

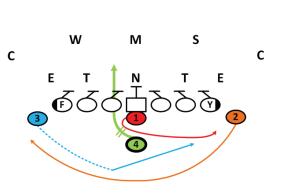


DOUBLE WING 43 WEDGE VS. 5-3

O-LINE: WEDGE BLOCKING

QB: OPEN PLAYSIDE, HAND OFF TO FULL BACK, AND BOOT AWAY.

- TE'S: PLAYSIDE: WEDGE BLOCKING. BACKSIDE: WEDGE BLOCKING.
- 2 BACK: GET DEPTH, FAKE END AROUND
- **3 BACK:** GO IN SHORT MOTION, SELL RUN WEAKSIDE
- 4 BACK: LINE UP 1 TO 2 YARDS BEHIND QB. TAKE HANDOFF PLAYSIDE.



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DOUBLE WING 38 SWEEP VS. 6-2

O-LINE: TRACK BLOCKING HEAD UP TO BACKSIDE. BACKSIDE PULLING TACKLE PULL FOR PLAYSIDE 2ND LEVEL DEFENDER.

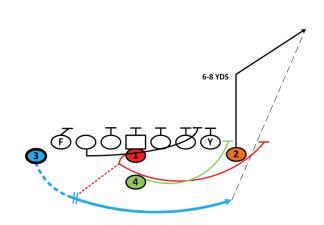
- **QB:** OPEN WEAK, QUICK TOSS TO 3 BACK, THEN LEAD BLOCK FOR CORNER OR WIDEST DEFENDER
- TE'S: PLAYSIDE: TRACK BLOCKING HEAD UP TO BACKSIDE. BACKSIDE: CUT OFF.
- 2 BACK: TRACK BLOCKING HEAD UP TO BACKSIDE.
- 3 BACK: GO IN SHORT MOTION, CATCH THE TOSS, RUN SWEEP COURSE.
- 4 BACK: SWEEP COURSE BLOCKING FOR MOST DANGEROUS MAN.



DOUBLE WING 38 SWEEP HB PASS

O-LINE: BLOCK HEAD UP TO PLAYSIDE. PULLING TACKLE: SET PLAYSIDE EDGE OR PICK UP ANY LEAKAGE

- QB: OPEN WEAKSIDE, QUICK TOSS TO 3 BACK, FAKE SWEEP AND BLOCK MDM.
- TE'S: PLAYSIDE: RUN 1 YD FLAT ROUTE, POSSIBLE QUICK THROW. BACKSIDE: CUT OFF.
- 2 BACK: RUN 6-8 YARD CORNER ROUTE. *SNEAK THROUGH AND GET LOST IN TRAFFIC
- 3 BACK: GO IN SHORT MOTION, CATCH THE TOSS, RUN SWEEP COURSE, THROW CORNER ROUTE IF OPEN, THEN LOOK TO FLAT, TO RUN THE BALL.
- 4 BACK: SWEEP COURSE BLOCKING FOR MOST DANGEROUS MAN.





ЈИМВО 24 BLAST VS. 6-2

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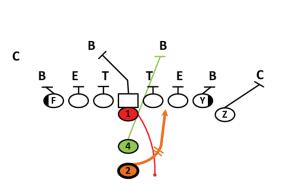
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O-LINE: MAN BLOCKING. IF UNCOVERED, DOUBLE TEAM PLAYSIDE TO 2ND LEVEL. HANG 2ND PLAYSIDE LB FOR FULLBACK.

QB: OPEN PLAYSIDE, DOWNHILL HANDOFF TO 2 BACK.

TE'S: SAME RULES AS O-LINE.

- 2 BACK: DOWNHILL COURSE, TAKE HANDOFF.
- 3 BACK: KICK OUT FORCE/WIDEST DEFENDER.
- 4 BACK: DOWNHILL LEAD BLOCK ON 2ND LB PLAYSIDE.



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JUMBO **5 3 MIKE VS. 5-3 BEAR**

O-LINE: MAN BLOCKING. IF UNCOVERED, DOUBLE TEAM PLAYSIDE TO 2ND LEVEL. HANG 2ND PLAYSIDE LB FOR THE 4 BACK.

QB: OPEN PLAYSIDE, DOWNHILL HANDOFF TO 2 BACK, BOOT AWAY.

TE'S: SAME RULES AS O-LINE.

2 BACK: DOWNHILL COURSE, TAKE HANDOFF.

Z: CUTOFF.

4 BACK: DOWNHILL LEAD BLOCK ON 2ND LB PLAYSIDE.

JUMBO FAKE MIKE PASS Z CORNER

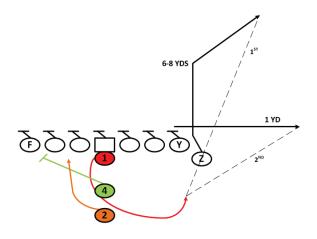
O-LINE: TRACK BLOCKING, STAY ON COURSE AND BLOCK WHO SHOWS UP. SELL THE RUN.

