



Air Raid Playbook

Basic Edition 2014



PERSONNEL



PERSONNEL - SKILL

◎Quarterbacks

- Leaders
- Great decisions
- Get the ball out his hands
- Hates to lose

◎F

- Vision
- Grit, determination
- Want the ball in his hands
- Willing protector
- Willing to get the tough yards

◎Receivers

- Playmakers
- Catch the ball

◎Wide receivers – X and Z

- Deep threats
- Z tends to be the best (92)

◎Slot receivers – H and Y

- H is most versatile guy
- Y tends to be the bigger receiver (tight end)



PERSONNEL - LINE

◎Center

- Leader
- Can Gun Snap the ball Consistently
- Can count to 6

◎Guards

- Biggest Lineman
- Must Develop Punch
- Effective Combo Run Blocker

◎Tackles

- Best Athletes on Line
- Can get outside on Screens
- Good Feet
- Can Pull



3-DAY INSTALL



3-DAY INSTALL/PRACTICE ROTATION

Concept	Day 1	Day 2	Day 3
Run GAME	INSIDE ZONE	DART/SWITCH	POWER READ/JET
60 GAME	60, 66/67	63/64	68/69
MESH	92	92 Flip	TAGS
SCREEN GAME	1's & 2's (Trips)	2's & 3's (Bubbles)	3's (F-Screens)
90 GAME	90/91 Shallows	95 Cross	97 Curls

Continue the same rotation throughout the season to maintain fundamentals and REPS. Each specific practice segment allows for daily concepts to be emphasized.



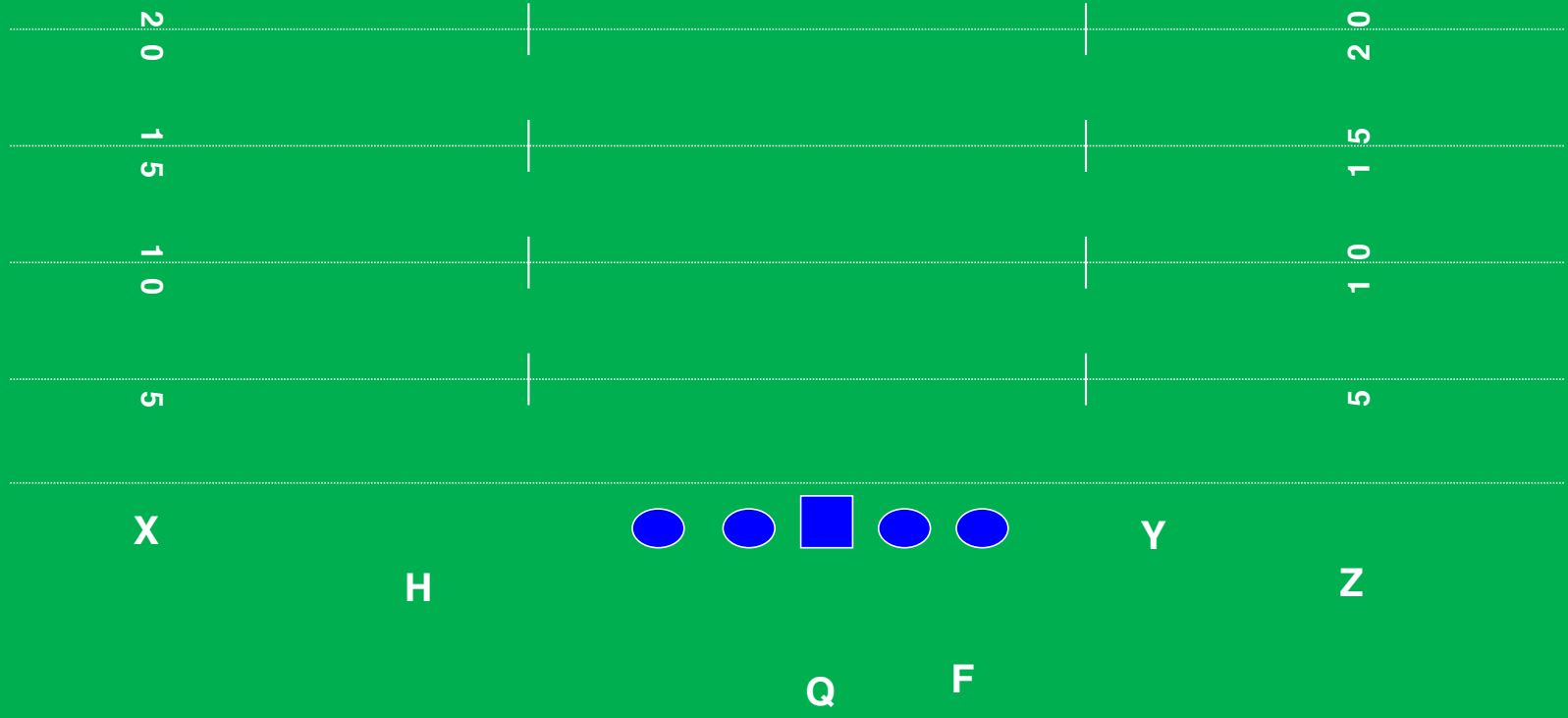
FORMATIONS

ACE



- 2X2 FOUR WIDE X AND Y ON THE BALL
- Z AND H OFF THE BALL
- QB places F dependent on Assignment
- *Signal: Index Finger in the Air*

ACE

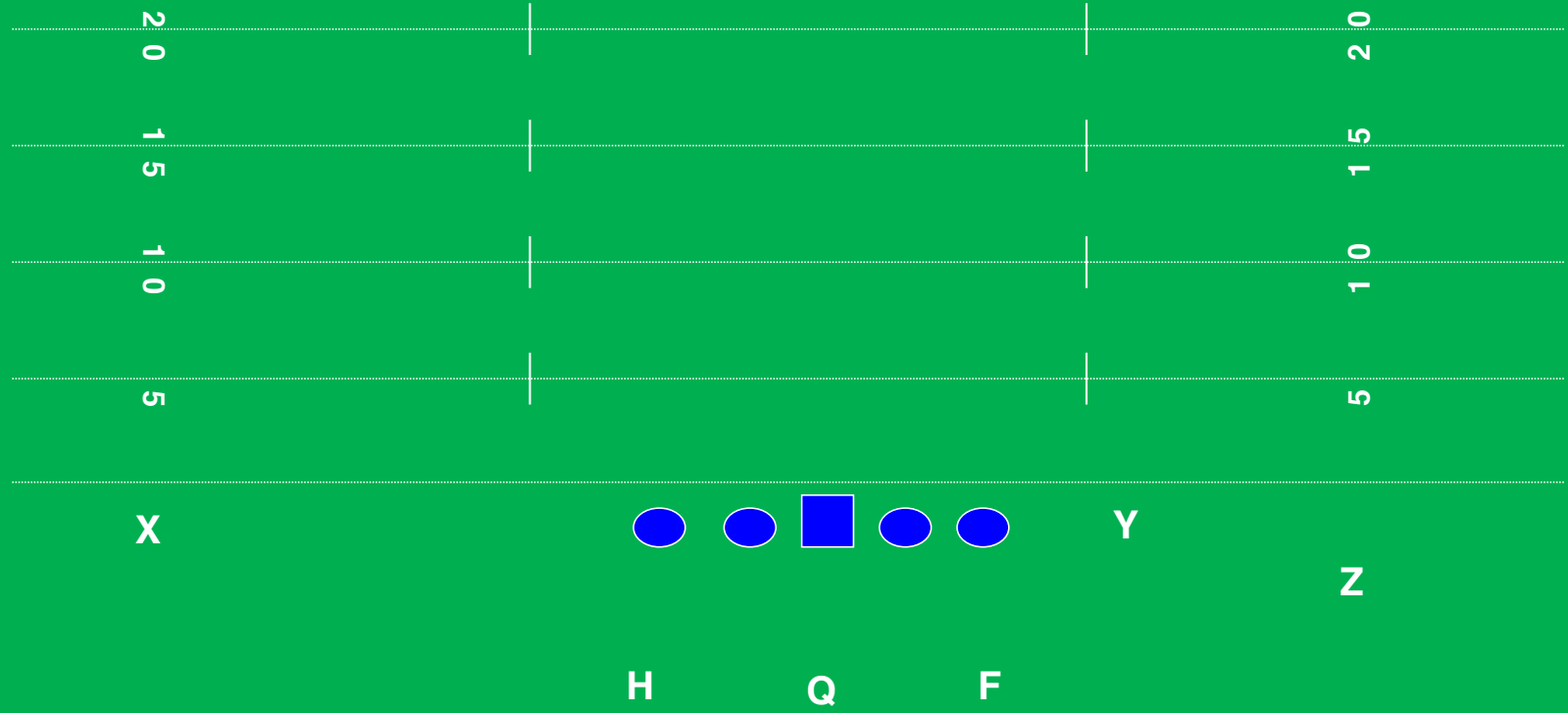


BLUE



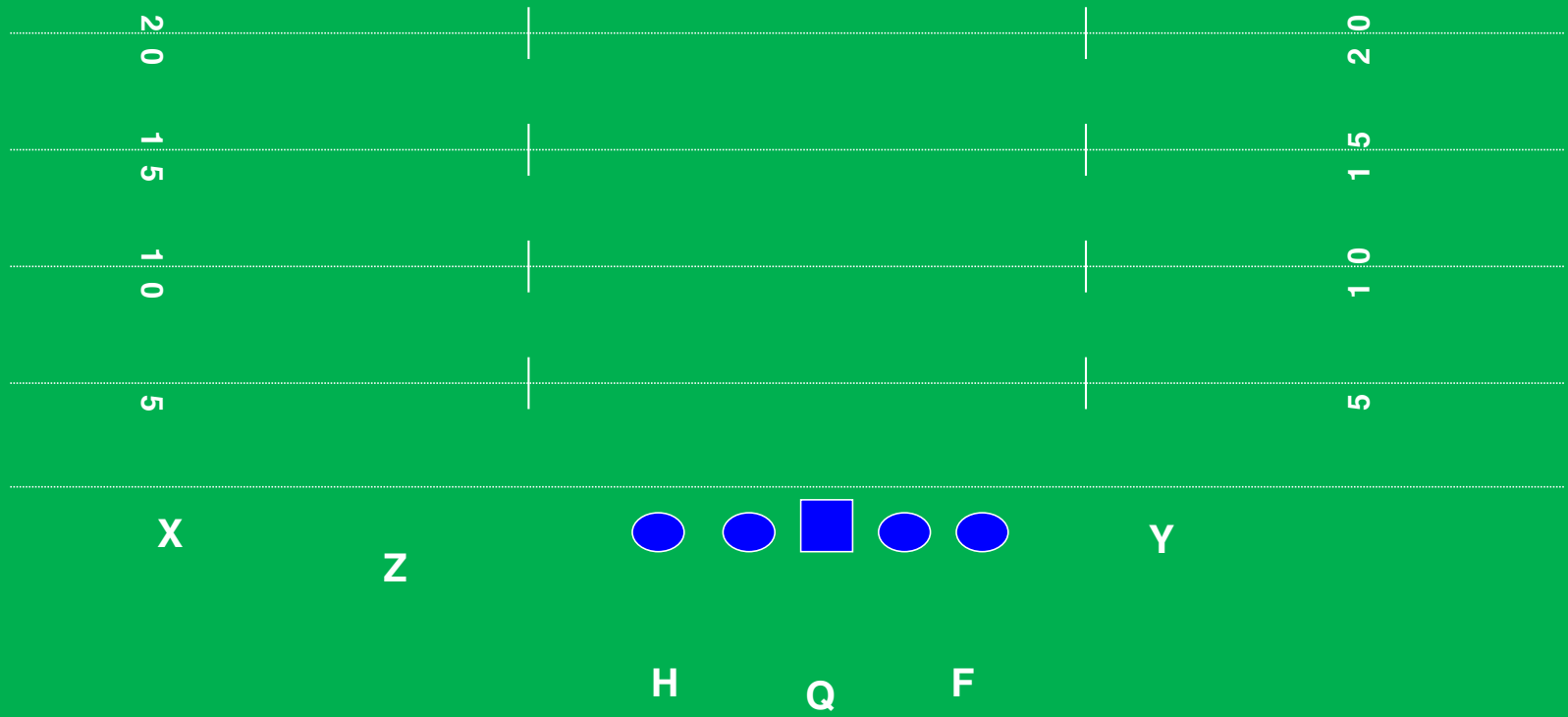
- SHOTGUN 2 BACK
- HISTO THE LEFT (H goes to 2nd letter in Name.
L=Left)
- *Signal: Longhorn Up / (Flip: Flip a Quarter)*

BLUE



BLUE FLIP

(FLIP SENDS Z TO SAME SIDE OF X)

