



“THE A-11 OFFENSE IS THE NEXT EVOLUTION OF FOOTBALL”

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A-11 INSTRUCTIONAL PLAYBOOK WITH VIDEO

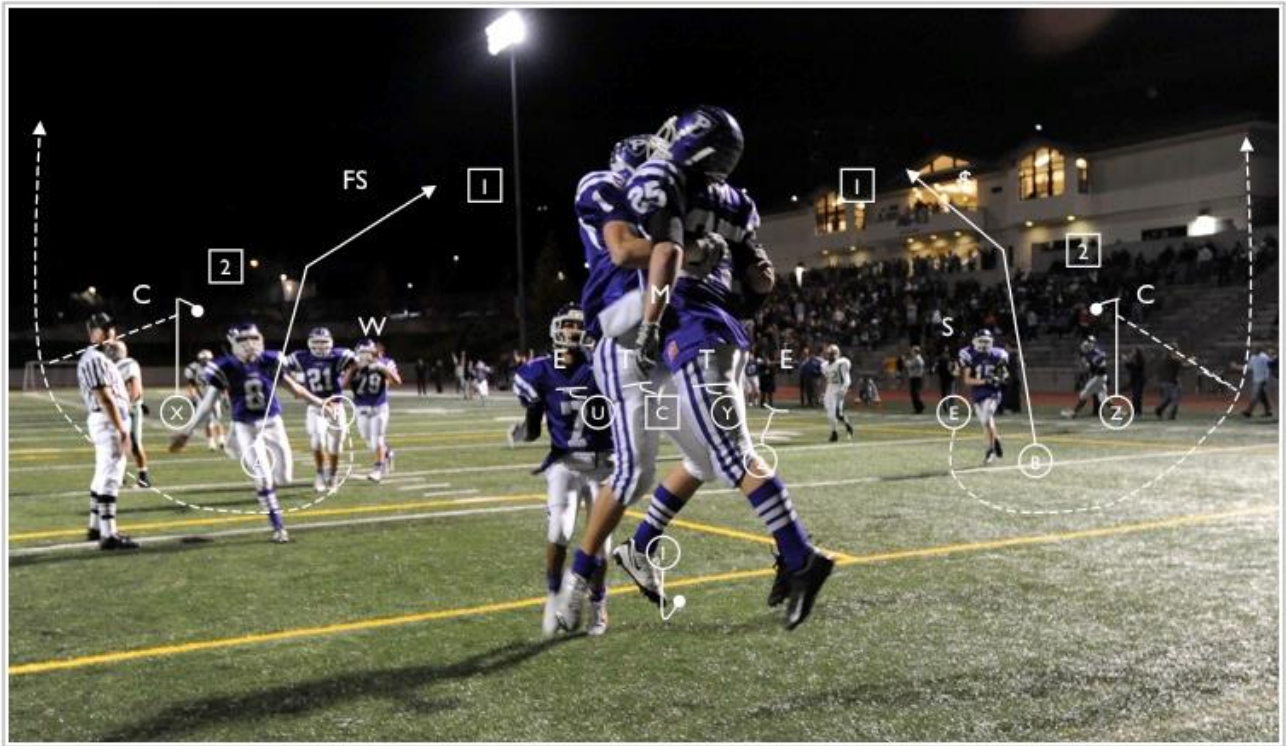
THE A-11 OFFENSE THRIVES WITHIN TRADITIONAL FOOTBALL RULES!

AUTHORED BY:

KURT BRYAN & STEVE HUMPHRIES
CO-CREATORS OF THE A-11 OFFENSE

CONFORMS TO NUMBERING REQUIREMENTS AT EVERY LEVEL OF FOOTBALL

INSTRUCTIONAL PLAYBOOK & VIDEO OVERVIEW



Dear Coach,

Humbly, since the release of our first Installation Manual in 2008, we have created unique coaching tools to help our peers teach A-11 Offense concepts to their players. Innovative A-11 Offense packages have been used at every level of football, and this A-11 Instructional Manual operating within traditional rules comes with a matching video showcasing several years of knowledge utilizing A-11 ideas.

*This manual's video has been viewed more than 18,000 times to date: <https://vimeo.com/62748985>

Again, thank you for advancing the future of football, and we hope to meet with you soon.

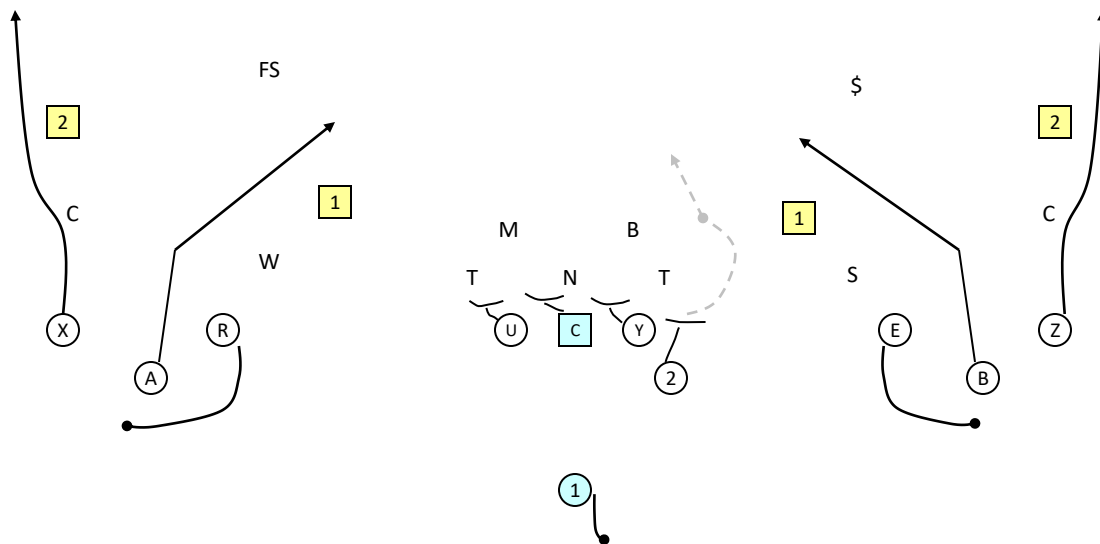
Sincerely,

Kurt Bryan & Steve Humphries
Co-creators of the A-11 Offense

A-11 INSTRUCTIONAL VIDEO PLAYLIST

#	PLAY	TIME
1	Base 194 Slant	:12
2	Base Out Cree p 18 Cross	:24
3	Base B Zoom 27 Storm (Go Route)	:39
4	Blue Tight A Burn X Quick Screen Left	:57
5	Base Out Cree p 27 Tiger (Speed Out)	1:10
6	Big Nasty Cree p 23 Lead	1:33
7	Big Nasty 22 Lead	1:46
8	331 Cree p Anchor Liberty Right	2:01
9	Big Nasty To ss Right	2:18
10	133 Stag ger 27 Cross	2:35
11	Base Out Join 27 Comeback	2:48
12	Base Out Stag ger 18 Tiger (Speed Out & Up)	3:05
13	331 Stag ger 18 Cross	3:21
14	Big Nasty 24 Lead	3:38
15	Base Out Stag ger 18 Comeback (Pivot)	3:52
16	Base 290 Flare Left	4:07
17	Blue Tight A Crack 37 To ss (Cut back)	4:23
18	Big Nasty Flip Creep 23 Lead	4:37
19	Base Stag ger 191 Q - Slant	4:54
20	Blue Tight A Burn Falcon	5:10
21	Base Stag ger B Zoom 27 Storm (Speed Out)	5:30
22	Base Stag ger Wedge Right	5:51
23	Base Stag ger Anchor Tight 191 Q	6:09
24	Base Out Join 18 -2 Screen Left	6:24
25	FITB Zin 18 Razor	6:40
26	Big Nasty 2 Right 190 Torch Pass	7:01
27	Base X-Z Middle Screen	7:16
28	Base Stag ger 190 Shovel Right	7:39
29	Blue Tight A Zoom 18 Smash	7:50
30	Base 290 Flare Left	8:09
31	Base Stag ger Triple Screen	8:27
32	Blue Tight A Burn Sweep Right	8:40
33	Blue Tight A Burn 20 Dart (Glide Shovel)	8:57
34	43 -2 Join B Dink Right	9:17
35	43 A Burn Lead Right	9:35
36	43 A Zoom 37 Toss	9:50
37	Blue Tight A Burn X Middle Screen	10:06
38	Base Stag ger QB Draw Right	10:32
39	43 A Burn Z Middle Screen	10:44
40	Blue Tight A Crack 27 Razor	11:00
41	FITB Burn Sweep Left	11:19
42	Base Cree p 18 Tiger Post Curl	11:44
43	43 A Burn Lead Right	11:58
44	43 Wing A Burn Falcon	12:13
45	43 A Burn Lead Left	12:27
46	133 Stag ger QB Draw Left	12:41
47	124 Z Join QB Draw	13:03
48	Big Nasty Shift X-Z Spot Pass	13:18
49	Big Nasty Shift QB Sneak	13:36
50	Base Stag ger 194 Slant	13:50
51	124 Smoke Left - Slant	14:13