QB: OPEN WEAKSIDE, DOWNHILL FAKE TO 2 BACK. BOOT AWAY. READ CORNER ROUTE, TO SLOW FLAT, TO RUN.

TE'S: Y: SLAM DOWN ON DEFENDER INSIDE OF YOU, TURN AND RUN TO FLAT **BACKSIDE:** SAME RULES AS O-LINE.

2 BACK: DOWNHILL COURSE, FAKE HANDOFF.

- **Z:** INSIDE RELEASE TO FAKE CUTOFF, THEN RUN 6-8 YARD CORNER ROUTE.
- 4 BACK: DOWNHILL LEAD BLOCK PLAYSIDE.



Wilson MORE WIN." PLAYBOOK FOR COACHES WWW.firstdownapp.com/wilson

POWER I 29 CRACK TOSS VS. 4-4

O-LINE: ZONE BLOCKING. HEAD UP TO PLAYSIDE. IF UNCOVERED, WORK DOUBLE TEAM PLAYSIDE TO 2^{ND} LEVEL.

QB: OPEN WEAKSIDE, TOSS TO 2 BACK.

TE'S: CUTOFF BACKSIDE.

2 BACK: QUICK JAB WEAK, CATCH TOSS THEN SWEEP COURSE.

3 BACK: SWEEP COURSE, BLOCK MOST DANGEROUS MAN.

4 BACK: SWEEP COURSE, BLOCK CORNER.

POWER I 14 BLAST DRAW VS. 5-3

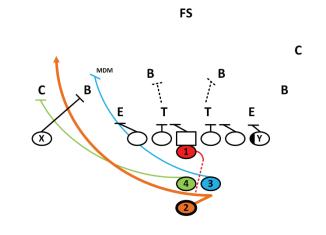
O-LINE: MAN BLOCKING. IF UNCOVERED, WORK BACKSIDE. HANG 2 PLAYSIDE BACKERS.

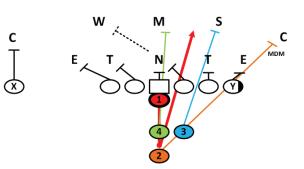
QB: DROP BACK, SELL PASS, FOLLOW LEAD BLOCKERS.

- **TE'S:** BLOCK END TO 2ND LEVEL. HANG 2 PLAYSIDE BACKERS.
- **2 BACK:** BLOCK FORCE DEFENDER TO MOST DANGEROUS MAN.

3 BACK: LEAD BLOCK ON 1ST LB PLAYSIDE.

4 BACK: LEAD BLOCK ON 2ND PLAYSIDE LB.





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POWER I 24 BLAST PASS FLOOD

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O-LINE: SLIDE PROTECTION WEAK.

QB: FAKE BLAST HANDOFF, READ CORNER TO FLAT. BACKSIDE HITCH IF HOT VS BLITZ.

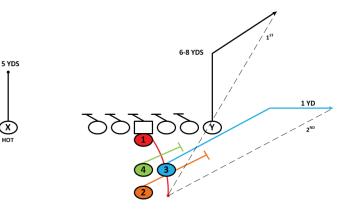
TE'S: 6-8 YARD CORNER.

X: 5 YARD HITCH. HOT.

2 BACK: FAKE 24 BLAST, BLOCK EDGE.

3 BACK: FAKE 24 BLAST, RUN 1 YARD FLAT ROUTE.

4 BACK: BLOCK 1ST THING OFF TACKLES EDGE.



Wilson MORE WIN." PLAYBOOK FOR COACHES WWW.firstdownapp.com/wilson

TIGHT WISHBONE **10** 18 SWEEP VS. 4-4 SPLIT

O-LINE: ZONE BLOCKING. HANG PLAYSIDE 2ND LEVEL DEFENDER FOR FULLBACK.

QB: OPEN WEAKSIDE, FOLLOW BLOCKERS ON SWEEP COURSE.

TE'S: SAME RULES AS O-LINE.

2 BACK: BLOCK CORNER.

3 BACK: SWEEP COURSE, BLOCK MOST DANGEROUS MAN.

4 BACK: BLOCK PLAYSIDE 2ND LEVEL DEFENDER.

TIGHT WISHBONE 34 CROSS LEAD VS. 6-2 11

O-LINE: MAN BLOCKING. HANG PLAYSIDE 2ND LEVEL DEFENDER FOR FULLBACK.

QB: OPEN PLAYSIDE, HAND OFF TO 3 BACK, BOOT AWAY.

TE'S: SAME RULES AS O-LINE.

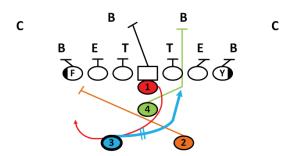
2 BACK: CROSS BLOCK BACKSIDE.

3 BACK: LEAD COURSE, TAKE HANDOFF.

4 BACK: LEAD BLOCK ON FIRST DEFENDER ON THE 2ND LEVEL PLAYSIDE.

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TIGHT WISHBONE12FAKE 42 WEDGE Y POP PASS

O-LINE: WEDGE BLOCKING.