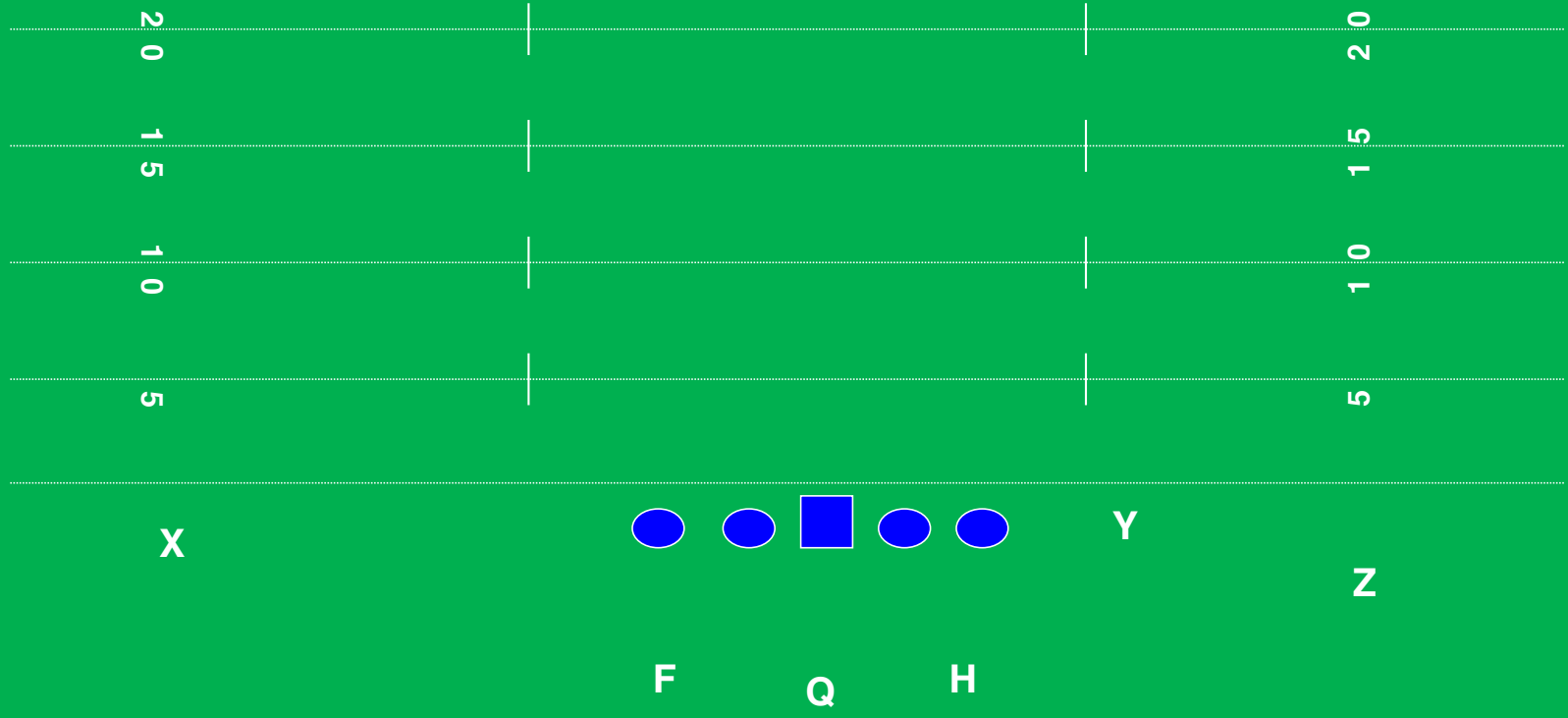


GREEN

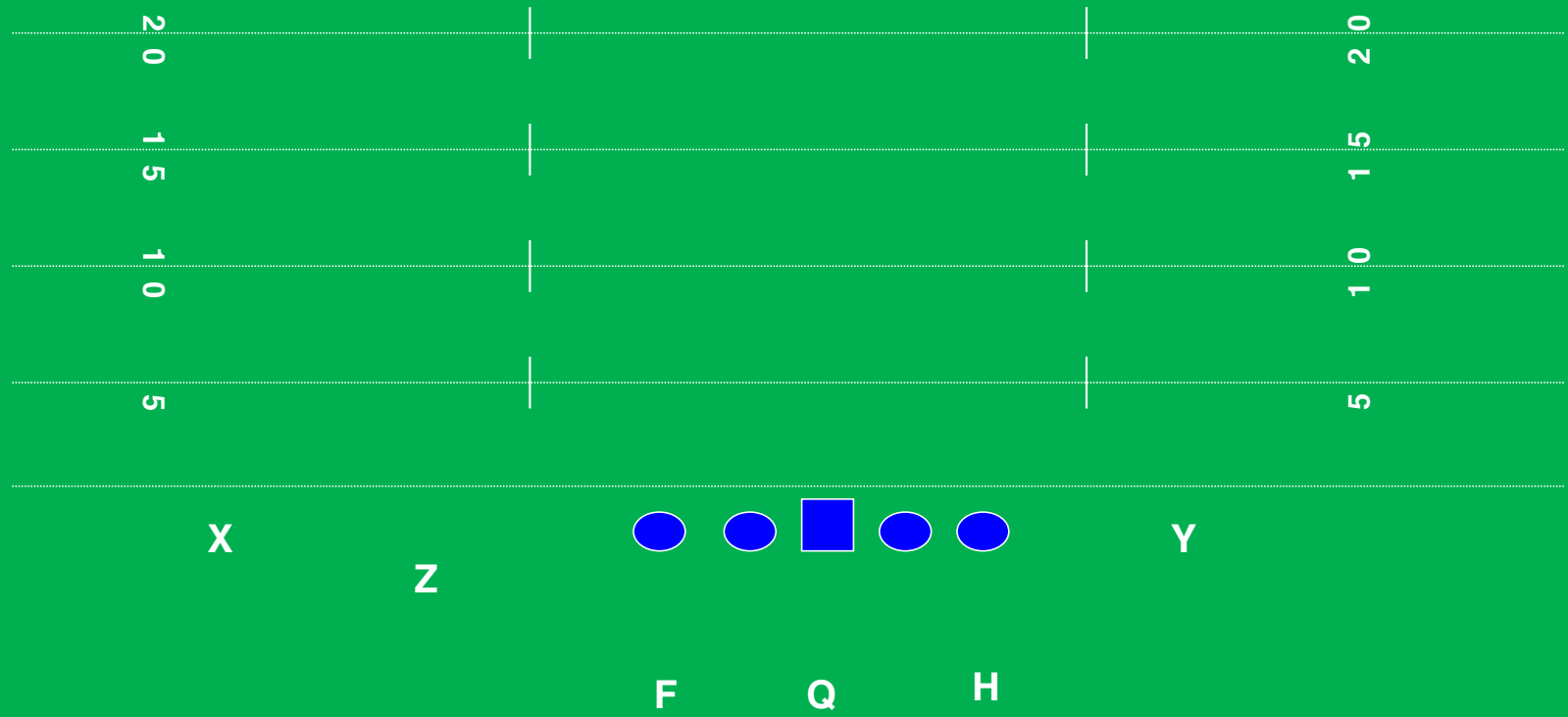


- SHOTGUN 2 BACK
- HISTO THE RT (H goes to 2nd letter in Name. R=RT)
- *Signal: Longhorn DOWN*