Base Stagger 194 Slant



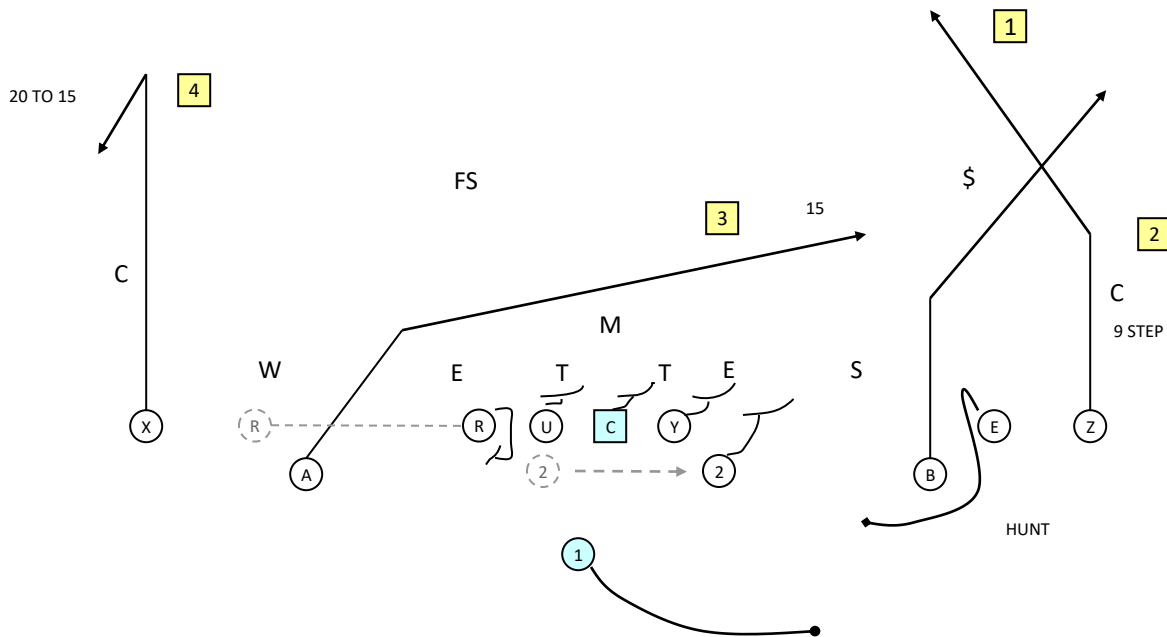
PLAY NOTE: POSSIBLE CHECK SHOOT vs. MAN OR CIRCLE vs. ZONE ON 190 PASS ROUTES

ASSIGNMENTS:

- X : Vertical release and on your 6th step, break to the Fade route
- A : 5-step Slant route
- R : Decoy Bubble Screen. Hunt block 1st threat if QB scrambles.
- U : 190 or 290 Pass Pro Set to the call side
- C : 190 or 290 Pass Pro Set to the call side
- Y : 190 or 290 Pass Pro Set to the call side
- E : Decoy Bubble Screen. Hunt block 1st threat if QB scrambles
- B : 5-step Slant route
- Z : Vertical release and on your 6th step, break to the Fade route
- 1 : Read: Slant route, Fade, to the # 2 Back check down route. Run or Throw the football away
- 2 : Set Pass Pro Opposite the Call and block.

Base Out Creep 18 Cross

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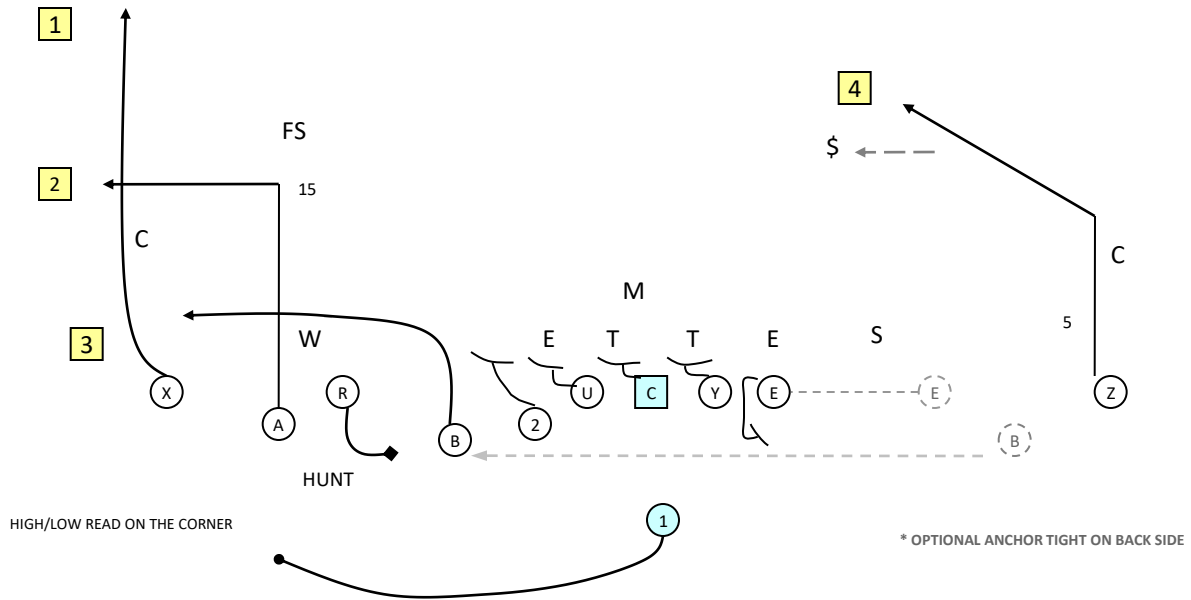


PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

- X : Deep Comeback route: Must release outside CB, 20 yard stop route & back to 15-yards
- A : Angle route: inside release and work towards the pre-snap alignment of Strong Safety
- R : Decoy Negative hitch or Last second Shift to Anchor Tight to Protect back side on Pass Pro
- U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)
- C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)
- Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)
- E : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks
- B : Corner route, break underneath the Post route on your 8th step
- Z : Post route, break on your 9th step to a deep skinny post, expect the ball on the Hash
- 1 : Sprint Out: Reads: Post, Corner, Angle or Comeback on a busted play. Run/Throw ball away
- 2 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)

Base (B) Zoom 27 Storm



PLAY NOTE: USE A STAGGERED SET FOR ZOOM MOTION

ASSIGNMENTS:

X : Fade Route (Must release to the outside shoulder of the CB)

A : 15-yard Out route

R : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks

U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

E : Shift into Anchor Tight and Hinge Backside on 18 Pass Pro

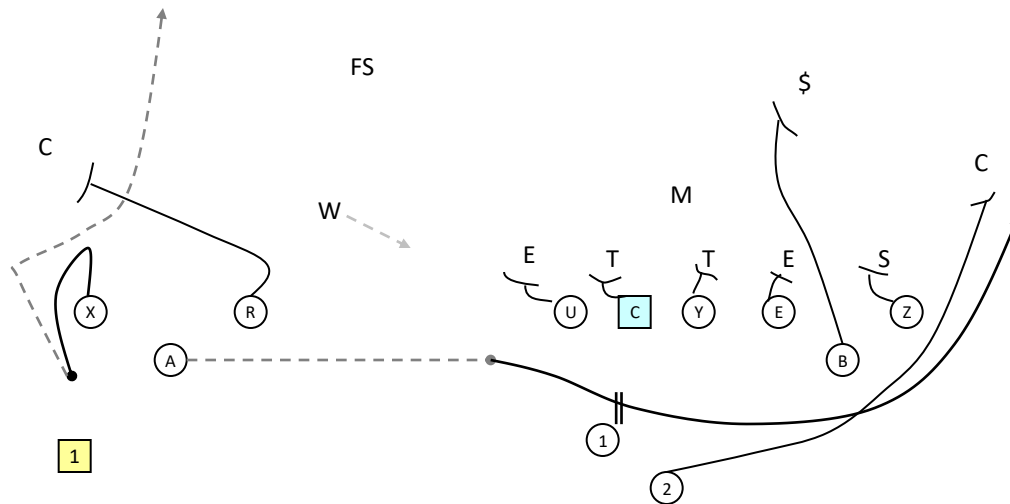
B : Zoom Motion 90% speed and run a 5-yd. Speed Out

Z : Post or Dig, read the coverage

1 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)

