

ST. PAUL OFFENSE

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TEMPO

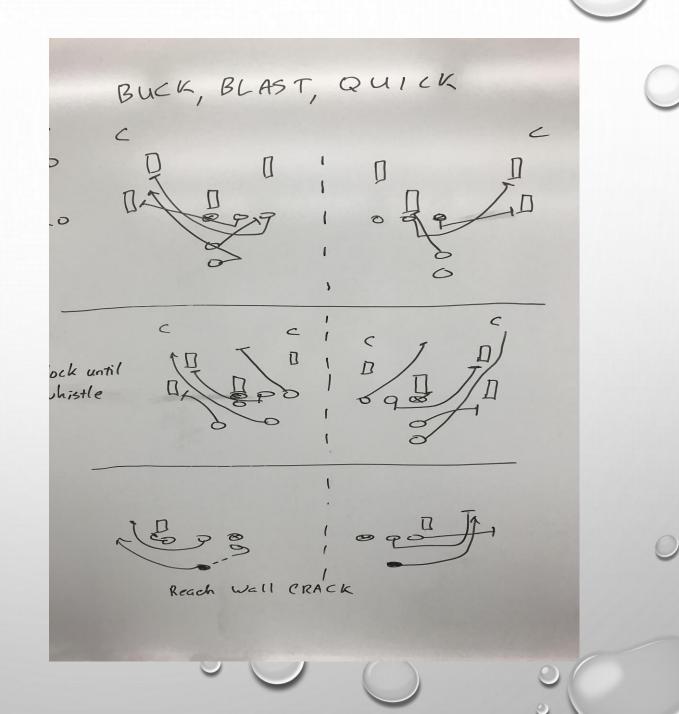
- QB COME TO THE SIDELINE AND GET THE PLAY
- AUDIBLES TO A FEW PLAYS
- SIGNALS FOR:
 - FORMATIONS, PLAYS, DIRECTION, COUNT
 - WHAT CAN THE COACH REMEMBER AND THEN DO IT IN PRACTICE EVERY NIGHT
 - HARD COUNT CHECK
 - REPEATER
 - HUDDLE AND RUSH TO THE LINE



FUNDAMENTALS

- BLOCKING PROGRESSION
- GAUNTLET
- BLAST QUICK BUCK DRILL
- ISO TO END TEAM TIME
- CELEBRATE LINEMAN
 - EAT FIRST
 - Tell them they got promoted and that those high sock sissy's can't do what they do! ${}^{\bigcirc}$

BLAST, QUICK, BUCK





PLAY PACKAGES

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- BLAST
- BUCK
- ISO
- QUICK
- SPEED
- SCREENS
- DROPBACK



BLAST

- BEST PLAY IN 8 MAN FOOTBALL
 - YOU CAN BLOCK EVERY FRONT
 - SETS TONE FOR THE OFFENSE
 - GREAT COUNTERS
 - GREAT PLAY ACTION
 - BLAST Q





- GREAT COUNTER
- GREAT PLAY ACTION
- BUCK BOOT HAS BEEN OUR BEST PASS PLAY OVER THE YEARS
- WITH WORK YOU CAN BLOCK EVERY FRONT
- GOOD OUR OF 1 BACK





- GREAT STRAIGHT AHEAD RUN
- GOOD VS PENETRATION
- GREAT PLAY ACTION AND SCREEN ACTION







- BEST PERIMETER RUN PLAY FOR US OVER THE YEARS
- GREAT COMPLEMENT TO BLAST AND BUCK
- CAN BE RUN OUT OF MULTIPLE FORMATIONS
- FLY SWEEP IS BLOCKED IDENTICAL
- GREAT PLAY ACTION







- BEST ANSWER TO PRESSURE
- GREAT I BACK PERIMETER RUN PLAY
- MUST ACCOUNT FOR THE QB
- CAN BE RUN OUT OF A VARIETY OF FORMATIONS
- GREAT PERIMETER ANGLE BLOCKING



PLAY ACTION AND SCREENS

- BOOTS FORCE THE DEFENSE TO DEFEND THE ENTIRE FIELD
- RUBS AND FLOODS CREATE CONFLICTS FOR MAN AND ZONE
- PLAY ACTION FORCES DEFENDERS TO HONOR PASS AND RUN ON EVERY SNAP
- LOOK ALIKE PLAYS CREATE CONFLICT







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