GREEN



GREEN FLIP

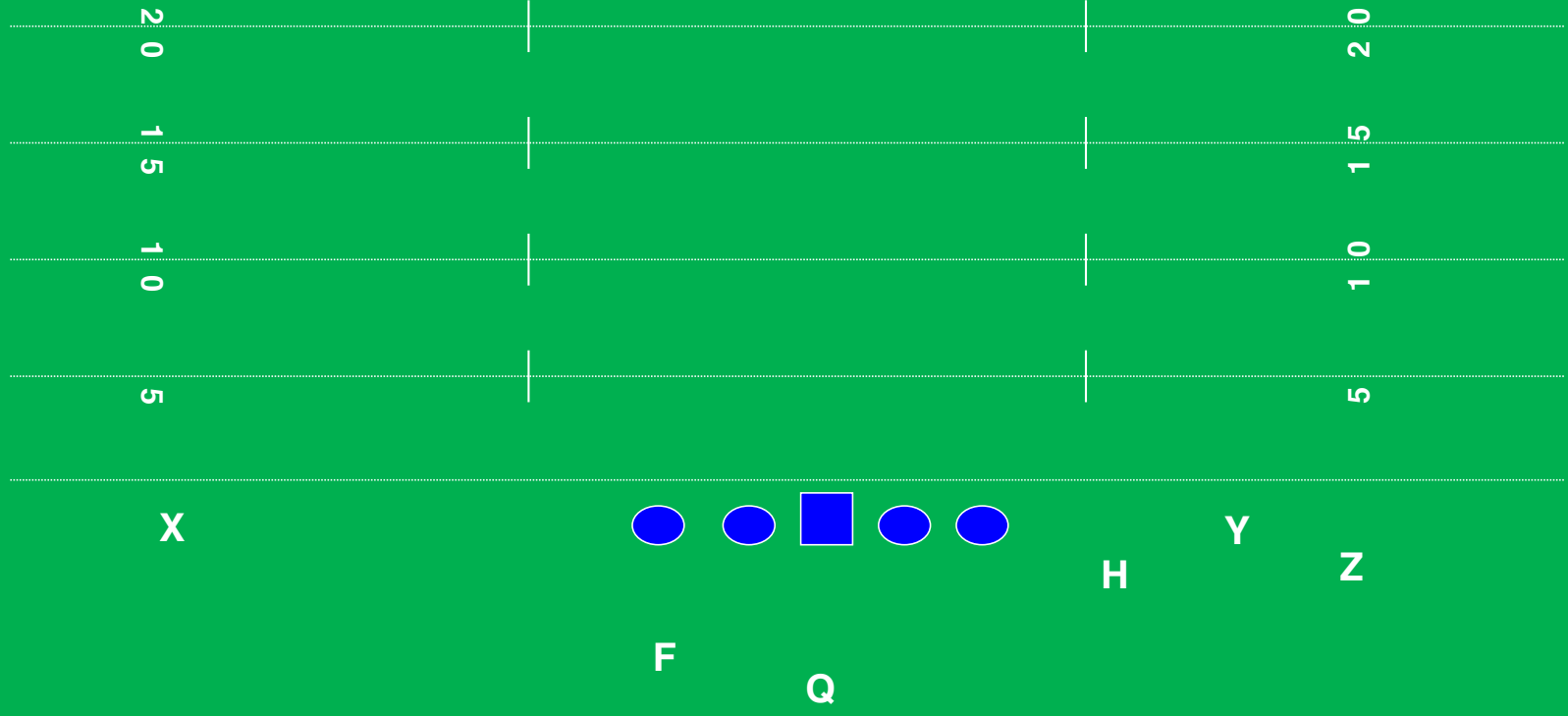


HERO/HALO

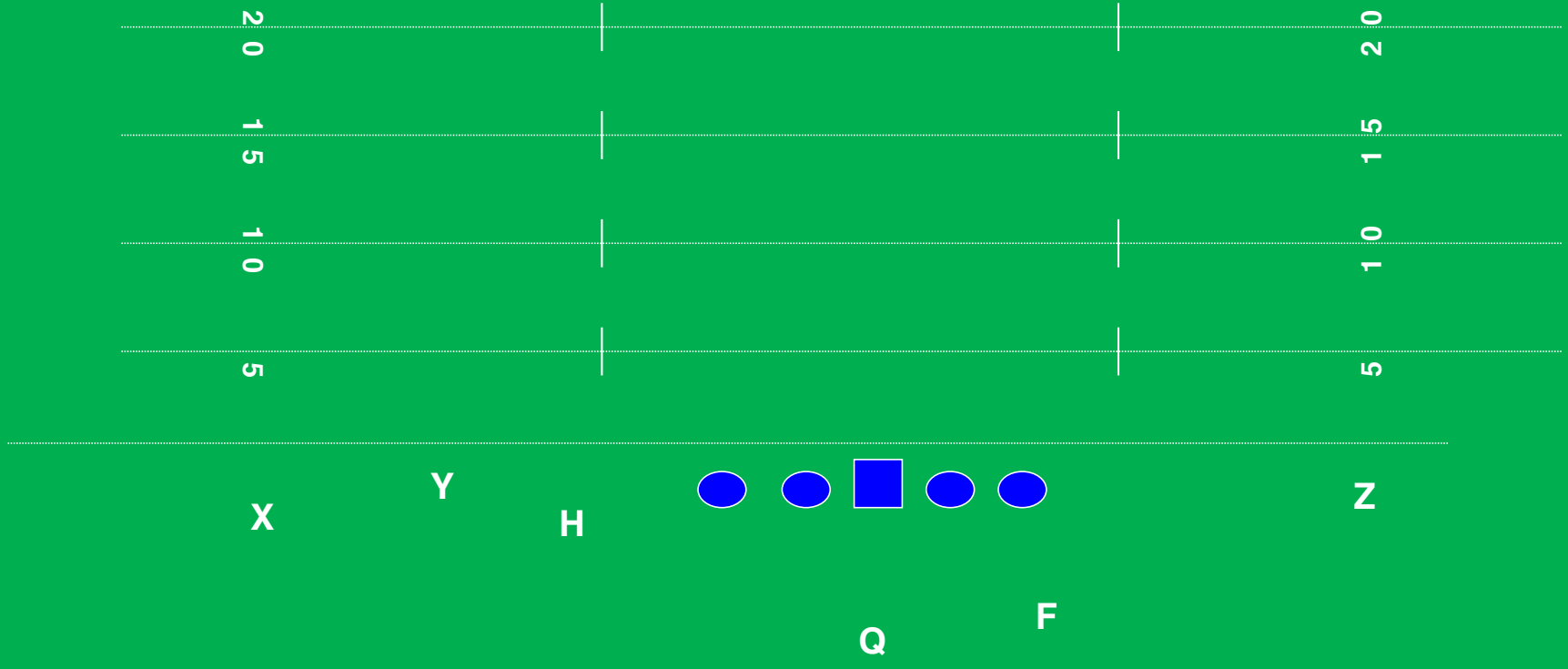


- TRIPS WITH H "INSIDE" Y
- F IS OPPOSITE
- *Signal: Ok "Up", OK "Down"*

HERO



HALO

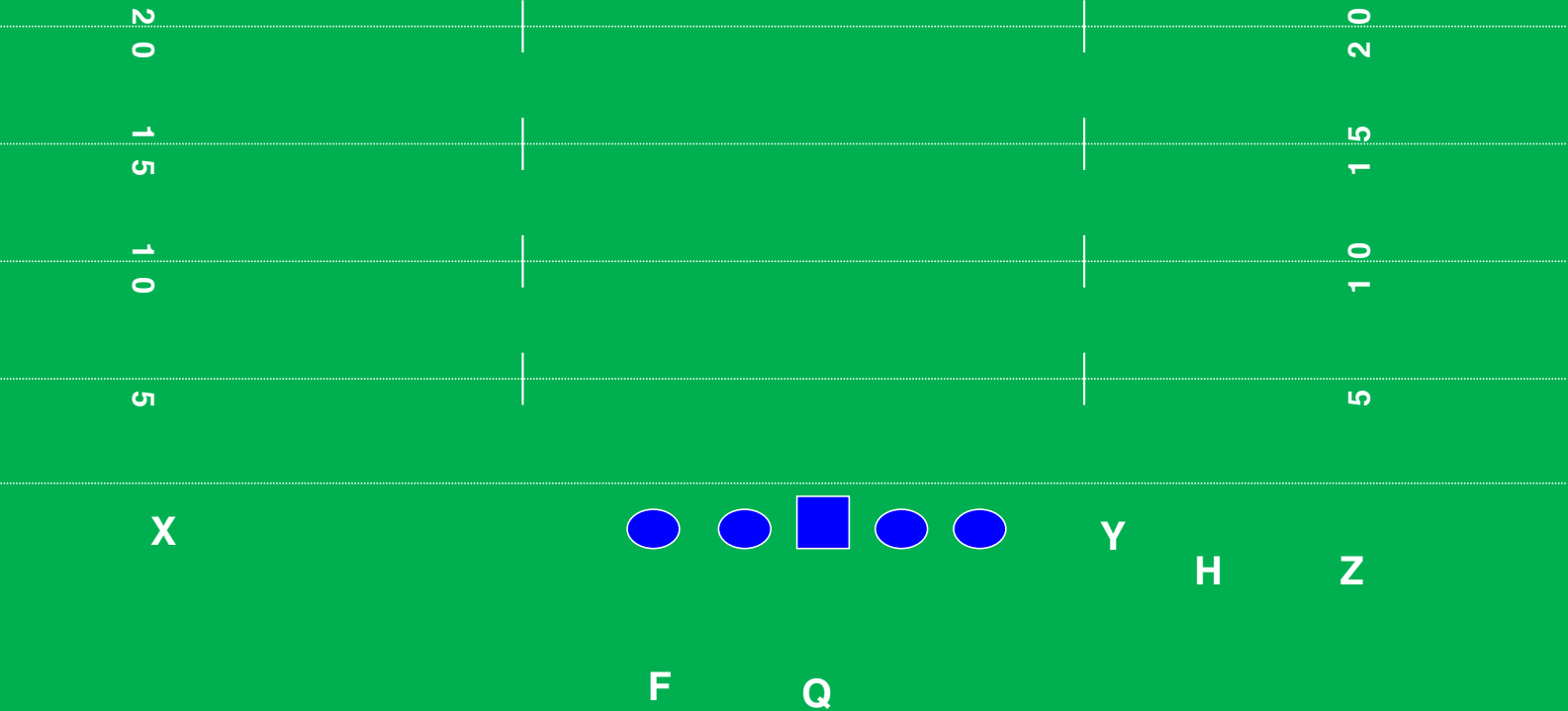


EARLY/LATE

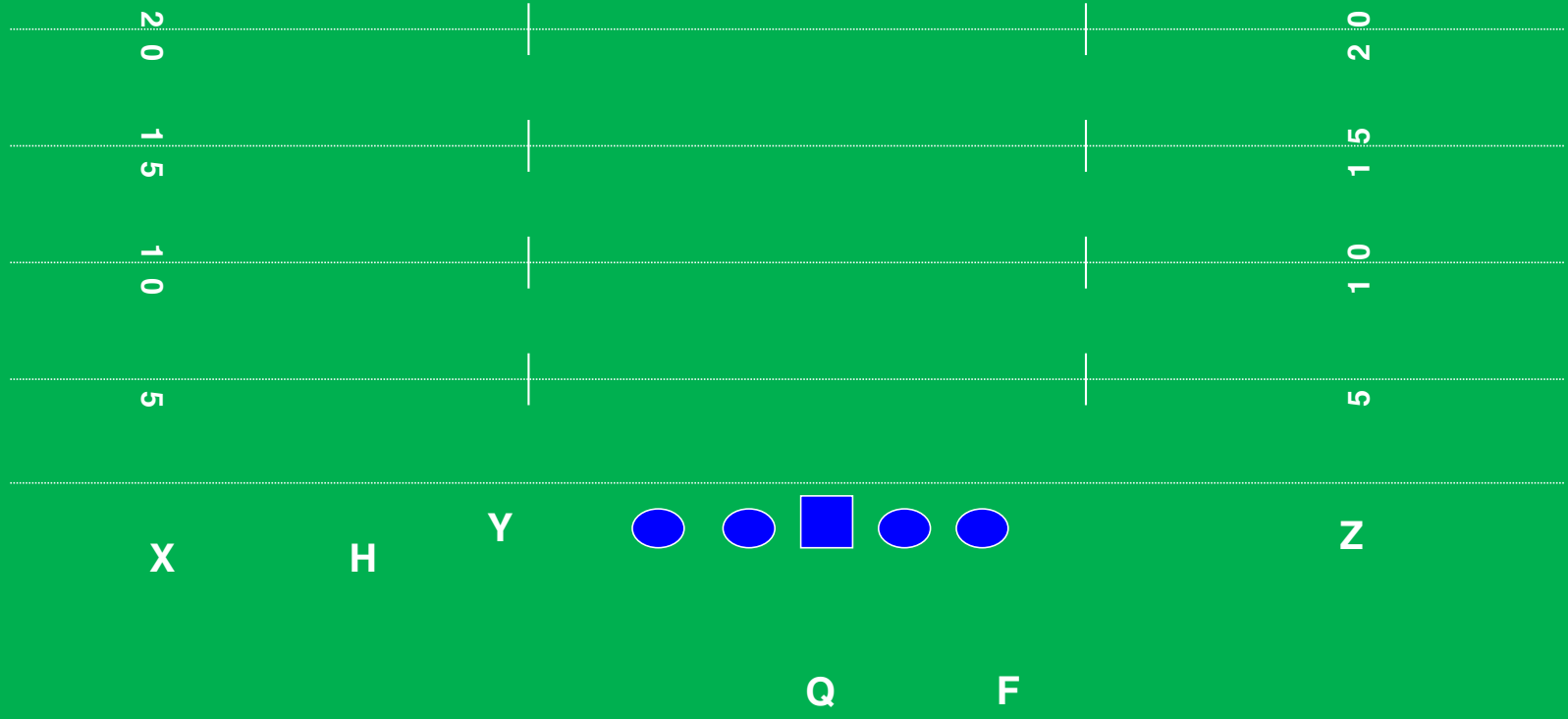


- TRIPS WITH H "OUTSIDE" Y
- F IS OPPOSITE
- *Signal: Money Fingers "Up", Money Fingers "Down"*

EARLY



LATE





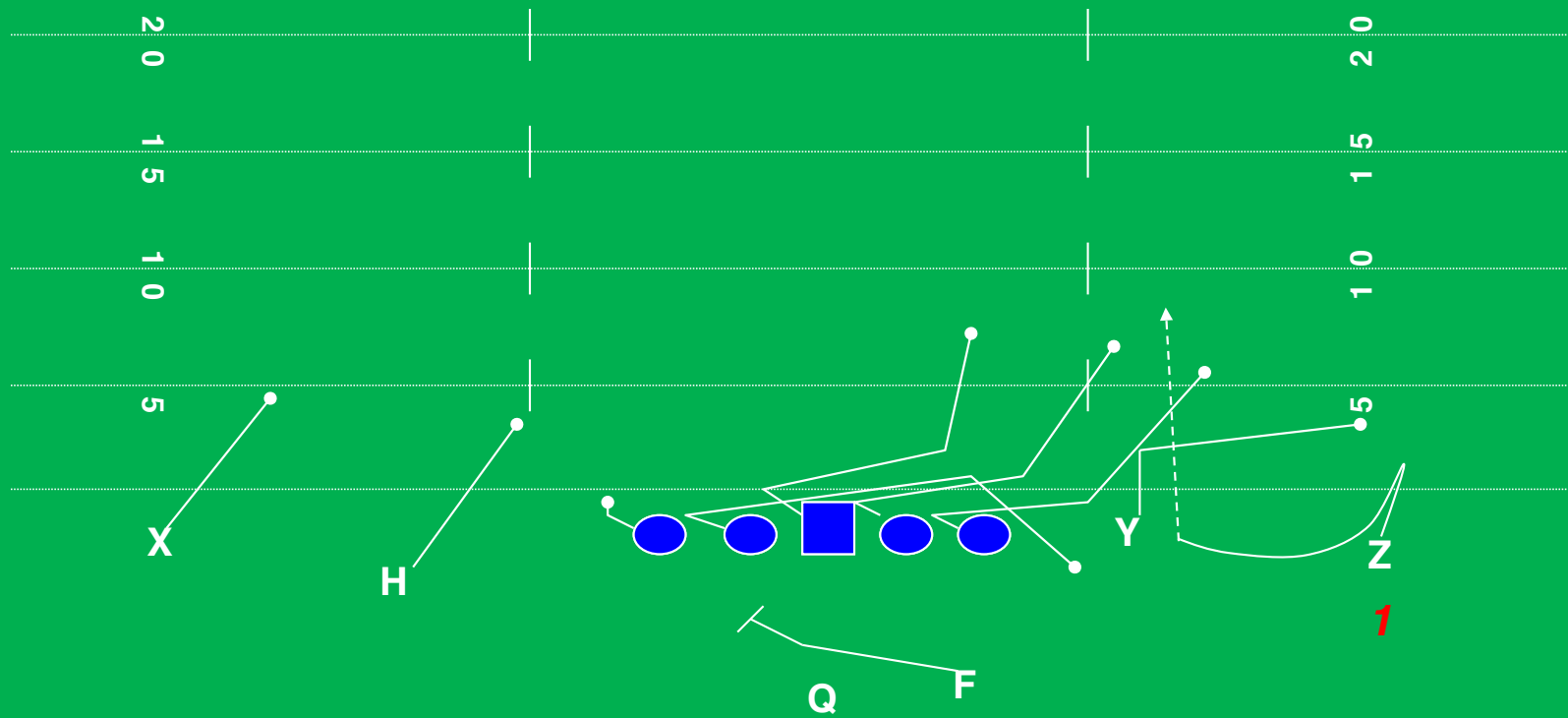
SCREENS

SCREENS



- 40's to the RIGHT, 50's to the LEFT
- 2nd NUMBER INDICATES RECEIVER
- *41=SCREEN RT TO Z, 52=SCREEN LT TO H*
- *Signal: 40's=RT Hand Wide w/ # 50's=LT Hand Wide w/#*

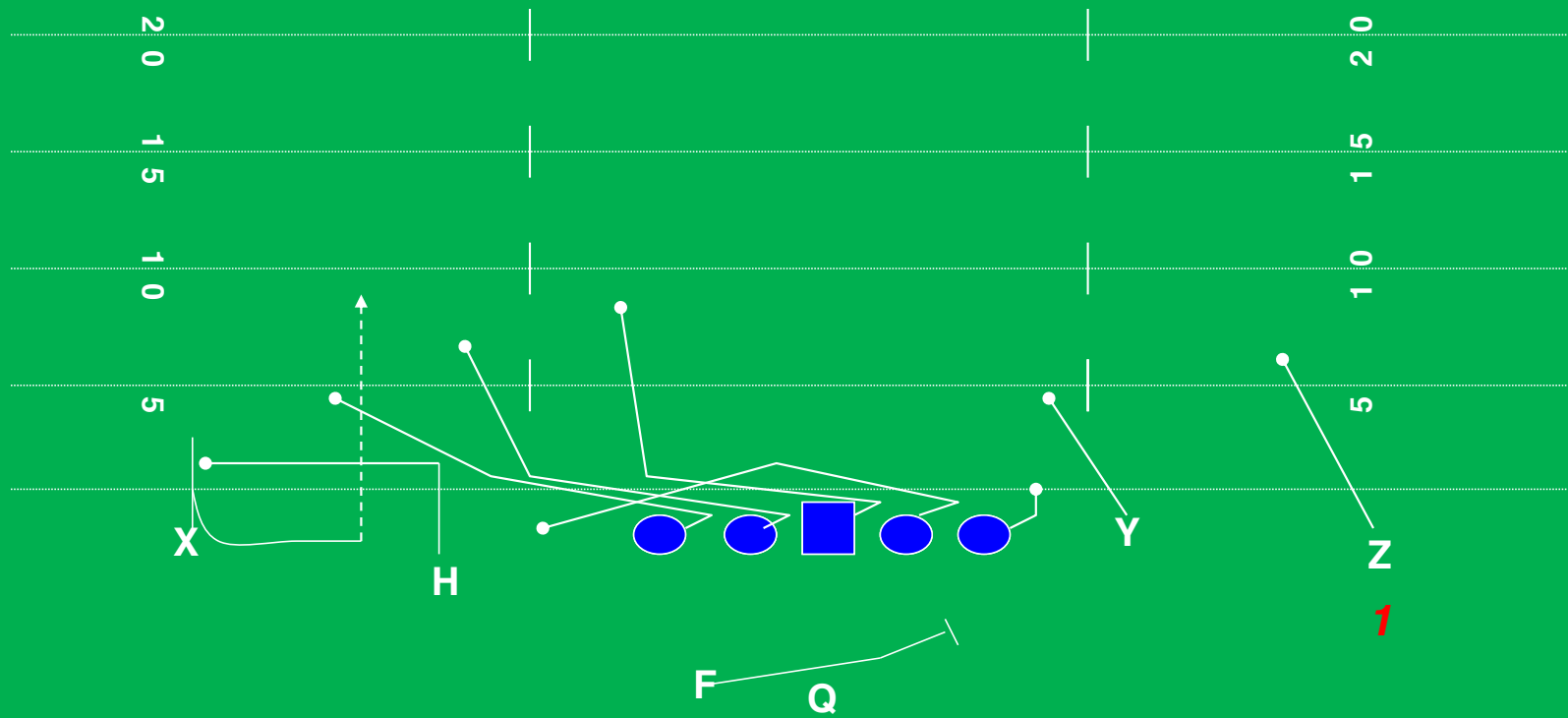
ACE 41 (Roger, Ray, Roscoe)