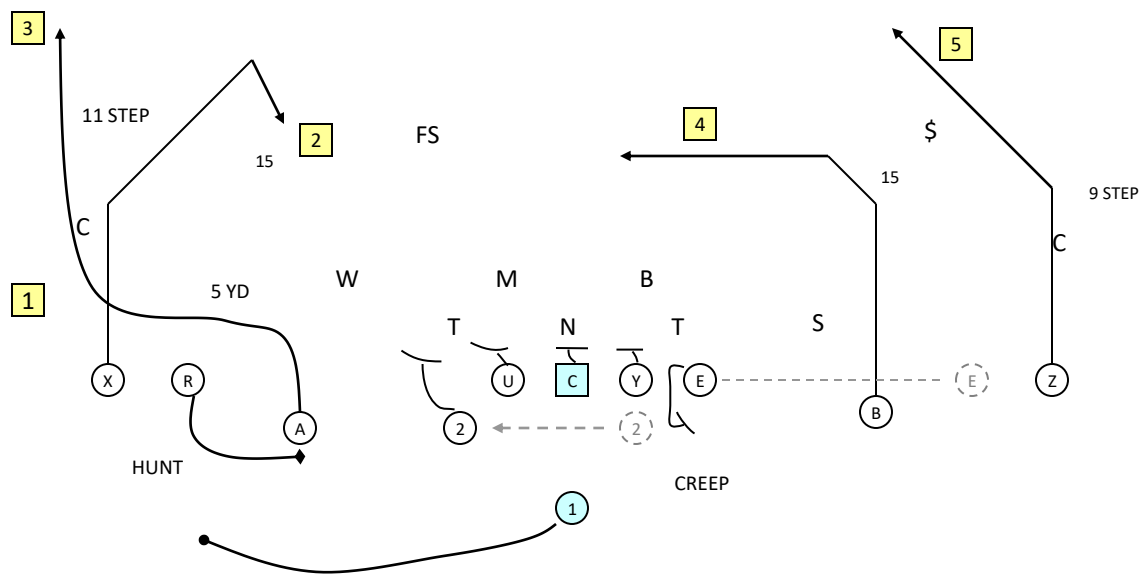
2 : Sprint Out: Reads: Fade, 15-yd. Out, Flat. Then Backside Route, Run or Throw the ball away

Blue Tight (A) Burn X Quick Screen Left

**ASSIGNMENTS:**

- X : Two Steps up and Three steps Back, Catch Screen. Go 45-degree outside or cutback.
- A : Burn motion angle back (turn shoulders from D). FAKE receiving the Handoff & Sell Sweep!
- R : Step Inside and Read WLB to CB – Block the Most Dangerous and Drive Block
- U : Secure the inside Gap and Kick Out the backside DE.
- C : Secure backside Gap and Kick Out backside DT
- Y : Kick Out block the play-side DT & Log (Heels to the Play)
- E : Kick Out block the play-side DE & Log (Heels to the Play)
- B : Protect inside gap
- Z : Protect inside gap
- 1 : FAKE give to the (A) on Burn Sweep and Throw the Quick Screen Left to X.
- 2 : Sell Burn Sweep Right.

Base Out Creep 27 Tiger

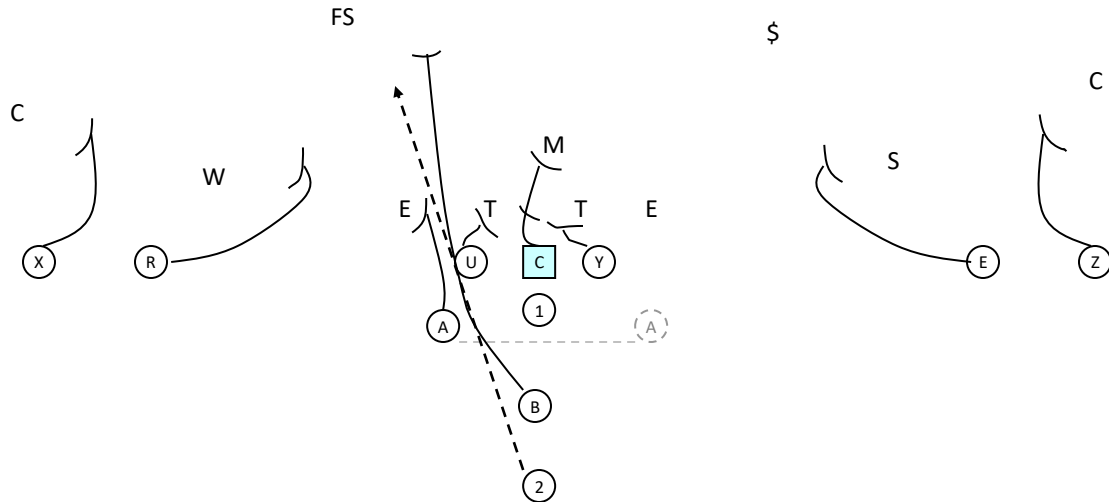


PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

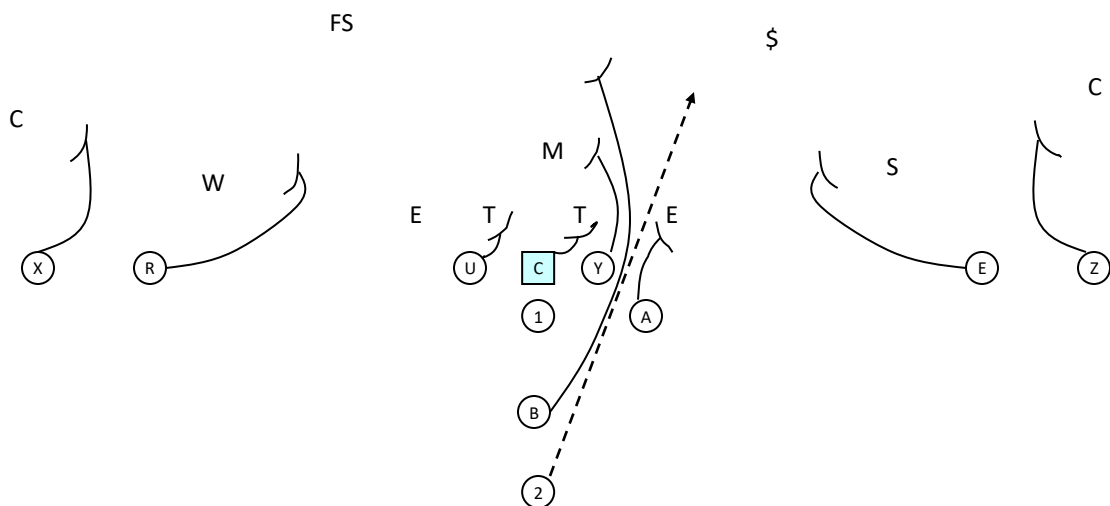
- X : Post/Curl route, sell the Post and break down on your 11th step – Stay Wide as Pocket moves
- A : Speed Out (you are the first read) if QB takes Eyes off you, then turn your route into Wheel
- R : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks
- U : Reach/Zone Step Play side and Seal on 27 Pass Pro (Heels to the Play)
- C : Reach/Zone Step Play side and Seal on 27 Pass Pro (Heels to the Play)
- Y : Reach/Zone Step Play side and Seal on 27 Pass Pro (Heels to the Play)
- E : Dig route
- B : Decoy Negative hitch or Last second Shift to Anchor Tight to Protect back side on Pass Pro
- Z : Post route
- 1 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)
- 2 : Sprint Out: Speed Out, Post/Curl, Wheel, Dig or Post. Then Run/Throw ball away

A-11 INSTRUCTIONAL PLAYBOOK

**ASSIGNMENTS:**

- X : Dig Out First Threat
- A : Creep Motion and Kick Out first threat
- R : Dig Out First threat
- U : Down Block First Inside Threat or Base # 2 Tech
- C : Reach/Zone Step Play side and Heels to the Play
- Y : Reach/Zone Step Play side and Heels to the Play, Scoop.
- E : Convoy
- B : Lead Block on first threat through the hole, BUT peek inside-out on your track
- Z : Convoy
- 1 : Reverse Pivot, give the Handoff to the # 2 back, and then Fake Boot Right
- 2 : Hit the # 3 Hole Fast, put the Football in your Left Arm and read the hole inside-out

