BLOCK-TURN UP OR AROUND GET IN WAY OF DEF.

TB-SLOW TAKE OFF-STAY FLAT-LOOK BALL IN-KEY ON TE'S BLOCK-TURN UPFIELD AS QUICK AS YOU CAN-GET 4 YDS.

38 "T" FB SWEEP

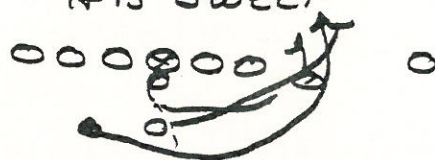


FB-KEEP DEPTH-LOOK BALL IN-KEY BLOCK ON DE

QB-SAME AS 28

HB-RUN 1 YD BEHIND BLOCK ON TE HELP ON END OR LEAD UP

48 "T" HB SWEEP

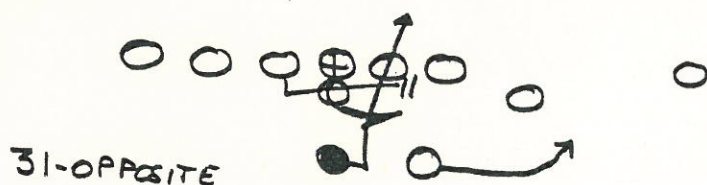


FB-SAME AS 28

QB- " " "

HB-GET DEPTH ON START-RUN SAME AS 28.