ACE 41

POS.	RULE
LT	Full Zone Lt
LG	Sell Zone 3 steps to Lt and then release –Peel Block
C	Sell Zone 3 steps to Lt and then release – 2 nd LB in Box
RG	Sell Zone 3 steps to Lt and then release – 1 st LB in Box
RT	Sell Zone 3 steps to Lt and then release – Alley defender
X	Cut-off Backside M.D.M.
Y	2 Steps up field – Block #1 or M.D.M.
Z	Solid Screen – 3 Steps up field, Retrace, Work toward QB straight down LOS, Attack the Ball, Catch & Score!
H	Cut-off Backside M.D.M
F	Fake 33 and protect edge
QB READS	<i>Make Direction Call to Line...Flash Fake Run get feet fast and throw solid screen to Z as soon as he begins down L.O.S.</i>

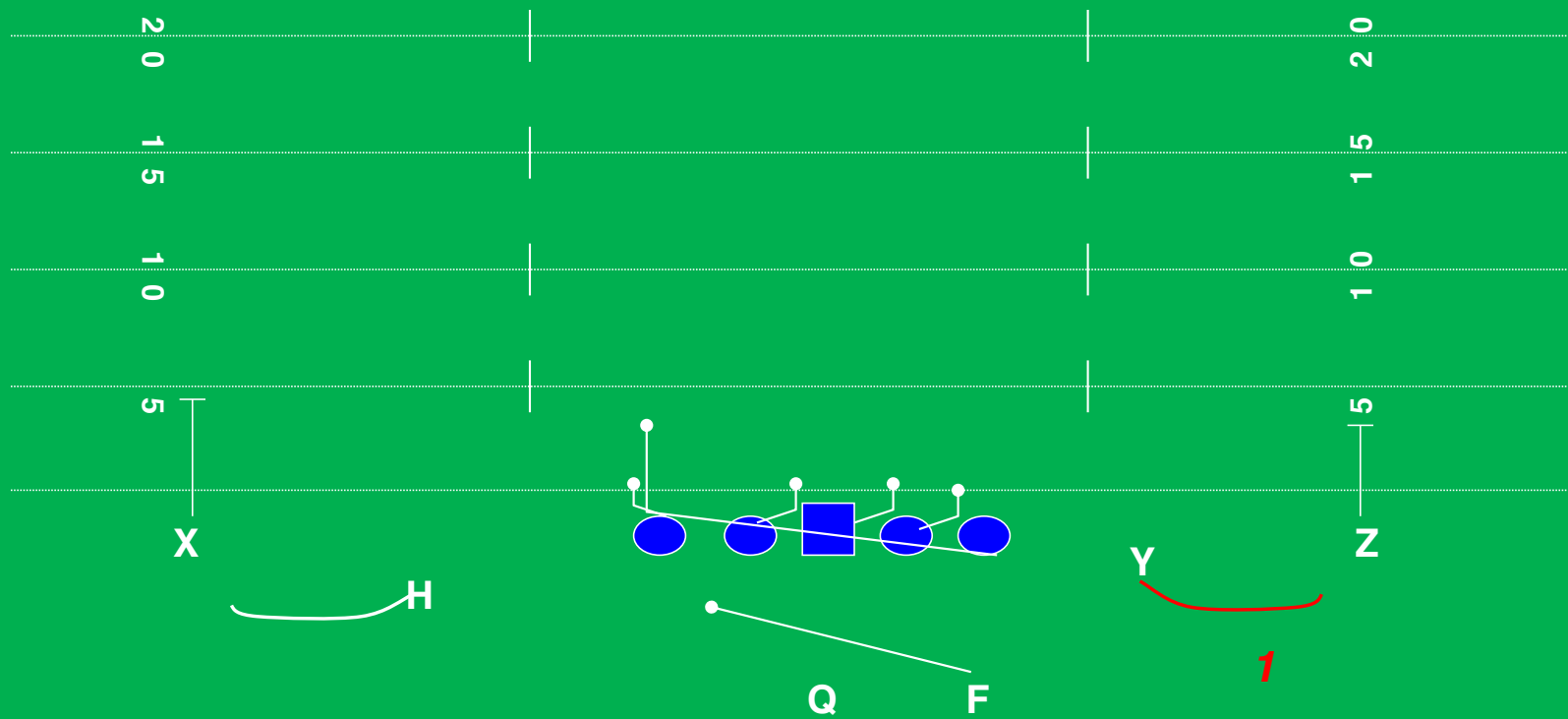
ACE 51 (Larry, Louie, Lucky)



ACE 51

POS.	RULE
LT	Sell Zone 3 steps to Lt and then release – Alley defender
LG	Sell Zone 3 steps to Lt and then release – 1 st LB in Box
C	Sell Zone 3 steps to Lt and then release – 2 nd LB in Box
RG	Sell Zone 3 steps to Lt and then release –Peel Block
RT	Full Zone Lt
X	Solid Screen – 3 Steps up field, Retrace, Work toward QB straight down LOS, Attack the Ball, Catch & Score!
Y	Cut-off Backside M.D.M.
Z	Cut-off Backside M.D.M.
H	2 Steps up field – Block #1 or M.D.M.
F	Fake 32 and protect edge
QB READS	<i>Make Direction Call for Line. Flash Fake Run get feet fast and throw solid screen to X as soon as he begins down L.O.S.</i>

ACE 42/52 (Denver, Dallas)

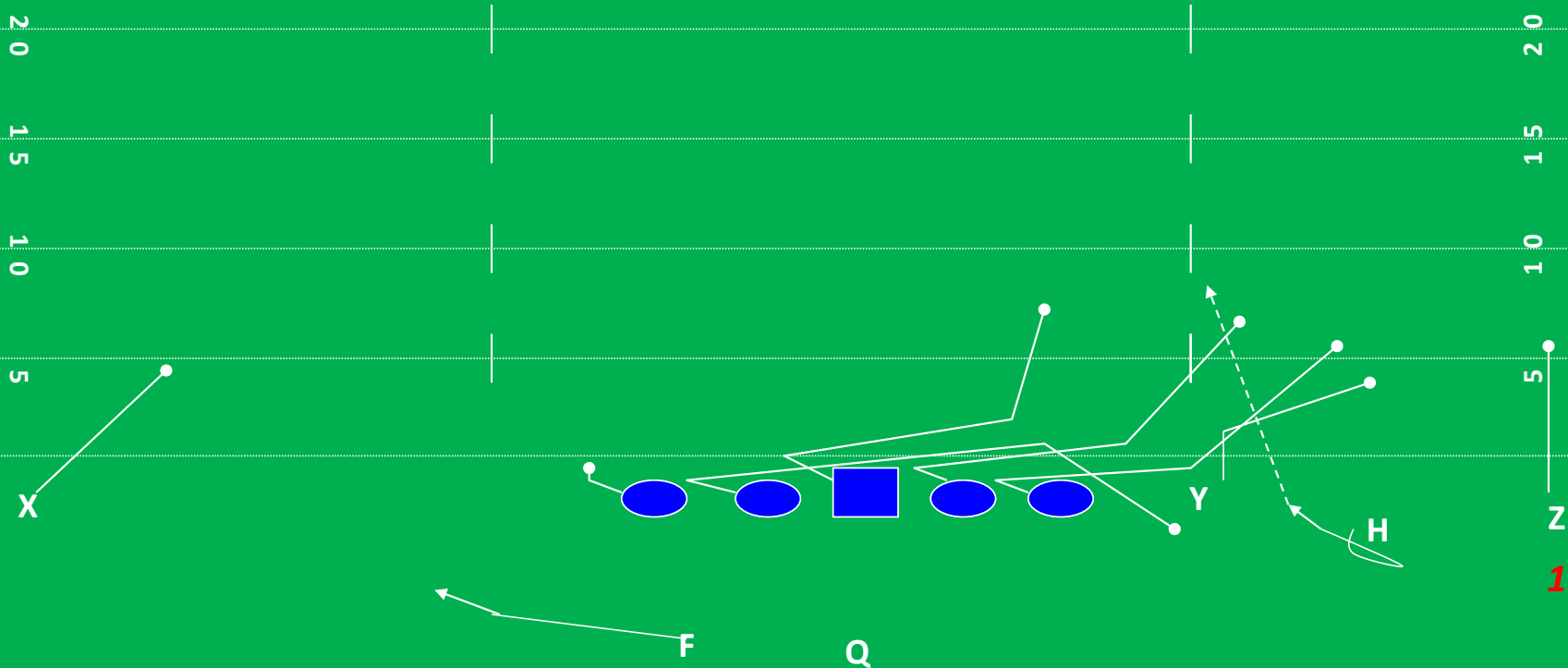


Can also run Ace 52 Bubble

ACE 42/52

POS.	RULE
LT	Denver/Dallas
LG	Denver/Dallas
C	Denver/Dallas
RG	Denver/Dallas
RT	Denver/Dallas
X	Block MOM
Y	Bubble – arc at $\frac{3}{4}$ speed and catch on run/attack and score
Z	Block #1 – Be Under Control!
H	Mirror Bubble
F	Fake Zone Lt and Protect Edge
QB READS	<i>Flash Fake to F and throw bubble to Y</i>

EARLY 42 (Roger, Ray, Roscoe)

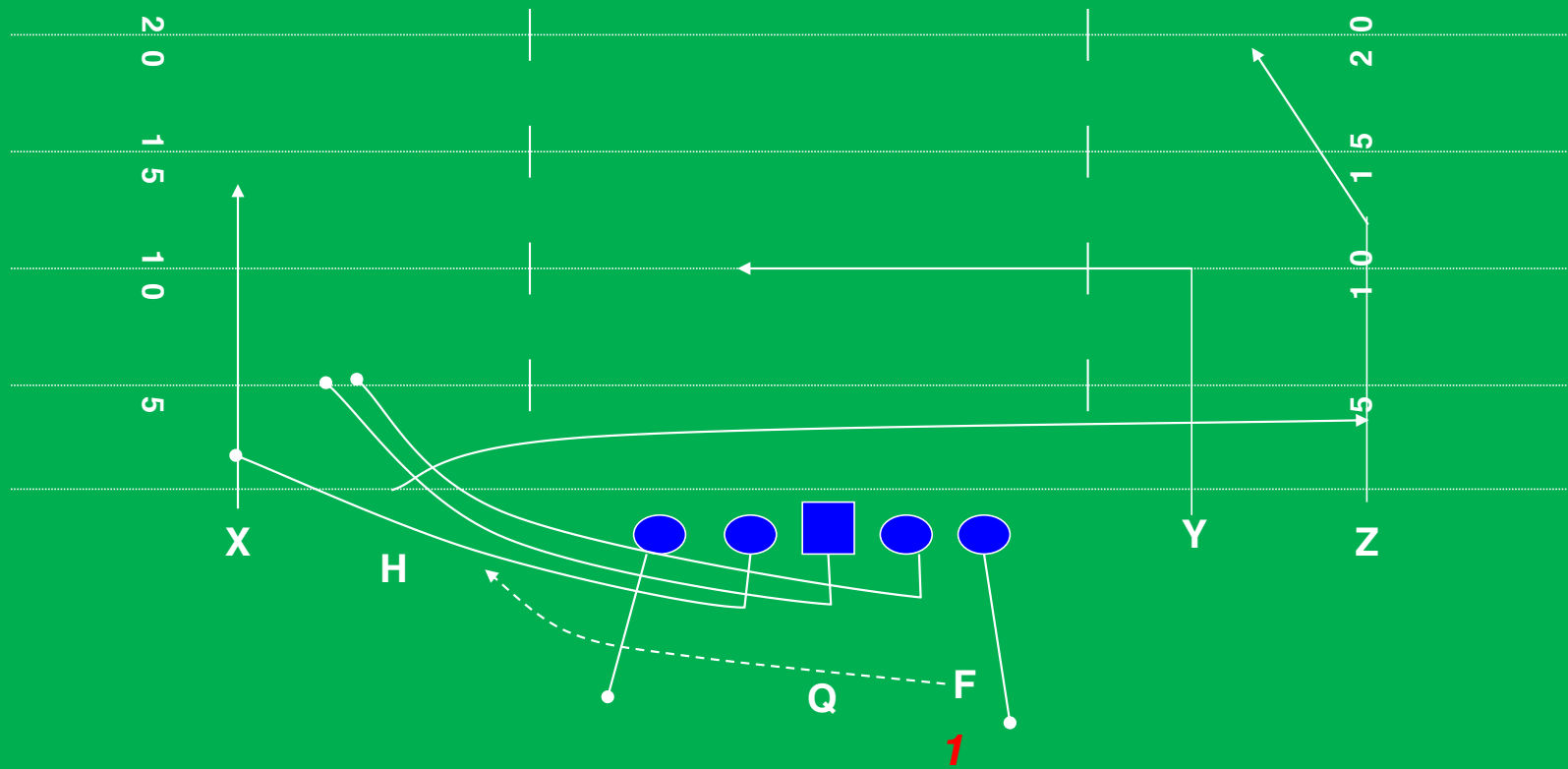


EARLY 42

POS.	RULE
LT	Full Zone Lt
LG	Sell Zone 3 steps to Lt and then release –Peel Block
C	Sell Zone 3 steps to Lt and then release – 2 nd LB in Box
RG	Sell Zone 3 steps to Lt and then release – 1 st LB in Box
RT	Sell Zone 3 steps to Lt and then release – Alley defender
X	Cut-off Backside M.D.M.
Y	2 Steps up field – Block #2 or M.D.M.
Z	Block M.O.M.
H	Inside Solid Screen – Run bubble for 3 steps, Put foot in ground, Retrace at a downhill angle, Attack the Ball, Catch & Score!
F	Fake 33 and protect edge
QB READS	<i>Get feet fast and throw solid screen to H as soon as he begins down L.O.S.</i>