Big Nasty 22 Lead

**ASSIGNMENTS:**

X : Convoy

A : Kick Out First threat and Drive block

R : Convoy

U : Reach/Zone Step Play side and Heels to the Play, scoop

C : Reach/Zone Step Play side and Heels to the Play

Y : Block down on First inside threat or Base # 2 tech and drive block

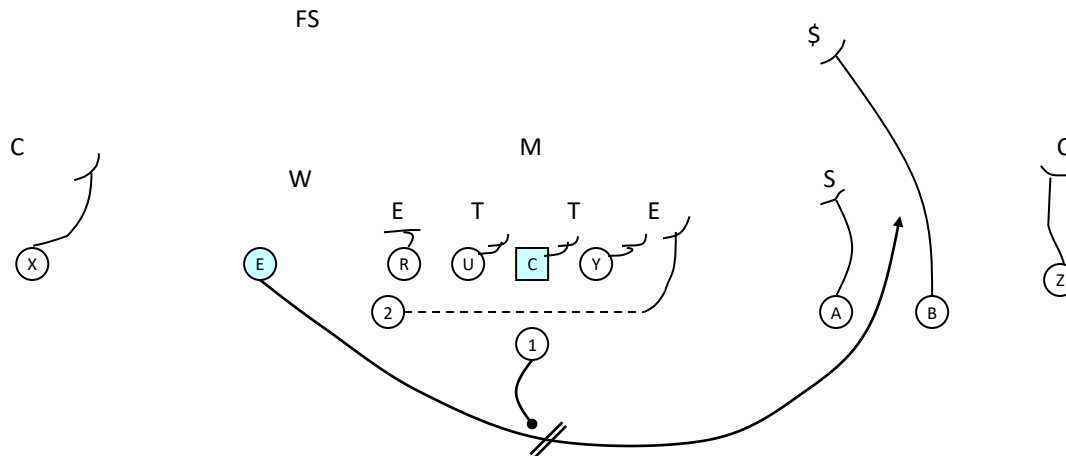
E : Dig out First threat

B : Lead block through the hole fast and kick out first threat, but peek inside-out

Z : Dig out First threat

1 : Reverse pivot, give the handoff to the # 2 back, then Fake Boot Left

2 : Hit the # 2 Hole Fast, put the Football in your Right Arm and read the hole inside-out

**ASSIGNMENTS:**

X : Convoy

A : Stalk or Log SLB

R : Shift Down to become Tackle and Scoop Right

U : 18 Pass Pro aggressive

C : 18 Pass Pro aggressive

Y : 18 Pass Pro aggressive

E : **Tighten Split** on L.O.S. At the Snap go Fast Behind QB. Take Handoff and Go!

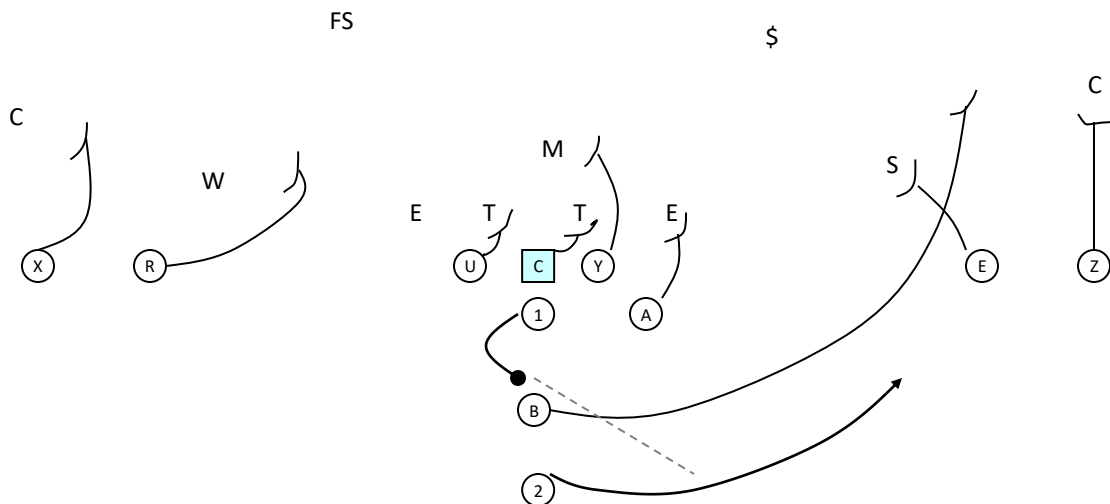
B : Stalk or Log \$

Z : Stalk or Log CB

1 : Receive Snap and Sell 190's Pass Action Decoy Middle of the Field. Fake throw = Liberty

2 : Creep Motion and then 18 Pass Pro aggressive, Log the DE

Big Nasty Toss Right

**ASSIGNMENTS:**

X : Convoy

A : Log the DE so the play can get outside get your Heels to the Play

R : Convoy

U : Reach/Zone Step Play side and Scoop to work up field

C : Reach/Zone Step Play side and get your Heels to the Play

Y : Reach/Zone Step and Deuce React, get your Heels to the Play and work up field

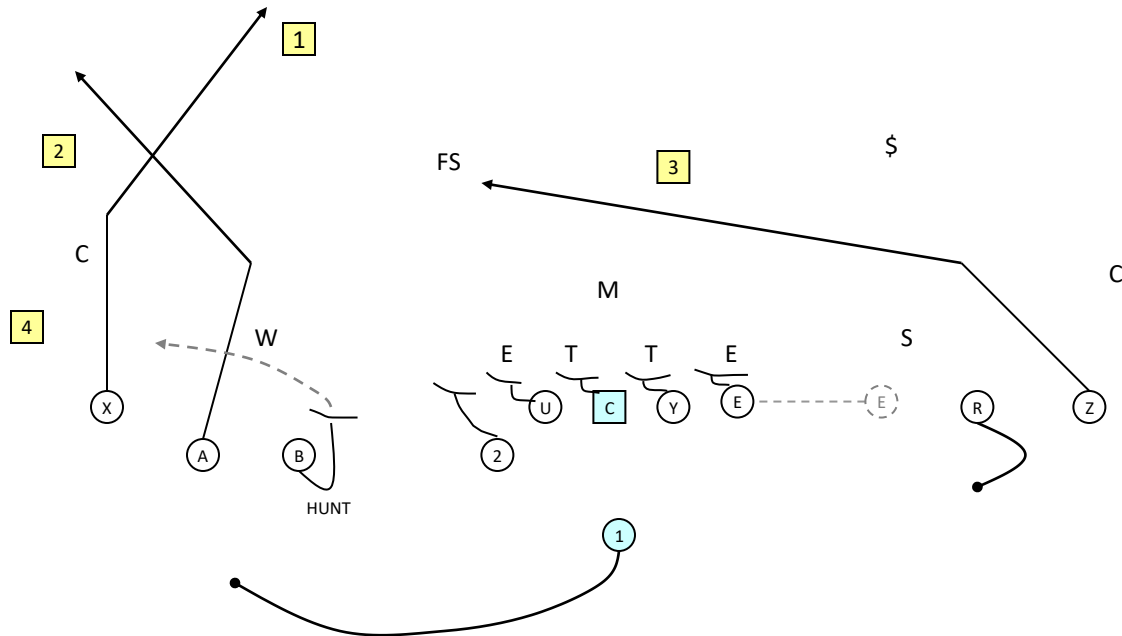
E : Hunt block, crack the SLB and allow no penetration, collapse him inside

B : Full Sprint Lead block on the First Threat, peek inside out. Can trade assign. With Z too

Z : Stalk Block the RCB, or You can Crack the Safety and the B can Kick Out the RCB

1 : Reverse Pivot and Toss the Ball to the # 2. Then Fake Boot Left

2 : Jab Step Left, then Bolt Right and Catch the Toss. Try to do Wide & Only cut up if need be