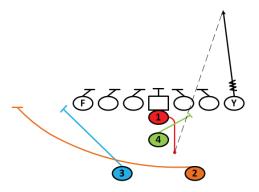
QB: FAKE FB DIVE, STAY LOW, DUMP PASS TO Y.

TE'S: FAKE WEDGE BLOCK, THEN RELEASE TO OPEN AREA. **F:** WEDGE BLOCKING.

2 BACK: FAKE SWEEP WEAKSIDE.

3 BACK: BLOCK 1ST THING OFF TACKLES EDGE.

4 BACK: FAKE DIVE, BLOCK FIRST THING TO SHOW.







SHOOT 18 KEEP VS. 5-2

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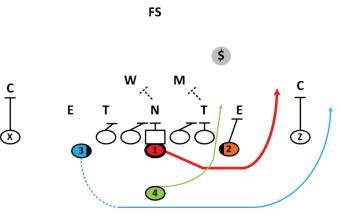
O-LINE: ZONE BLOCKING. IF UNCOVERED, DOUBLE TEAM PLAYSIDE TO 2ND LEVEL. HANG WIDEST DEFENDER OF THE L.O.S.

QB: RUN 18 SERIES COURSE, FAKE HANDOFF TO 4 BACK. KEEP AND RUN TO DAYLIGHT.

Z: BLOCK CORNER.

X: BLOCK CORNER.

- 2 BACK: SAME RULE AS O-LINE. BLOCK THE WIDEST ON L.O.S.
- ${\bf 3}$ BACK: GO IN SHORT MOTION. RUN SWEEP OPTION COURSE. KEEP GOOD RELATION TO QB.
- 4 BACK: RUN 4 HOLE COURSE. FAKE HANDOFF.



SHOOT **14** 34 LEAD VS. 4-4

O-LINE: MAN BLOCKING. HANG 2 PLAYSIDE BACKERS FOR THE PULLERS.

PULLING GUARD: PULL FOR 1ST PLAYSIDE BACKER. PULLING TACKLE: PULL FOR 2ND PLAYSIDE BACKER.

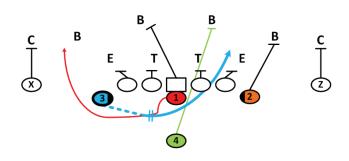
QB: OPEN PLAYSIDE, HAND OFF TO 4 BACK AND FOLLOW 3 BACK WEAKSIDE.

Y: BLOCK CORNER.

F: BLOCK CORNER.

2 BACK: CUT OFF INSIDE DEFENDER.

- 3 BACK: GO IN SHORT MOTION. RUN SWEEP COURSE WEAKSIDE.
- **4 BACK:** JAB STEP(S) WEAKSIDE, LET 3 BACK CLEAR AND COME OFF HIS BACK PLAYSIDE FOR HANDOFF.



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SHOOT MAX DEEP PASS

O-LINE: MAN BLOCKING.

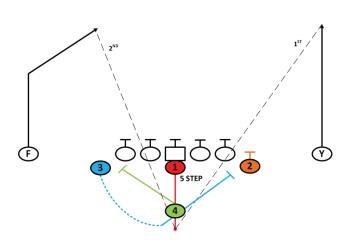
QB: 5 STEP DROP. READ GO ROUTE TO DEEP POST.

Y: RUN GO ROUTE.

F: RUN DEEP POST.

- 2 BACK: BLOCK HEAD UP TO INSIDE GAP.
- **3 BACK:** GO IN SHORT MOTION. BLOCK ANYTHING THAT SHOWS.

4 BACK: BLOCK BACKSIDE OFF TACKLES EDGE.



Wilson MORE WIN." PLAYER'S WRIST COACH www.firstdownapp.com/wilson

#	PLAY	#	PLAY
1	DW: 43 Wedge	9	PI: 24 Blast Pass Flood
2	DW: 38 Sweep	10	WB: 18 Sweep
3	DW: 38 Sweep HB Pass	11	WB: 34 Cross Lead
4	J: 24 Blast	12	WB: Fake 42 Wedge Y Pop Pass
5	J: 23 Mike	13	S: 18 Keep
6	J: Fake Mike Pass Z Corner	14	S: 34 Lead
7	PI: 29 Crack Toss	15	S: Max Deep Pass
8	PI: 14 Blast Draw	16	

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3	DW: 38 Sweep HB Pass	11	WB: 34 Cross Lead
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5	J: 23 Mike	13	S: 18 Keep
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# PLAY	# PLAY	# PLAY	# PLAY
1	9	1	9
2	10	2	10
3	11	3	11
4	12	4	12
5	13	5	13
6	14	6	14
7	15	7	15
8	16	8	16
# PLAY	# PLAY	# PLAY	# PLAY
1	9	1	9
2	10	2	10
3	11	3	11
4	12	4	12
5	13	5	13
6	14	6	14
7	15	7	15
8	16	8	16
# PLAY	# PLAY	# PLAY	# PLAY
1	9	1	9
2	10	2	10
3	11	3	11
4	12	4	12
5	13	5	13
6	14	6	14