ACE 43/53

(Cougar, Panther, Jaguar/Lion, Leopard, Lynx)



ACE 43/53

POS.	RULE
LT	Vertical set and High wall DE
LG	90 set show hands, engage, 3 count, pull by, release Lt flat to OLB
C	90 set show hands, engage, 3 count, pull by, release Lt to MLB
RG	90 set show hands, engage, 3 count, pull by, release Lt to BSLB
RT	Vertical set and High wall DE
X	Go Outside
Y	10 Dig
Z	10 Post
H	H-Shallow
F	Slide to inside leg of playside guard at snap / check blitz / when guard leaves you leave and find throwing lane / catch and score
QB READS	<i>3 step drop out of gun / Go through 2 reads of route / retreat and draw rush in and throw slow screen to F</i>



RUN GAME



RUN GAME

- ◎ Air Raid Running Game allows for some customizations. The only limitations are the more runs, the less REPS.
- ◎ We suggest no more than 3 basic Runs. We currently run Inside Zone, Dart/QB Dart, and Power Read/Jet Sweep
- ◎ We limit the amount of blocking schemes to three for our lineman.
- ◎ We therefore are able to practice each daily and still be comfortable in our ability to execute them effectively.



QUICK GAME



6o PASS PROTECTION

- ◎ 2-Step Vertical pass set.
- ◎ Lineman are to be very firm. Vs. a Tight head up defender, Lineman may check set (pick-up, put-down)
- ◎ 5 Man Protection with Option of 6th Man w/ F.
- ◎ Generally a Big on Big Protection.

60's



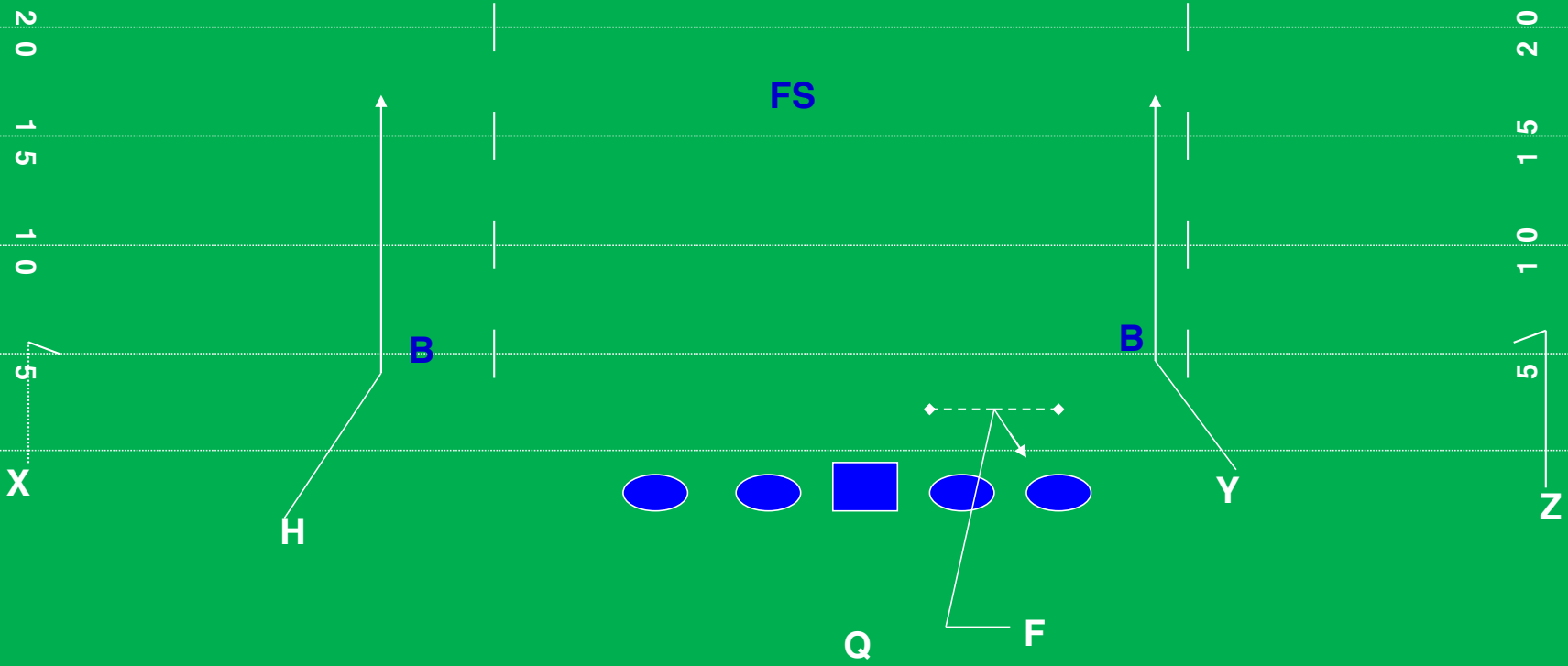
- 1-Step & Throw
- 2nd NUMBER INDICATES ROUTE/DIRECTION
- *60, 63/64, 66/67, 68/69*
- *Signal: Fist to the Chest*
- *Verbals: States (Florida, Texas, North Carolina, etc.)*

60 (Hitch/Seam)

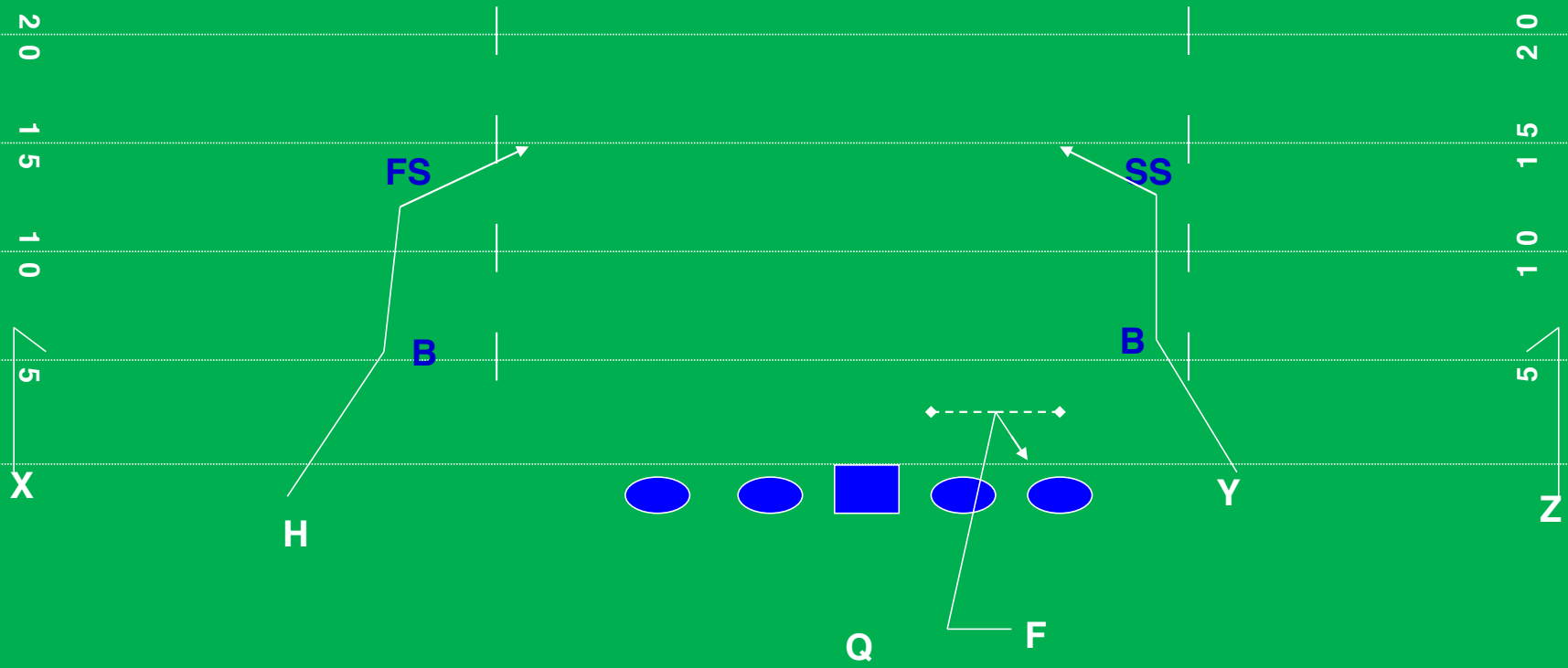


- Hitch, Go, Check down
- 1-Step Throw. Read Best Grass/Match-up
- H/Y must adjust to safety position

ACE 60 vs. 1 High Safety



ACE 60 vs. 2 High Safeties



ACE 60

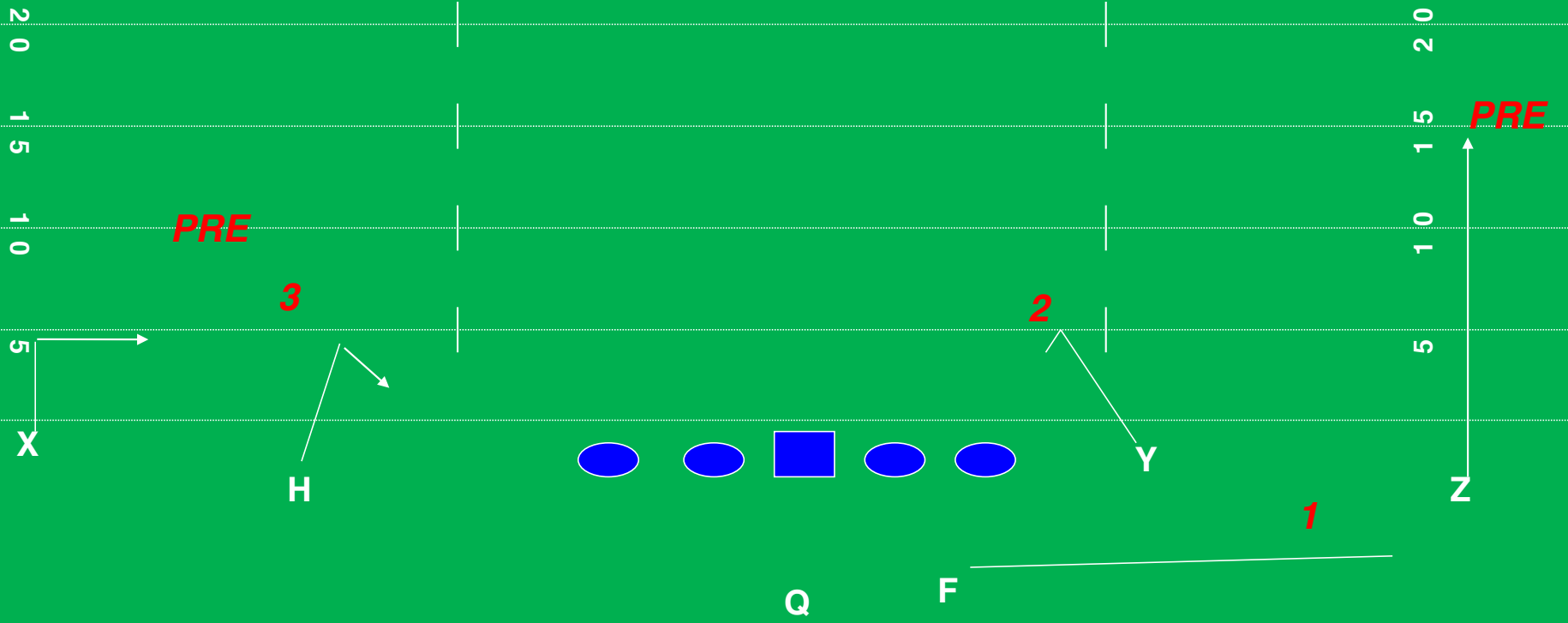
POS.	RULE
LT	60'S
LG	60'S
C	60'S
RG	60'S
RT	60'S
X	6 Hitch – win inside press
Y	Go (Work for Outside Release to protect hitch) vs. 2 safeties = Bend, vs. 1 safety = stay vertical
Z	6 Hitch – win inside if press
H	Go (Work for Outside Release to protect hitch) vs. 2 safeties = Bend, vs. 1 safety = stay vertical
F	Blitz Check Inside Out then Check-Down- if man break in or out/if zone settle
QB READS	Hitch (X or Z) (Pick a side with the most grass), Go (Y or H) (same side as hitch), Check-down (F)

63/64 (Y-Stick)