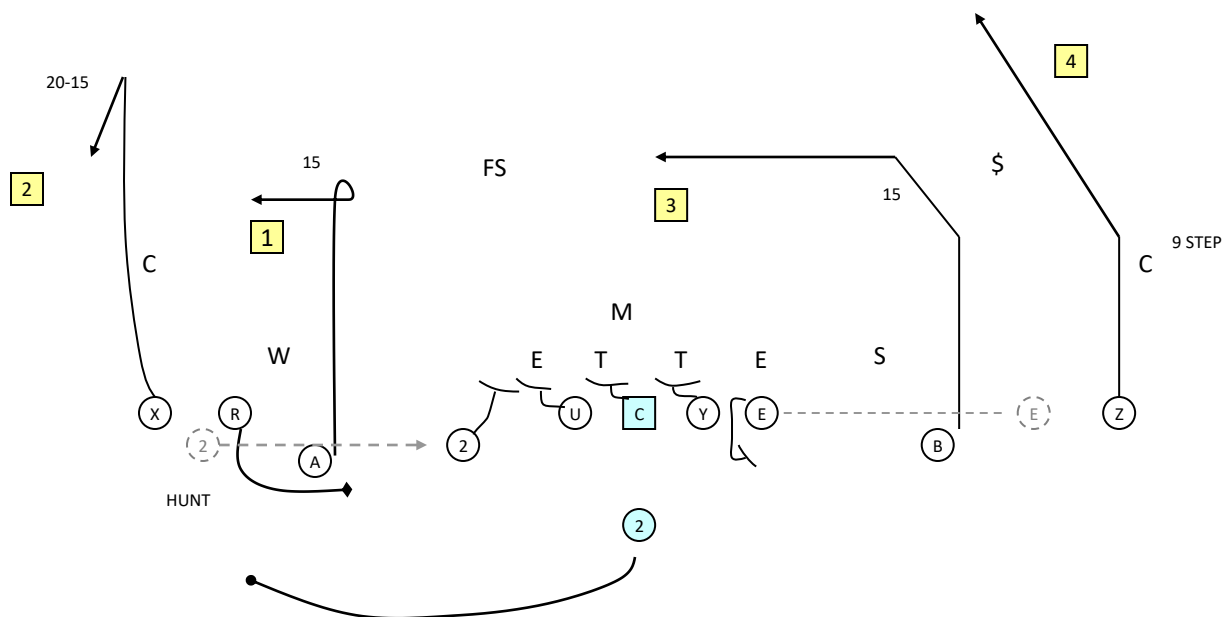


PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

- X : Deep Post: 9 steps vertical then break to Post, do not cross Hash mark
- A : Corner Route: 8 steps vertical then Break underneath Deep Post sharply.
- B : Hunt Block Help for a 3-count. Then Check Flat and move with QB.
- U : 27 Pass Pro
- C : 27 Pass Pro
- Y : 27 Pass Pro
- E : Shift Down to become Tackle and then 27 Pass Pro
- R : Decoy negative hitch
- Z : Angle Route: Attack at Far Safety's alignment, no deeper than 14-yards.
- 1 : 27 Action: Reads: Deep Post, Corner, Angle and then Check Delay Flat
- 2 : 27 Pass Pro

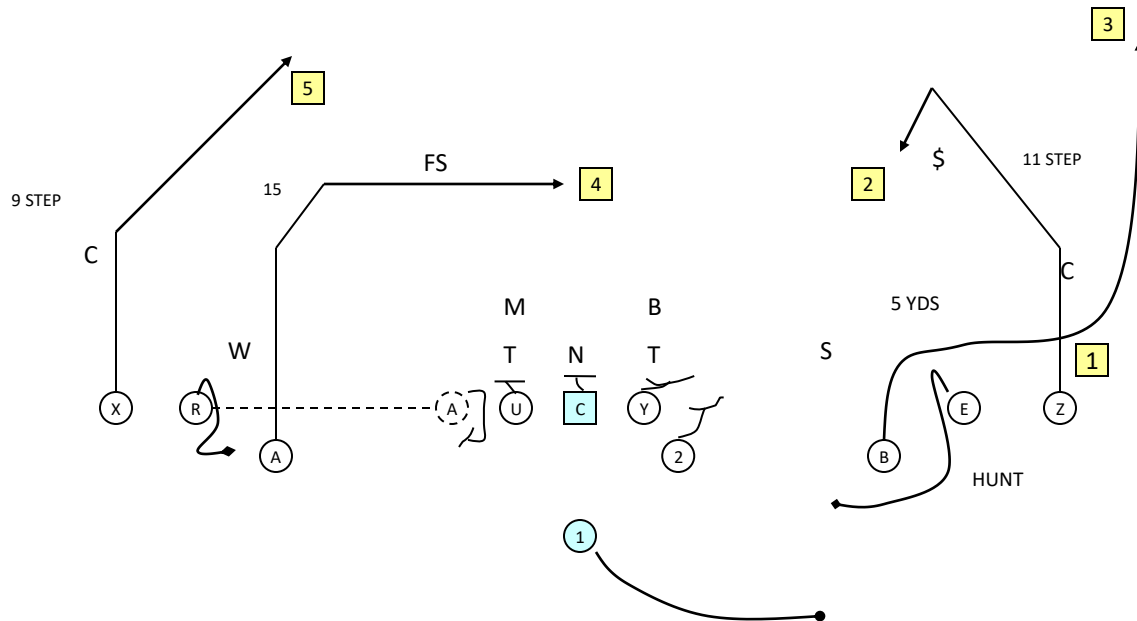
Base Out Join 27 Comeback



PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

- X : Deep Comeback route: Must release outside CB, 20 yard stop route & back to 15-yards
- A : 15-yard Pivot Out route (slowly pivot from the Hash to the Top of the Numbers)
- R : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks
- U : Reach/Zone Step Play side and Seal on 27 Pass Pro (Heels to the Play)
- C : Reach/Zone Step Play side and Seal on 27 Pass Pro (Heels to the Play)
- Y : Reach/Zone Step Play side and Seal on 27 Pass Pro (Heels to the Play)
- E : Decoy Negative hitch or Last second Shift to Anchor Tight to Protect back side on Pass Pro
- B : Dig route
- Z : Post route
- 1 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)
- 2 : Sprint Out: Reads: Pivot, Comeback, Dig or Post. Then Run or Throw the ball away



PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

X : Post route

A : Dig route

R : Decoy Negative hitch or Last second Shift to Anchor Tight to Protect back side on Pass Pro

U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

E : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks

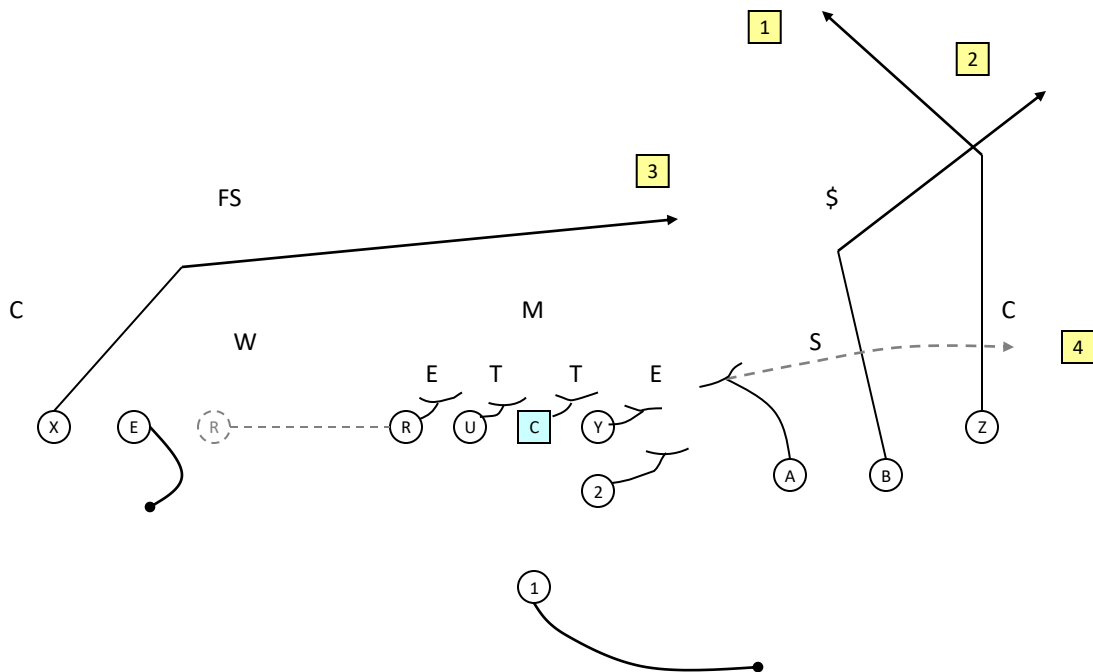
B : Speed Out (you are the first read) if QB takes Eyes off you, then turn your route into Wheel

Z : Post/Curl route, sell the Post and break down on your 11th step – Stay Wide as Pocket moves

1 : Sprint Out: Reads: Speed Out, Post/Curl, Wheel, Dig or Post. Then Run/Throw ball away

2 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)

331 Stagger 18 Cross



PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

X : Angle Route: Attack at Far Safety's alignment, no deeper than 14-yards.

E : Decoy negative hitch.

R : Shift Down to become Tackle. 18 Pass Pro

U : 18 Pass Pro

C : 18 Pass Pro

Y : 18 Pass Pro

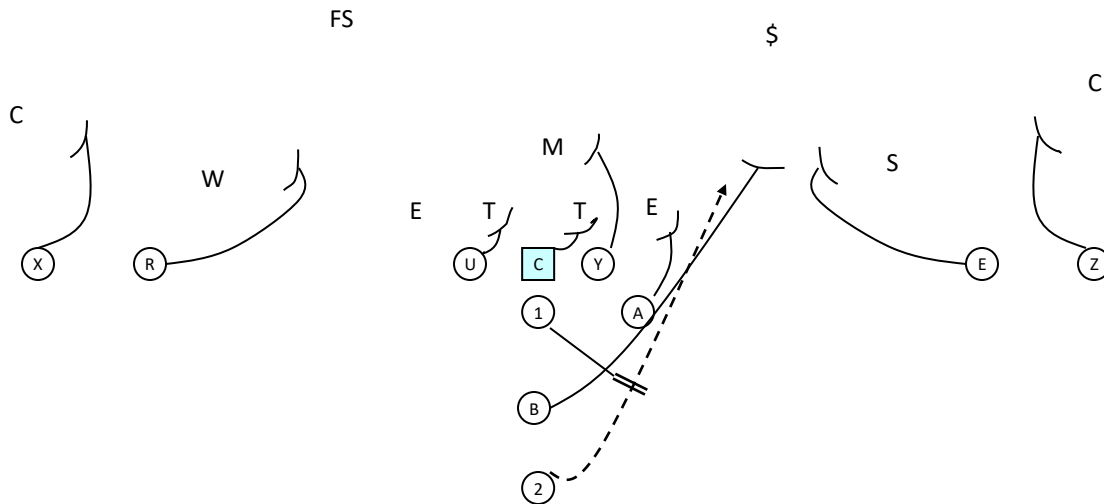
A : Hunt Block Help for a 3-count. Then Check Flat and move with QB.