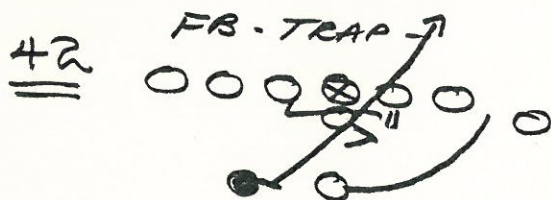
32 - FB TRAP - OFF OF Q. PITCH



HB - FAKE QUICK PITCH TO PLAY SIDE

QB - REVERSE SPIN - SHOW PITCH FAKE
STEP BACK AND GIVE TO FB

FB - DIRECT STEP - PLANK AND DRIVE
STRAIGHT UP AT INSIDE HIP G
AND UNDER TRAP BLOCK



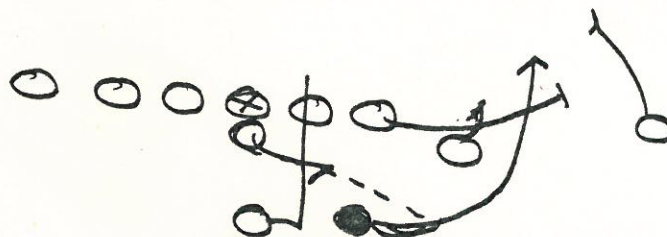
FB - TAKE OFF FOR SLOT/TE
TACKLE SEAM

QB - DIRECT STEP - PLANT PIVOT
AND MAKE HANDOFF

HB - HEAD & SHOULDERS FAKE -
PLANT AND DRIVE FOR INSIDE
HIP G - CUT UNDER TRAP BLOCK

BACKFIELD ACTION - SPECIAL PLAYS

QUICK PITCH -
R or L

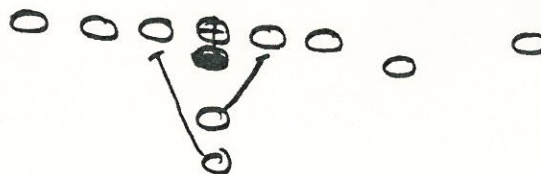


FB - FAKE TRAP

QB - REVERSE SPIN
PITCH - FAKE FB
TRAP

HB - DROP STEP - TAKE
PITCH GET AROUND
HOOK BLOCK - CUT
UNDER T

QB - SNEAK



QB - TAKE SNAP -

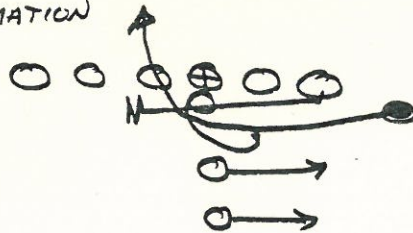
READ C'S BLOCK
FOLLOW HIM UPFIELD

FB - BLOCK AT OUTSIDE
HIP RG

TR
HB - BLOCK AT OUTSIDE
HIP LG

COUNTER - "I" FORMATION

R or L



FB - FAKE 28 or 29

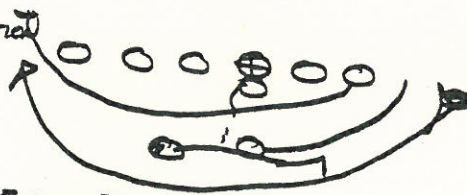
TE - " 28 or 29

QB - REVERSE OUT FAKE
PITCH - GIVE TO SLOT
UNDER HANDOFF - KEEP
DEEP FOR T TO LEAD

SLOT - COME ON SNAP -
TAKE HANDOFF CUT
UP UNDER T

REVERSE "T" FORMATION

R or L



FB - FAKE 48 or 49

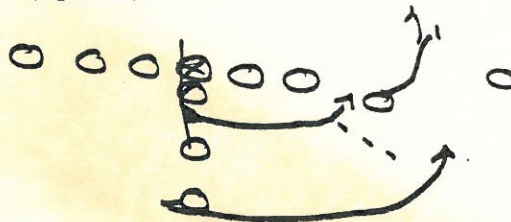
HB - TAKE PITCH - KEEP
DEEP - HANDOFF TO
SLOT BEHIND YOU

QB - PITCH TO HB - KEEP
DEEP FOR T TO LEAD

SLOT - SPLIT 3 YDS FROM T
1 STEP UP - PLANT COME BEHIND HB
TAKE HANDOFF AND SPRINT FOR OUTSIDE

BUCK OPTION "I" FORMATION

R or L



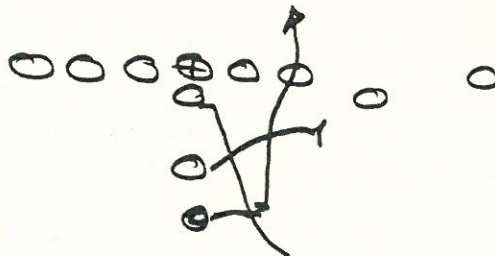
FB - RUN 20 or 21
GO HARD FOR HIP
OF C

QB - MAKE GOOD FAKE
TO FB - OPEN + WA.
FOR HIM TO PASS
YOU - REVERSE +
READ DE.

TE - HARD STEP BODY
TURN TO OPPOSITE
DIRECTION - GET
TO PITCH POSITION
3 YDS DEEP + 3 YDS
OUTSIDE QB

SPRINT DRAW "I" FORMATION

R or L



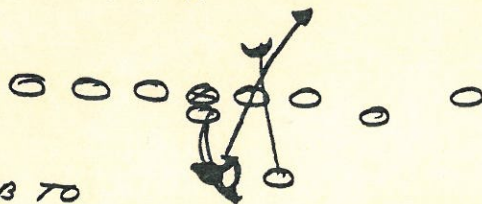
FB - BLOCK DE - INSIDE OUT

QB - OPEN COME ST. BACK
GIVE TO TE

TE - FULL STEP OUT - SQUARE
UP TO LINE - WAIT FOR
BALL - PICK OFF OF T'S
BLOCK.

FB DRAW "T" FORMATION

R or L



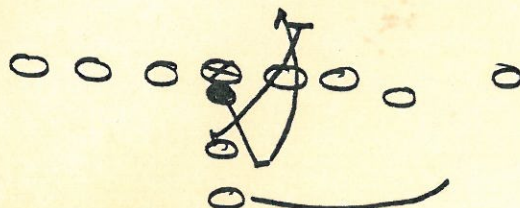
FB - STEP OUT FOR QB TO
PASS YOU - TURN AND MAKE
POCKET - FOLLOW HB AT LB

HB - LEAD AT LB - M or
1st ON YOURSIDE

QB - COME BACK QUICK
BEHIND FB - REACH
AROUND AND PLACE
BALL

QB - DRAW "I" FORMATION

R or L



FB - STEP UP - LET QB PASS
LEAD AT LB -

TR - FLARE TO INFLUENCE LB

QB - 3 STEP DROP - SHOW
BALL - FOLLOW FB AT LB

WE WILL HAVE A "FLEA FLICKER" BUT IF EVER WE ADD
OTHER PLAYS WE WILL DELETE SOME WE HAVE.
KNOW THE BLOCKING - WHO CARRIES - WHERE HE IS
GOING.