- Peek, Swing, Stick, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)

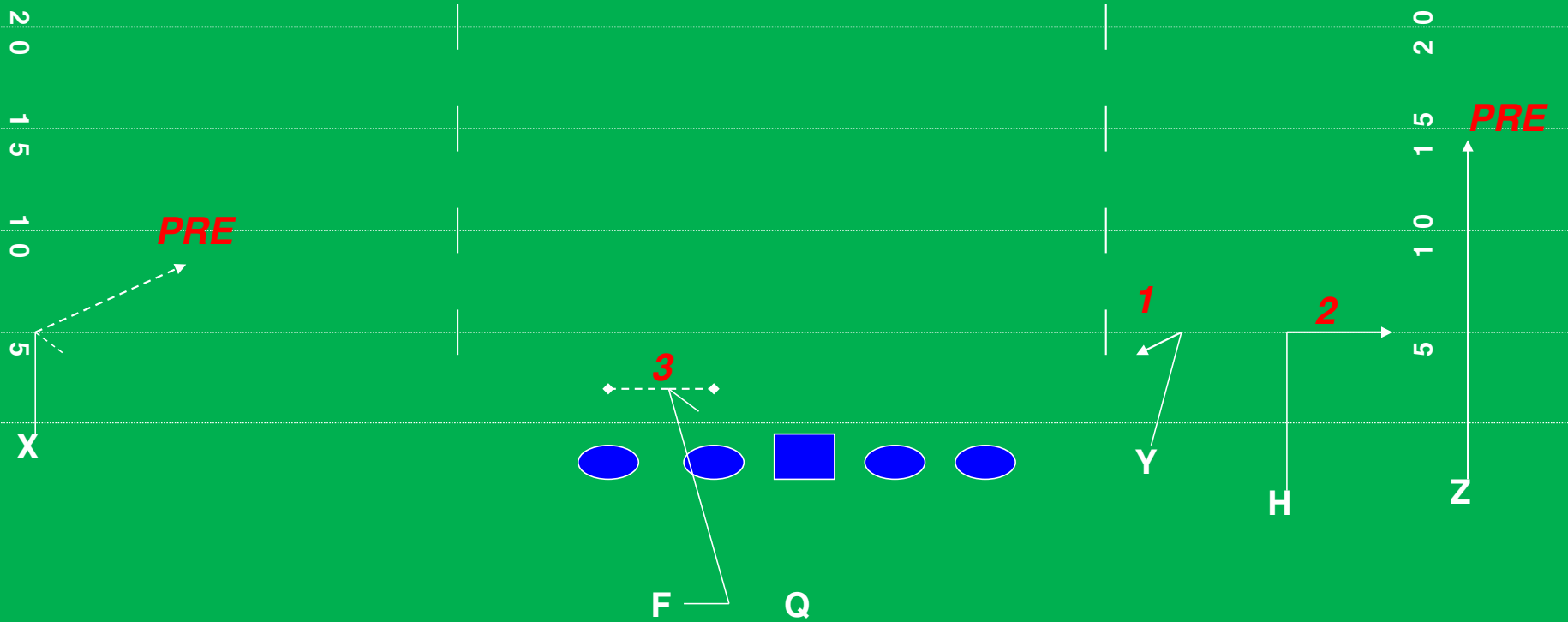
ACE 64



ACE 64

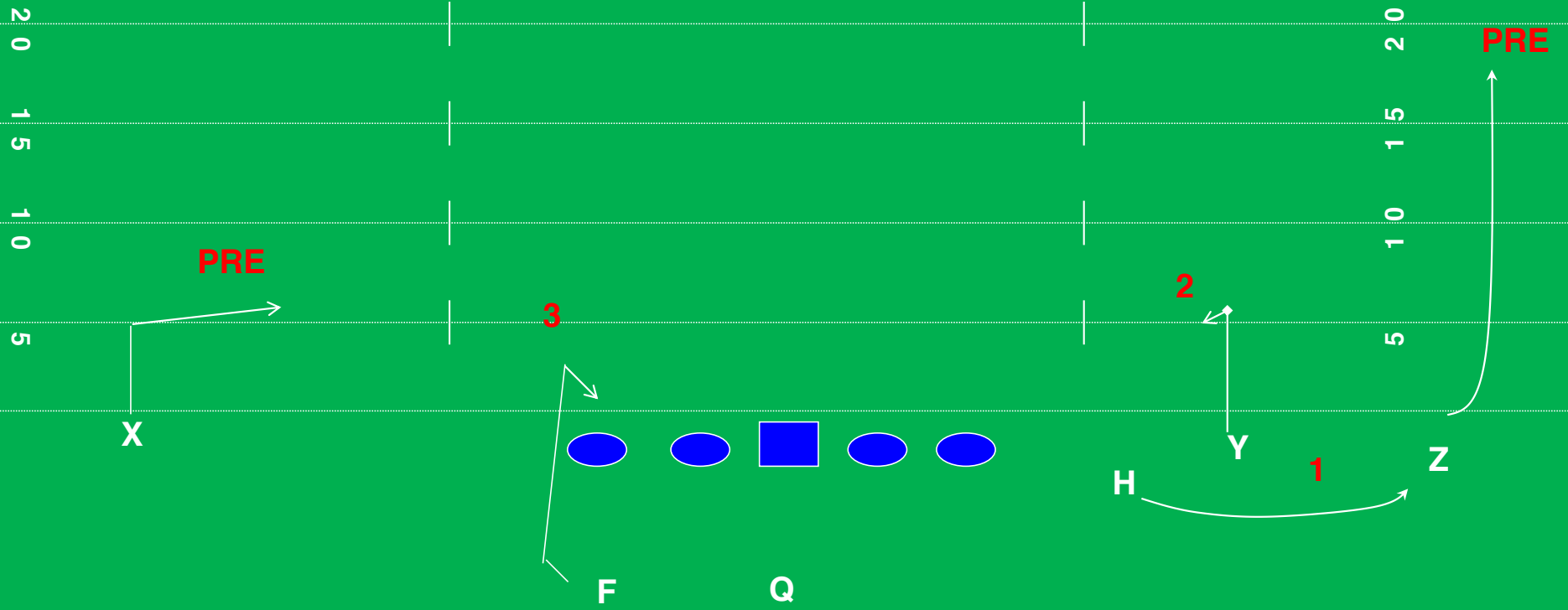
POS.	RULE
LT	60'S
LG	60'S
C	60'S
RG	60'S
RT	60'S
X	5-In
Y	4 Stick (Work at inside # of hole defender) Y-Always Runs the Stick
Z	Go Outside (hit defenders shoulder if he squats)
H	Inside Sit- Be Flat & Do not cross the center (Read Grass)
F	Free Release Arrow
QB READS	Pre-snap Go if grass, Swing (F), Stick hot (Y), Check-down (H-converted slant has settled) Slants

EARLY 64



Can also run Hero 62

Hero 64

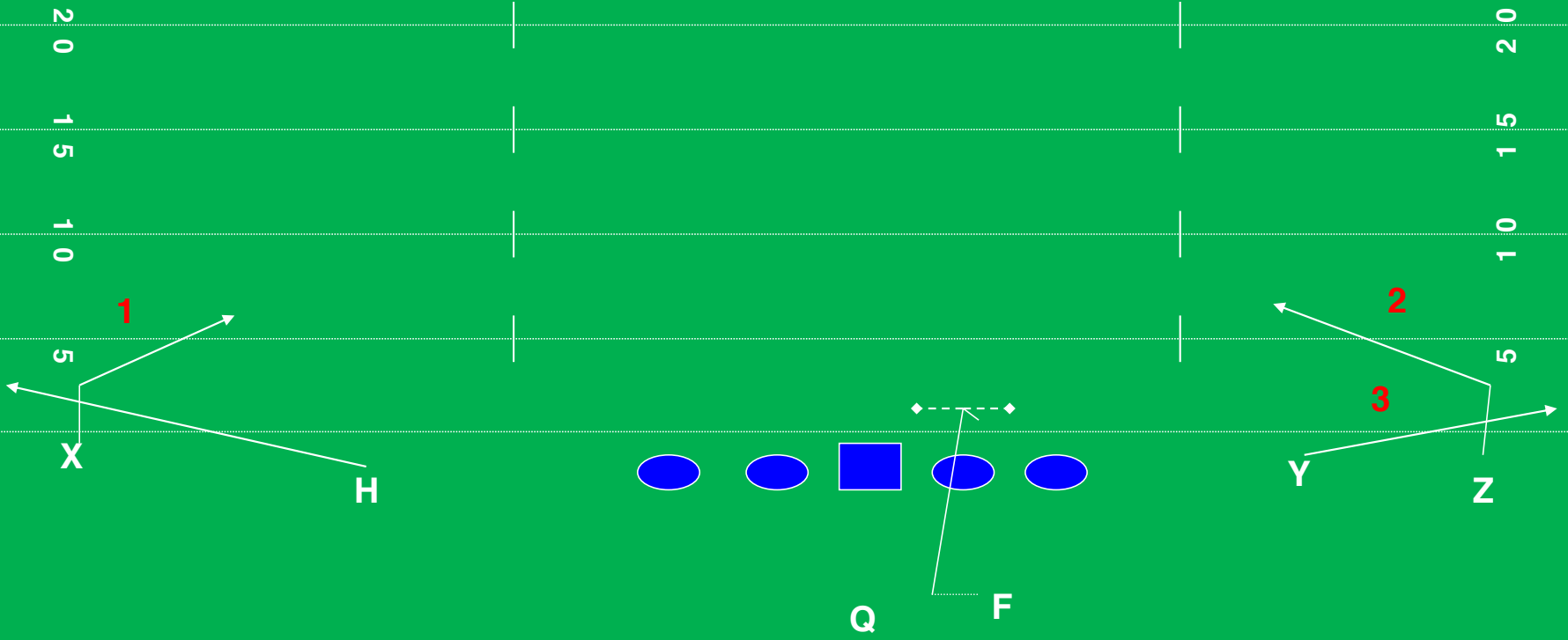


66/67 (Slants)



- Slant, Slant, Shoot
- 2nd Number tells QB which way to start
- “Lock”-call, lock onto initial slant, WR will run thru

ACE 67



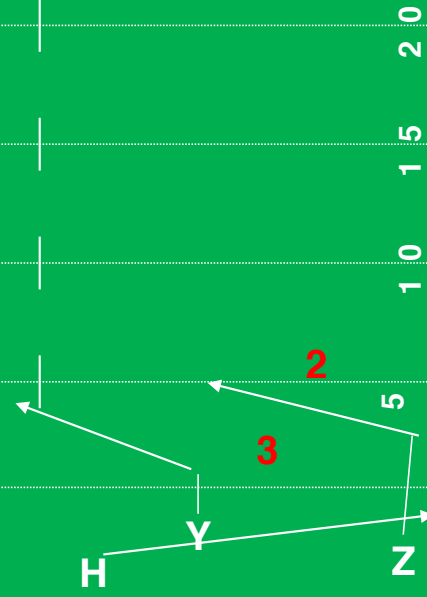
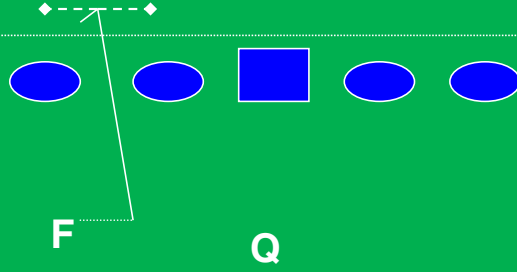
ACE 66/67

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	Foot fire slant. Stem to inside pad of CB. Typewriter feet to 3 yards. Stick and be flat.
H	Shoot to 3 Convert to Wheel
Y	Shoot to 3 Convert to Wheel
Z	Foot fire slant. Stem to inside pad of CB. Typewriter feet to 3 yards. Stick and be flat.
F	Blitz Check Inside Out then Check-Down- if man break in or out/if zone settle
QB READS	<i>Slant-Slant-Shoot</i>