B : Corner Route: 8 steps vertical then Break underneath Deep Post sharply.

Z : Deep Post: 9 steps vertical then break to Post, do not cross Hash mark

1 : 18 Action: Reads: Deep Post, Corner, Angle and then Check Delay Flat

2 : 18 Pass Pro

**ASSIGNMENTS:**

X : Convoy

A : Kick Out First threat and Drive block or Log if DE is tight

R : Convoy

U : Reach/Zone Step Play side and Heels to the Play, scoop

C : Reach/Zone Step Play side and Heels to the Play

Y : Block down on First inside threat or Base # 2 tech and drive block

E : Dig out First threat

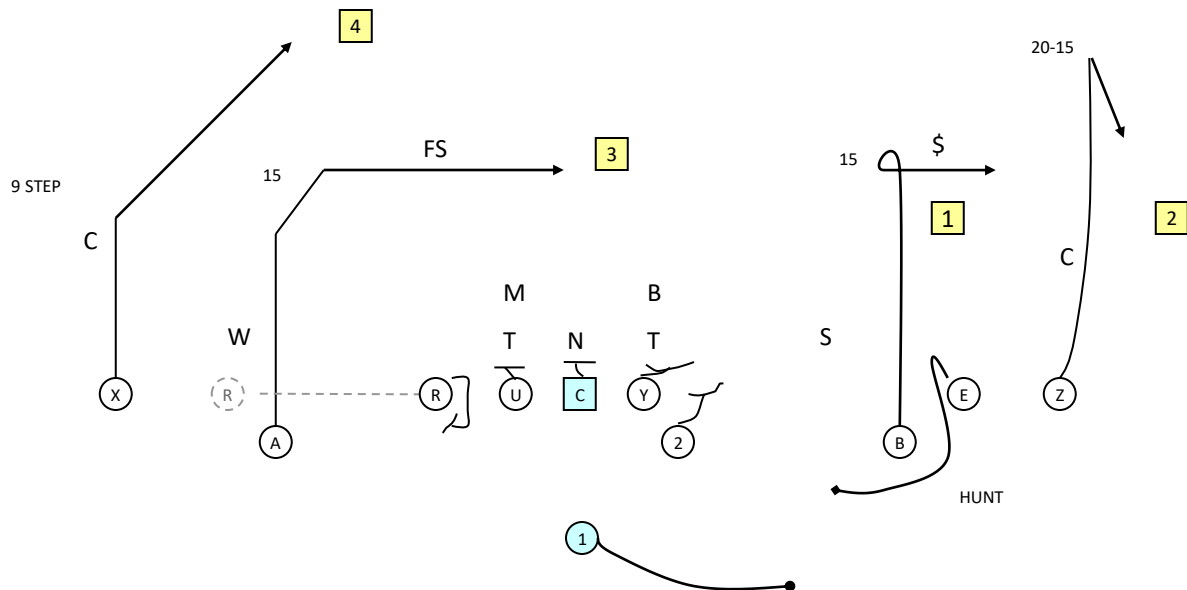
B : Lead block through the hole fast and kick out first threat, but peek inside-out

Z : Dig out First threat

1 : Reverse pivot, give the handoff to the # 2 back, then Fake Boot Left

2 : Hit the # 4 Hole Fast, put the Football in your Right Arm and read the hole inside-out

Base Out Stagger 18 Comeback



PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

X : Post route

A : Dig route

R : Decoy Negative hitch or Last second Shift to Anchor Tight to Protect back side on Pass Pro

U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

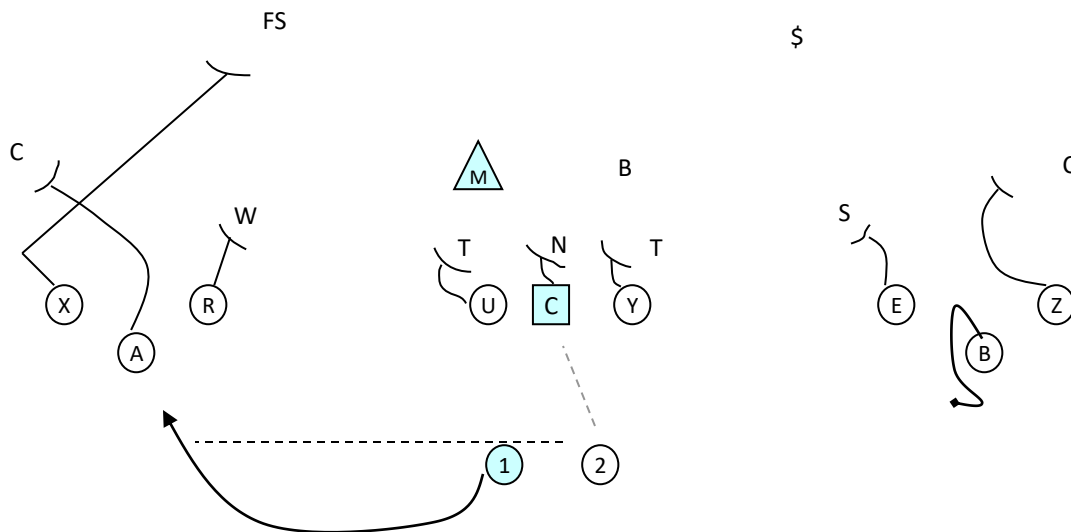
E : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks

B : 15-yard Pivot Out route (slowly pivot from the Hash to the Top of the Numbers)

Z : Deep Comeback route: Must release outside CB, 20 yard stop route & back to 15-yards

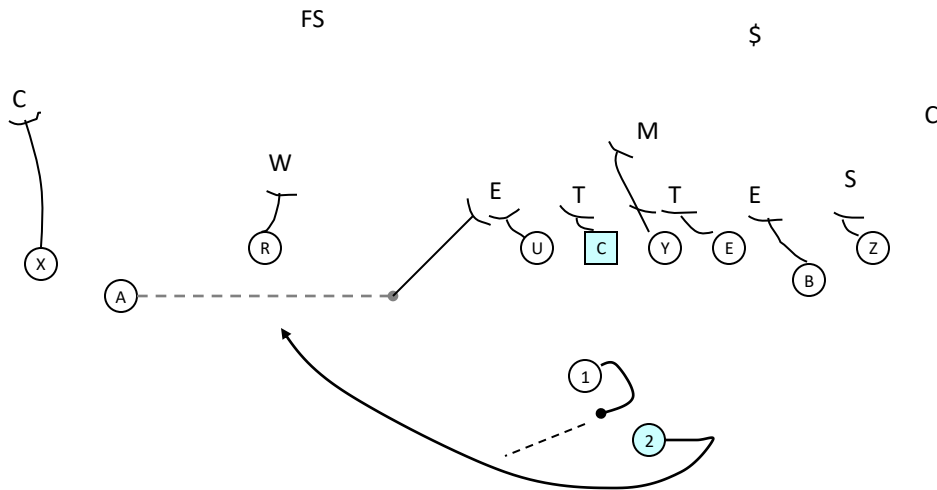
1 : Sprint Out: Reads: Pivot, Comeback, Dig or Post. Then Run or Throw the ball away

2 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)

**ASSIGNMENTS:**

- X : Push up field 3 steps and then Crack the Free Safety
- A : Push up field 2 steps and then kick out/stalk block the CB
- R : Crack the WLB
- U : Reach/Zone step play side DE (Heels to the Play)
- C : Reach/Zone step play side and Log Nose (Heels to the Play)
- Y : Reach/Zone step play side and Log DE. Or, Shock DE and work up to the BLB.
- E : Convoy
- B : Decoy Negative hitch
- Z : Convoy
- 1 : Jab-step downhill with your right foot, then bucket step and Flare Route outside to the Left
- 2 : Mini-three step drop (with your Eyes downfield) to Freeze MLB, then Throw the Flare Left

Blue Tight (A) Crack 37 Toss

**ASSIGNMENTS:**

X : Stalk Block CB.

A : Burn motion angle back (turn shoulders from D). Take Handoff & Sweep OR Sell Sweep!

R : Stalk Block or Crack the WLB, react to his Flow. Heads up for Him Trying to Shoot Edge.