HERO 67

20
15
10
5
X

1

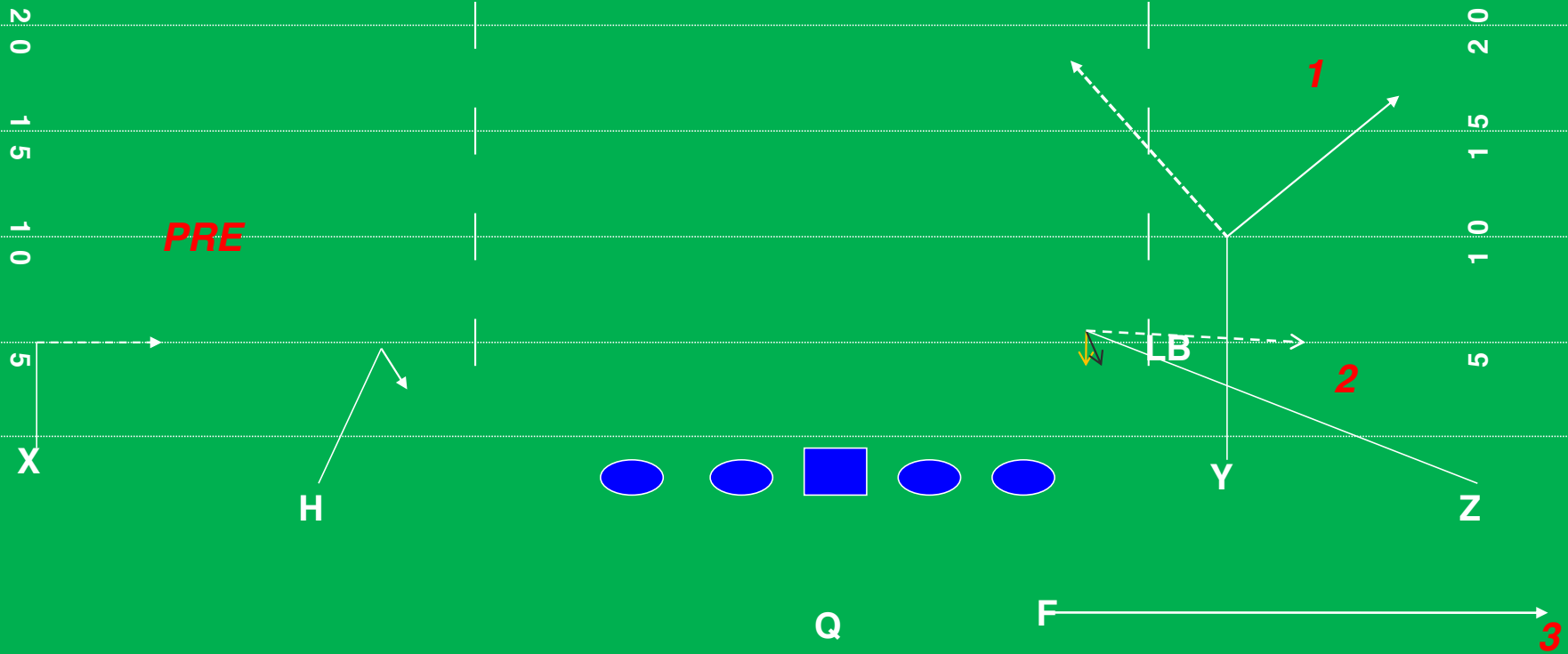


68/69 (Y-Corner)



- Corner, Lazy, Swing, Backside
- 1-Step Throw. Pre-Snap (Press Quick Game Rules)

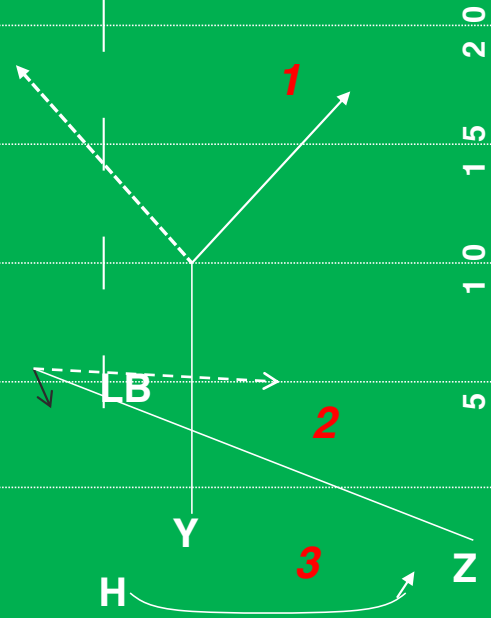
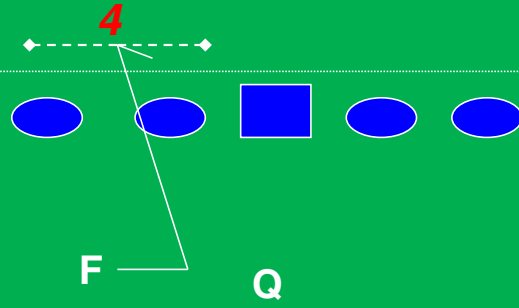
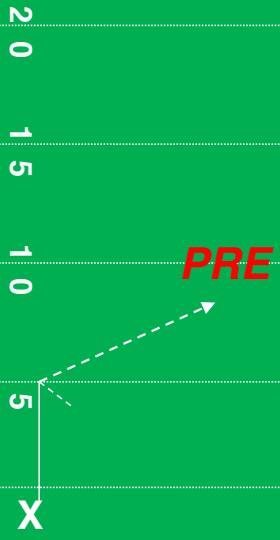
ACE 68



ACE 68

POS.	RULE
LT	60'S
LG	60'S
C	60'S
RG	60'S
RT	60'S
X	Read Slant
Y	10 Corner-aiming point is front pylon if outside 25 yard line and back pylon if inside 25 yard line (Look at QB on pre-snap for possible change to post signal – if post keep it “skinny” unless 0 cover and no safety)
Z	5 yard “Spot” route- Run to inside hip of hole player, align 7 yards from deep route runner
H	Inside Slant – Be Flat & Do not cross the center (Read Grass)
F	Free Release (align wide) – Swing #'s – head swivel to look for early throw
QB READS	<i>Corner or Post (Y), Spot</i> hot (Z), <i>Swing (F), slant</i> hot (H), <i>Pre-snap Slants or Hitch (H-X)</i>

HERO 68





DROPBACK GAME



90 PASS PROTECTION

- ◎ 4-Step Vertical pass set.
- ◎ Lineman are to be release quickly on a vertical line a depth of 3-4 yards.
- ◎ 6-Man Protection. F tells Line which side he is on with Rip/Liz Call
- ◎ OL has down lineman and #2 in the box. Vs. 30 front will work to overhang away from back.

90's



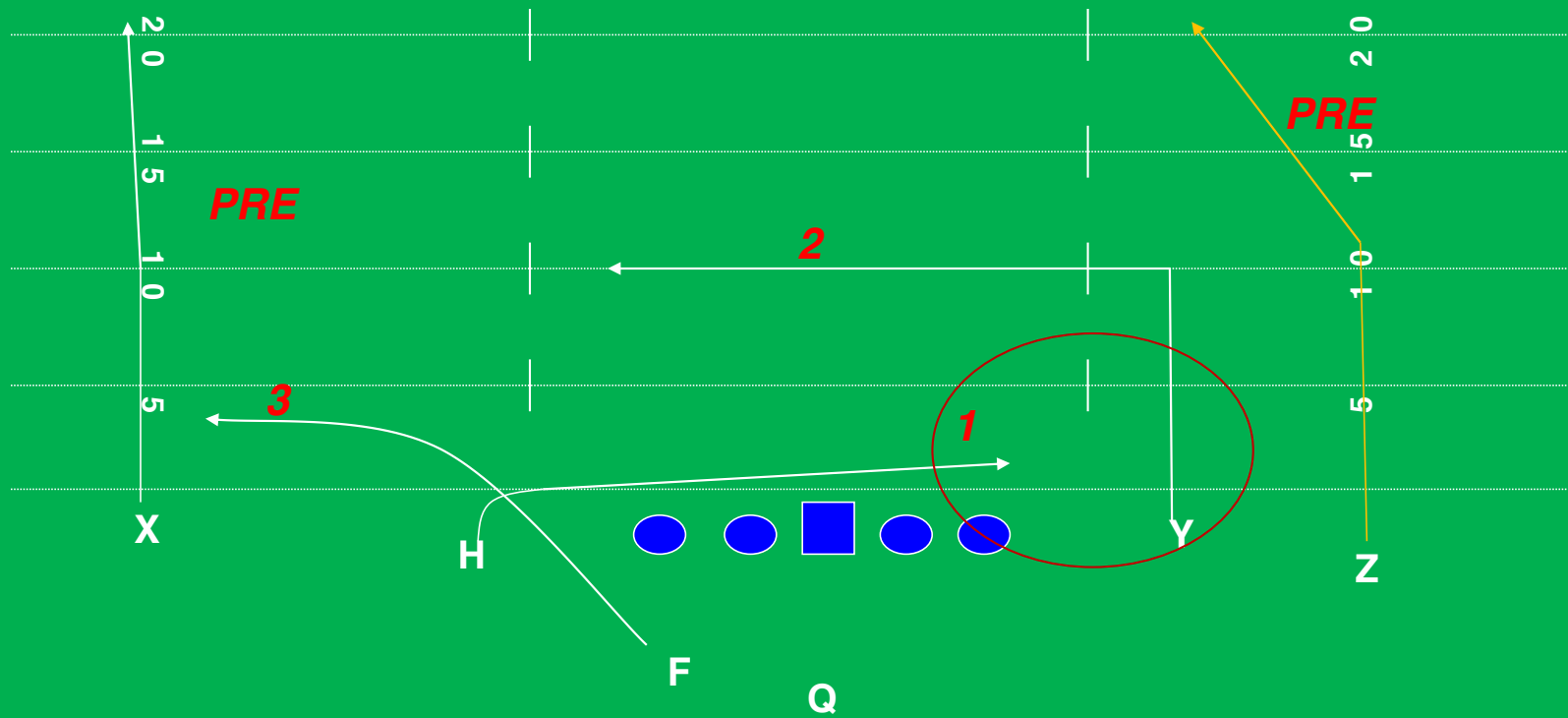
- 3-Step & Throw
- 2nd NUMBER INDICATES ROUTE/DIRECTION
- *90/91, 92, 95, 97*
- *In 3 x 1 sets F & H usually switch routes*
- *Signal: Top of the Head*
- *Verbals: Countries (Brazil, Mexico, France, etc.)*

90/91 (Shallows)



- PEEK/POST, Shallow, Dig, Post, Swing
- 3-Step from Gun
- Read Flat Grass to Side of Call, then progress.
- Shallow runner must run to #'s before turning up.
- Can Tag X or Z to run Shallow (Especially vs. Man)

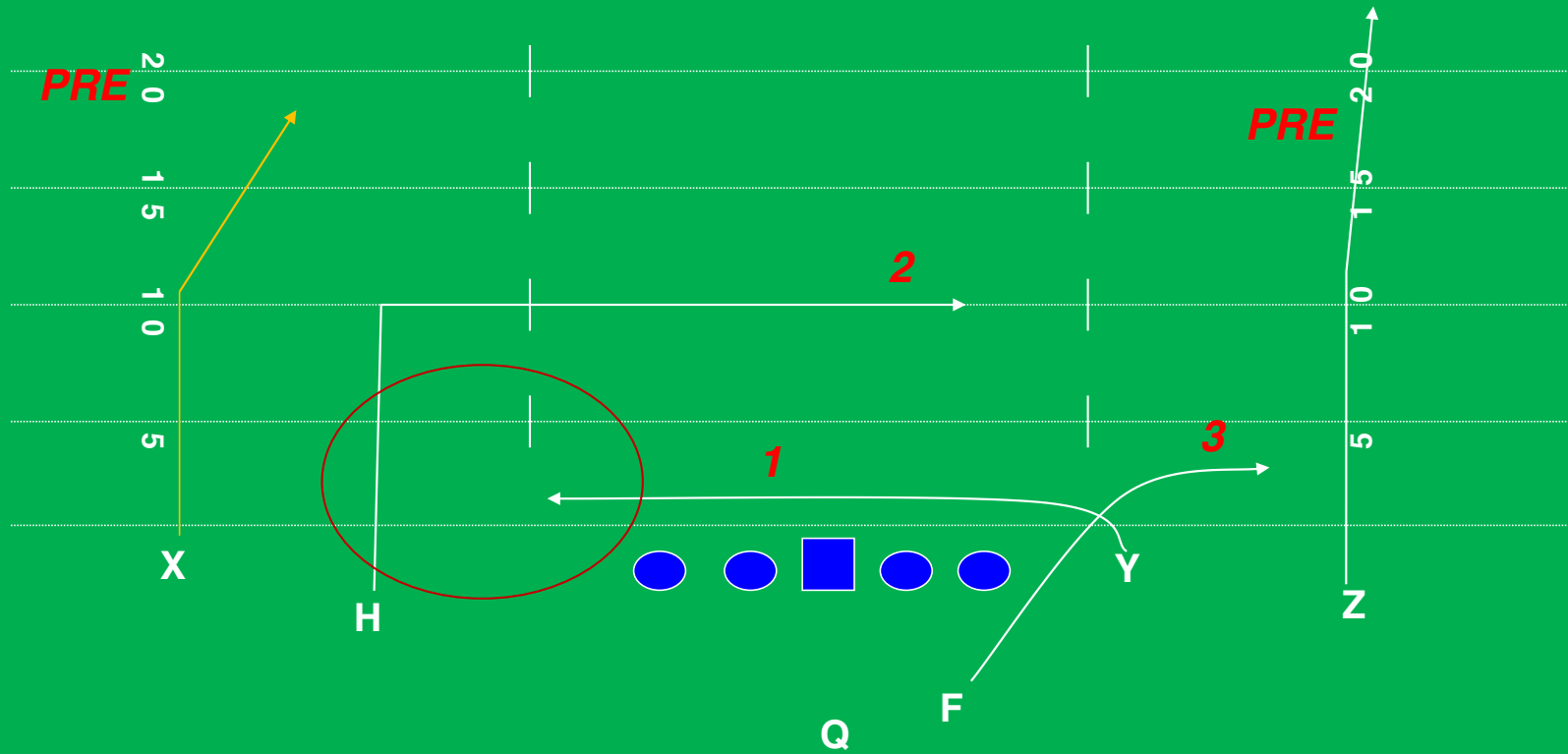
ACE 90 H-SHALLOW



ACE 90 H-SHALLOW

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	10 Post
Y	(Align at least 8-10 yards from tackle) 10 Dig(Go through outside shoulder of "tough defender")
Z	Go Outside (hit defenders shoulder if he squats)
H	2 yard Shallow/ run on the heels of the defensive line with a slight angle up-field- if you get to opposite hash only be 5 yards deep- catch and sprint to numbers gaining ground as you run/ peek
F	Check Protection - 3 Shoot #'s -head swivel after clearing D-end and look for ball
QB READS	<i>Shallow (H), Dig (Y), Shoot (F), Pre-snap Post (Z) and Go (X) if "0" cover or grass- Shallow rules (eyes away from where shallow starts- if shallow starts on right side , eyes start left ,etc.</i>

ACE 91 Y-SHALLOW



ACE 91 Y-SHALLOW

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	Go Outside (hit defenders shoulder if he squats)
Y	2 yard Shallow/ run on the heels of the defensive line with a slight angle up-field- if you get to opposite hash only be 5 yards deep-catch and sprint to numbers gaining ground as you run/ peek
Z	10 Post
H	(Align at least 8-10 yards from tackle) 10 Dig(Go through outside shoulder of "tough defender")
F	Check Protection - 3 Shoot #'s -head swivel after clearing D-end and look for ball Must always release opposite of shallow can flash and release across.

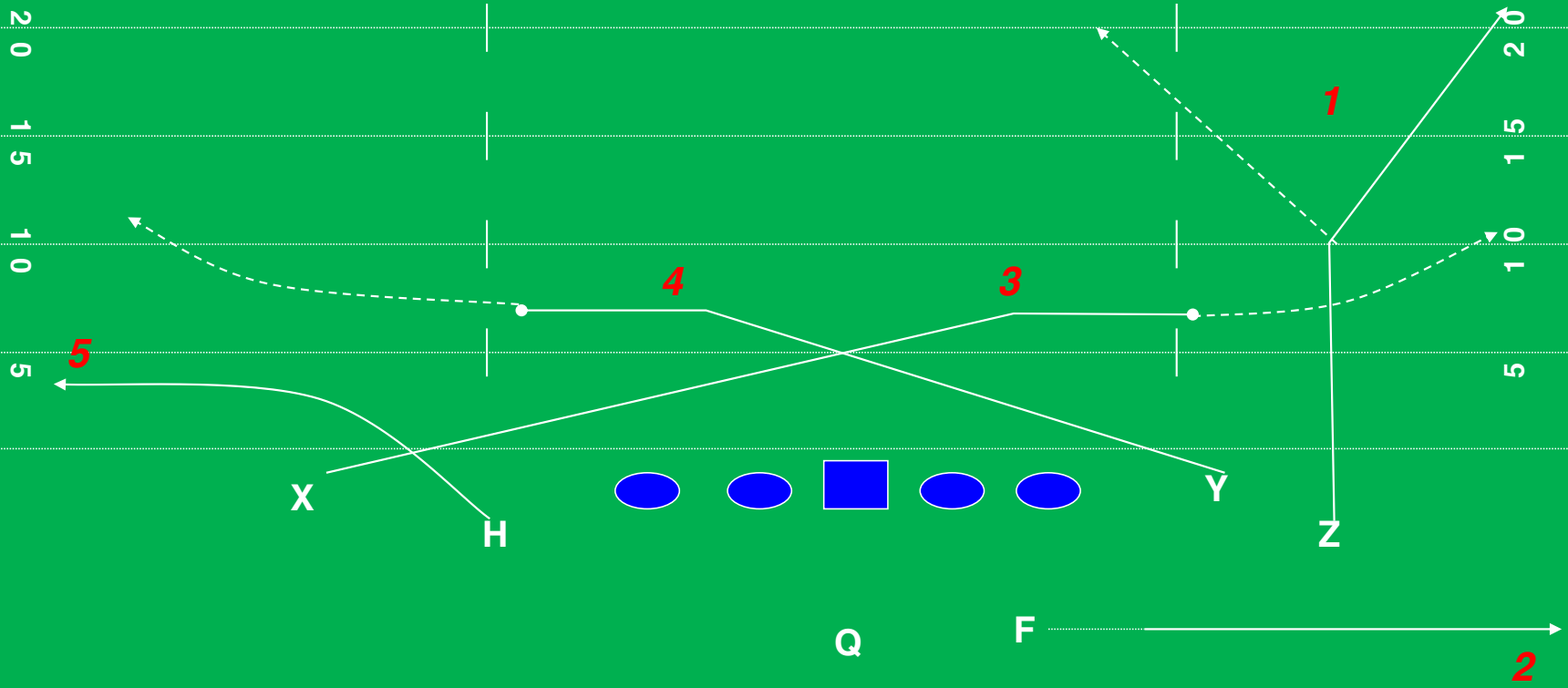
QB READS *Shallow (Y), Dig (H), Shoot (F), Pre-snap Post (X) and Go (Z) if "0" cover or grass- Shallow rules (eyes away from where shallow starts- if shallow starts on right side , eyes start left ,etc.*

92 (Mesh)



- High-Swing-Frontside/Backside Mesh-Shoot
- Mesh: Always set from RT @ 6. Settle vs. Zone, Climb vs. Man.
- TAGS: Z-Post, H-Corner, Wheel

ACE 92



ACE 92

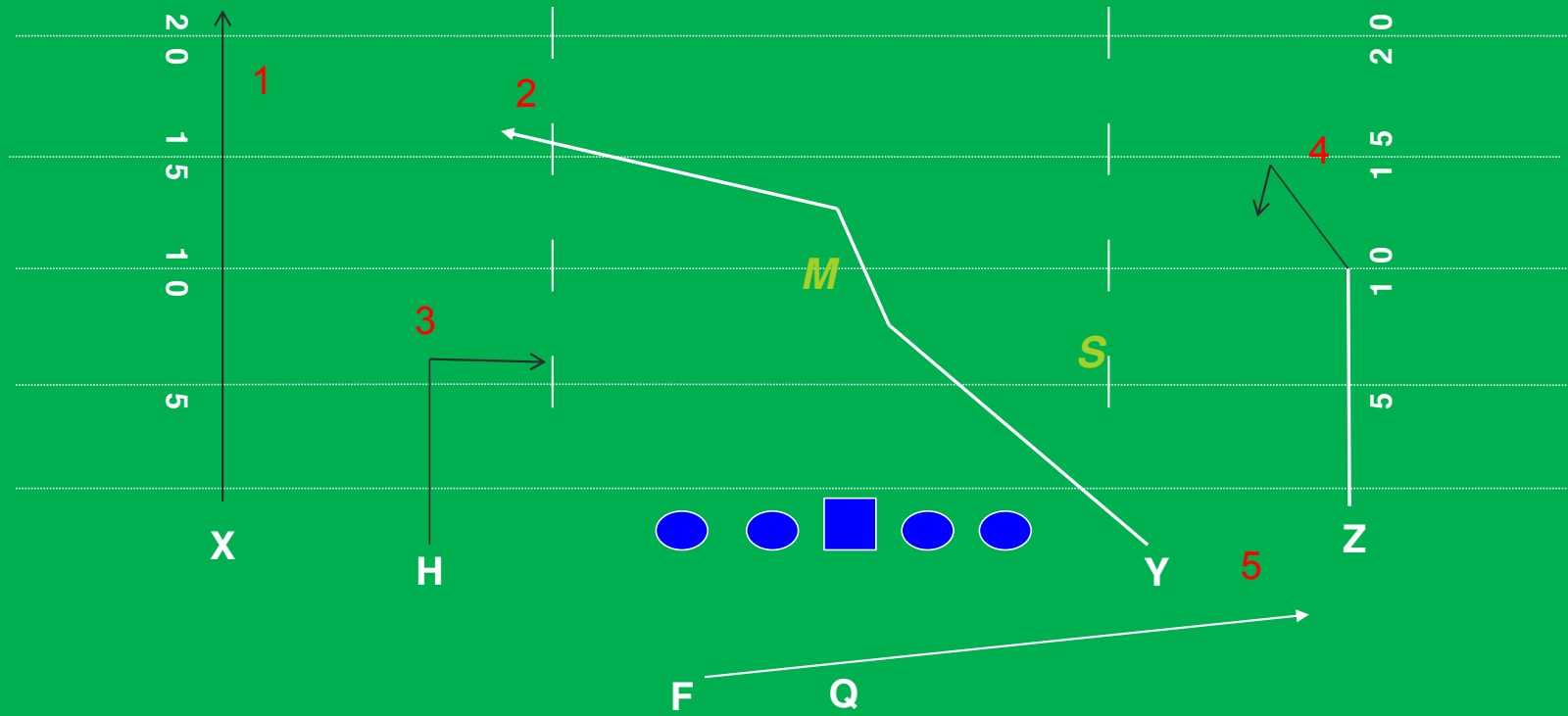
POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	5 Mesh Under – Make it Tight! (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) <i>(Peek)</i>
Y	6 Mesh Over – Set the Mesh! (If Man continue to run and slightly gain ground- If zone stick route when you find the grass and show QB your #'s) <i>(Peek)</i>
Z	10 Corner-aiming point is front pylon if outside 25 yard line and back pylon if inside 25 yard line (Look at QB on pre-snap for possible change to post signal – if post keep it “skinny” unless 0 cover and no safety)
H	3 Shoot #'s or Bubble (head swivel on route to check for early throw)
F	Swing #'s (head swivel on route to check for early throw)
QB READS	<i>(Peek Mesh Hot) Corner or signal post if more grass (Z), Play-side Mesh (X), Play-side Back (F), Backside Mesh (Y), Backside Back (H)</i>

95 (Cross)



- PEEK, CROSS, OPTION, CURL, FLAT
- Y must go under Sam and over Mike
- 3-Step Drop. Great Play-Action Route

ACE 95



ACE 95

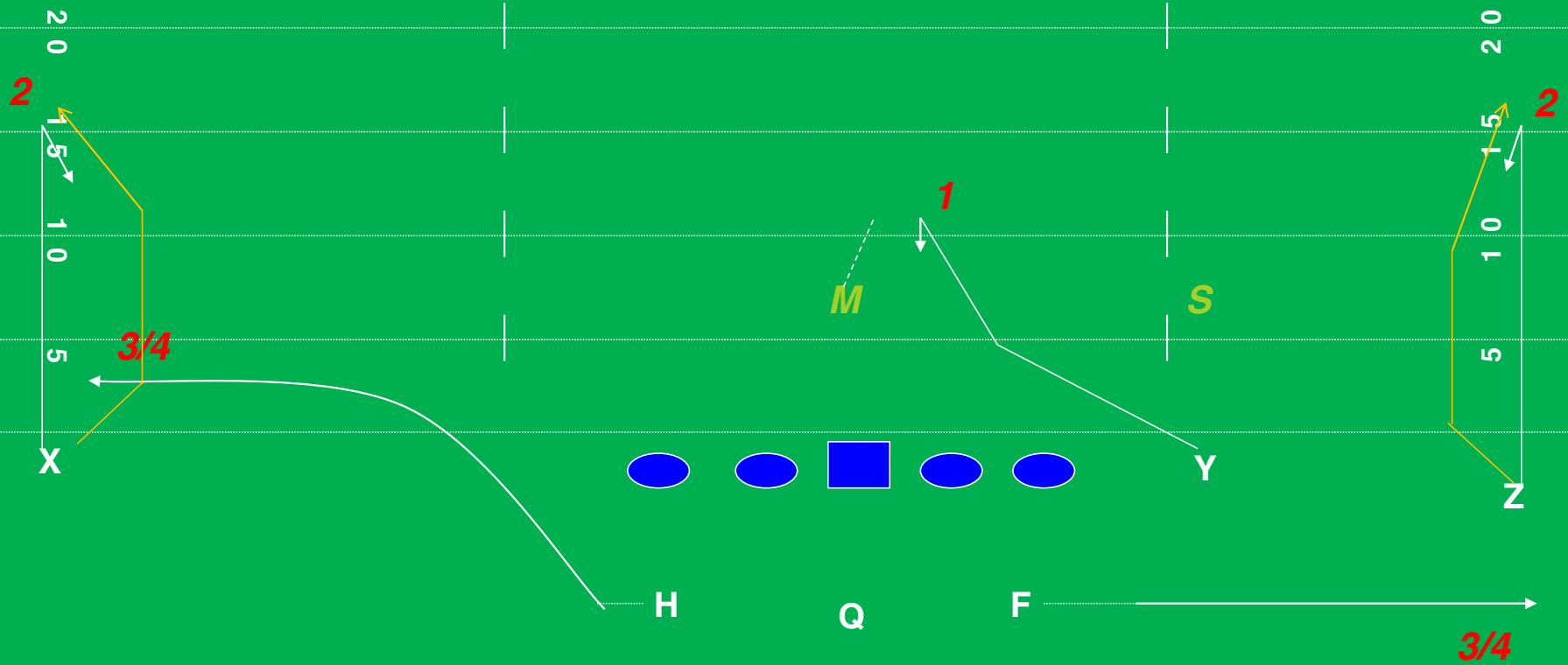
POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	STREAK on #'s (Work for Outside Release). Work to get back on top of defender.
H	IN at 7 yards. Run the route off the hole player.
Y	CROSS (Under Sam Over Mike). Landmark is 17 yards. Keep a high angle
Z	POST CURL at 15 yards. (attempt to work through outside shoulder of deep cover corner and shove-by if he sits down)
F	Out on the right side
QB READS	<i>PEEK, CROSS, OPTION, CURL, FLAT</i>

97 (Curls)



- Middle Curl, Outside Curl (Best Grass)/Flats
- Vs. Two Deep Press Convert to Shakes
- 3-Step Throw.

BLUE 97



BLUE 97

POS.	RULE
LT	90'S
LG	90'S
C	90'S
RG	90'S
RT	90'S
X	15 Curl- align #'s or wider/vs. press convert to Shake
Y	10 Middle Curl – release Under Sam, and climb Mike LB and settle between Mike and Sam – peek
Z	15 Curl- align #'s or wider/vs. press convert to Shake
H	3 Shoot #'s (head swivel on route to check for early throw)
F	Swing #'s (head swivel on route to check for early throw)
QB READS	Middle Curl peek (Y), Outside Curl (X or Z) “pick a side with most grass”, to Backs to side of curl/ F swing and or H shoot)