U : Log or Drive Block the play-side DE.

C : Log or Drive Block the back side DT.

Y : Pull Right, and Crush the CB, bury him!

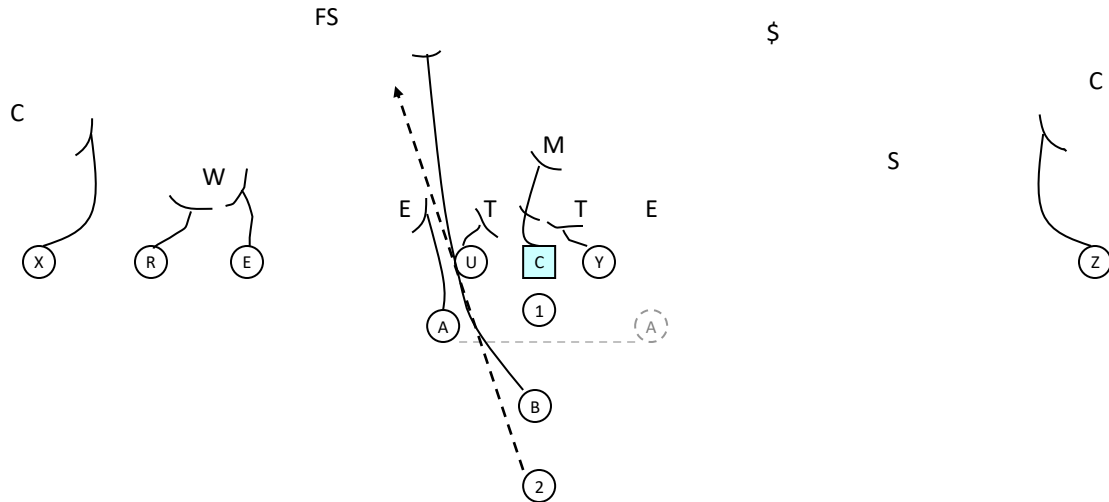
E : Tighten your Split and Block Down on the DT, allow No penetration

B : Block Down on the DE and allow No penetration

Z : Try to Crack Down on the SLB, but if he scrapes over the top, Kick him out wide = Wash.

1 : Read WLB = Willy. If Willy Floats Wide = Give to A on Burn. If Willy Crashes = Toss to # 2 Back after Faking to the A on Burn. Reverse Pivot Stay Low and Toss the Ball to # 2 Back

2 : Step Hard R/L/R. Pivot and Secure the Toss. Read the Block on WLB = React or Sell Fake.

**ASSIGNMENTS:**

X : Dig Out First Threat

A : Creep Motion and Kick Out first threat

R : Dig Out First threat

U : Down Block First Inside Threat or Base # 2 Tech

C : Reach/Zone Step Play side and Heels to the Play

Y : Reach/Zone Step Play side and Heels to the Play, Scoop.

E : FLIP to the Red Box inside the R anchor. Dig out First Threat or Stalk Block the FS

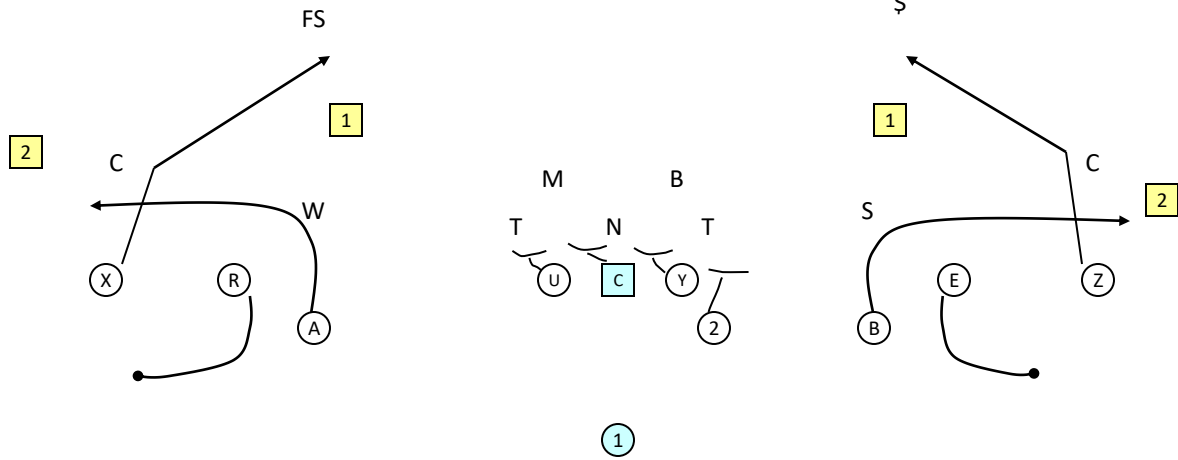
B : Lead Block on first threat through the hole, BUT peek inside-out on your track

Z : Convoy

1 : Reverse Pivot, give the Handoff to the # 2 back, and then Fake Boot Right

2 : Hit the # 3 Hole Fast, put the Football in your Left Arm and read the hole inside-out

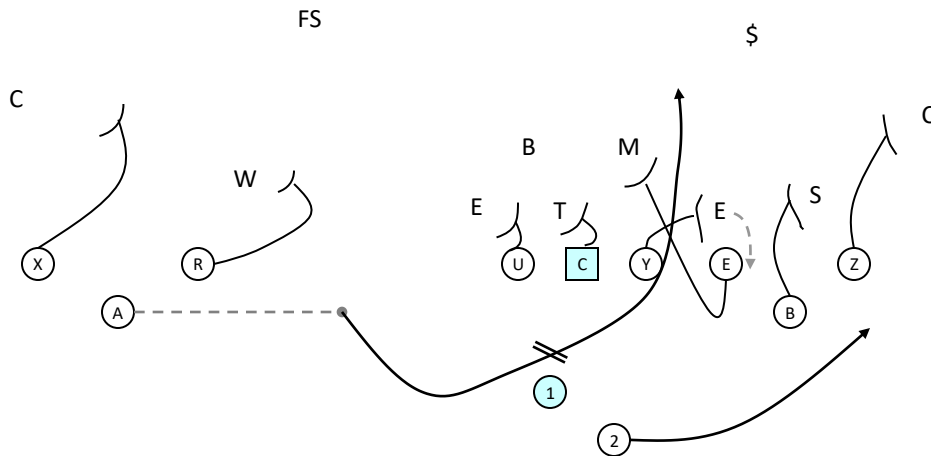
Base Out Stagger 191 Q



PLAY NOTE: ANY "190" PROTECTION SETS THE O-LINE LEFT

ASSIGNMENTS:

- X : 5-step Slant route
- A : Speed Out route at 5-yards deep or you can slowly Pivot underneath the Slant to the Flat
- R : Decoy Negative hitch route
- U : 190 or 290 Pass Pro Set to the call side
- C : 190 or 290 Pass Pro Set to the call side
- Y : 190 or 290 Pass Pro Set to the call side
- E : Decoy Negative hitch route
- B : Speed Out route at 5-yards deep or you can slowly Pivot underneath the Slant to the Flat
- Z : 5-step Slant route
- 1 : Read: Slant, Quick Out to the # 2 Back check down route. Run or Throw the football away
- 2 : Set Pass Pro Opposite the Call and block.

**ASSIGNMENTS:**

X : Convoy

A : Burn motion "slight" angle back, Take handoff between fold block

R : Convoy

U : Secure the inside Gap and Kick Out the backside DE.

C : Secure backside Gap and Kick Out backside DT

Y : Drive block the play-side DT/DE (Heels to the Play)

E : Fold block up to nearest 2nd level Linebacker. Most likely the MLB.

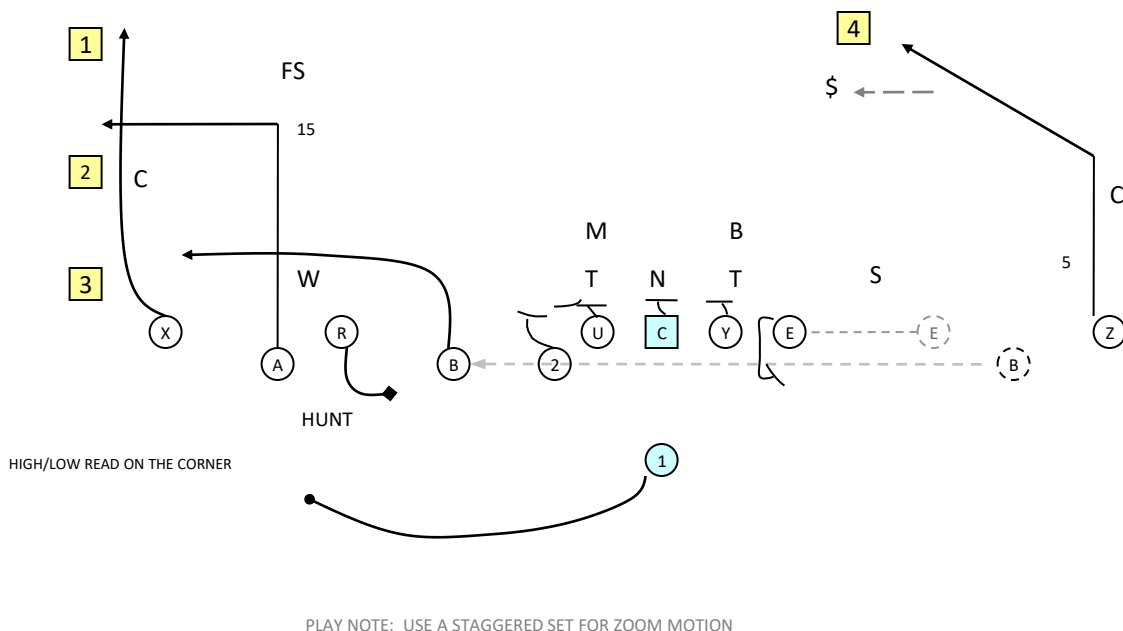
B : Kick Out SLB (Heels to the Play)

Z : Kick Out block on the CB (Heels to the Play)

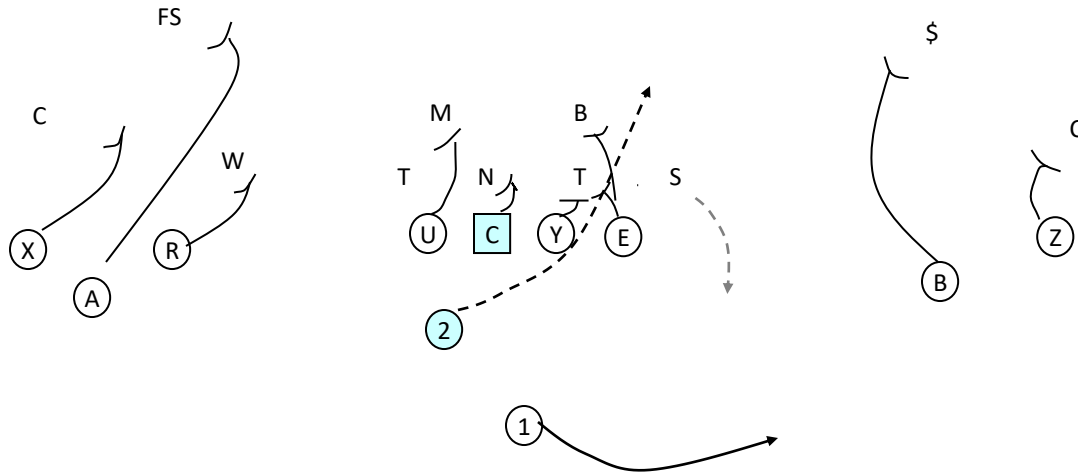
1 : Give to the (A) on Inside Burn Sweep.

2 : Take outside track and work your way up to the Corner.

Base (B) Zoom 27 Storm

**ASSIGNMENTS:**

- X : Fade Route (Must release to the outside shoulder of the CB)
- A : 15-yard Out route
- R : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks
- U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)
- C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)
- Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)
- E : Shift into Anchor Tight and Hinge Backside on 18 Pass Pro
- B : Zoom Motion 90% speed and run a 5-yd. Speed Out
- Z : Post or Dig, read the coverage
- 1 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)
- 2 : Sprint Out: Reads: Fade, 15-yd. Out, Flat. Then Backside Route, Run or Throw the ball away

**ASSIGNMENTS:**

X : Convoy

A : Convoy

R : Convoy

U : Zone Step towards Inside Gap and slowly work up

C : Drive Block/Log and (Heels to the Play)

Y : Drive Block the play-side DT Hard and Finish Strong

E : Double Down Hard (Deuce React) on the play-side & work up to BLB

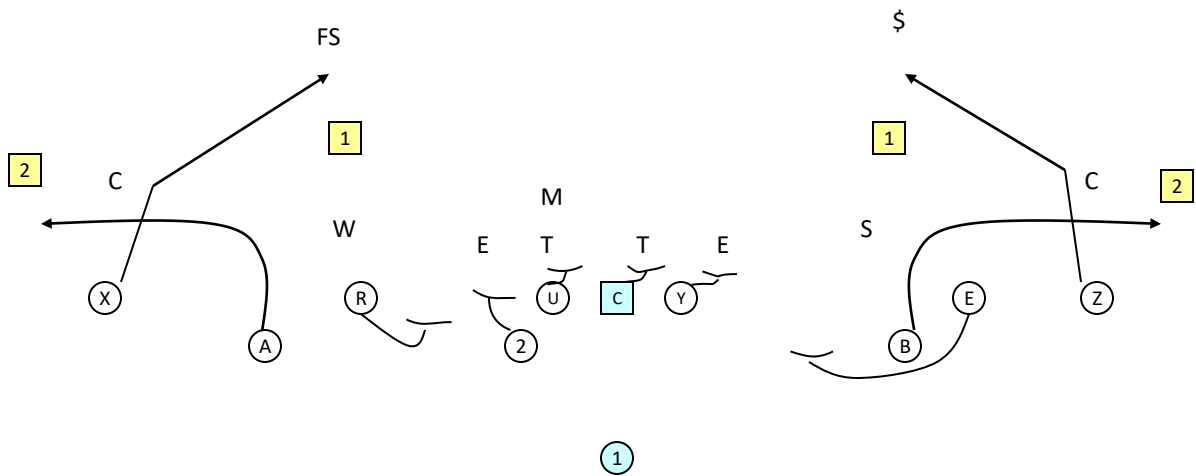
B : Dig Out the \$ and stalk block

Z : Dig Out the RCB and stalk block

1 : Decoy receiving the Snap, and Pretend to Roll Out on an 18. SELL IT!

2 : Stay Lower, Secure the Snap as you Stay Low. Hit the B-Gap and GO!

Base Stagger 191 Q



PLAY NOTE: ANY "191" PROTECTION SETS THE O-LINE RIGHT

ASSIGNMENTS:

X : 5-step Slant route

A : Speed Out route at 5-yards deep or you can slowly Pivot underneath the Slant to the Flat

R : Decoy Negative hitch route

U : 190 or 290 Pass Pro Set to the call side

C : 190 or 290 Pass Pro Set to the call side

Y : 190 or 290 Pass Pro Set to the call side

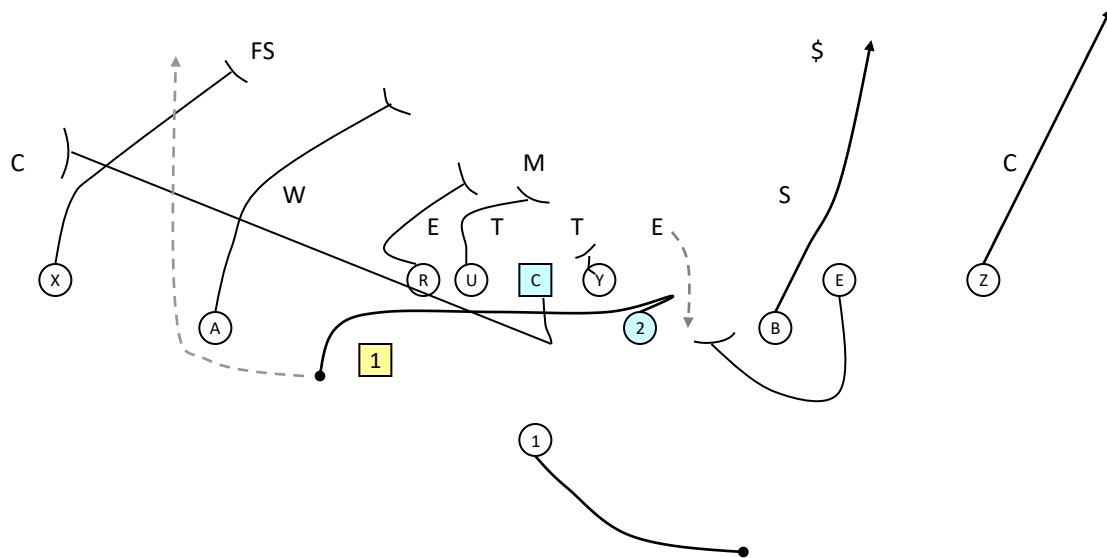
E : Decoy Negative hitch route

B : Speed Out route at 5-yards deep or you can slowly Pivot underneath the Slant to the Flat

Z : 5-step Slant route

1 : Read: Slant, Quick Out to the # 2 Back check down route. Run or Throw the football away

2 : Set Pass Pro Opposite the Call and block.



PLAY NOTE: #2 CAN JOIN TO LEVERAGE POINT FROM EITHER SIDE OF THE FIELD

ASSIGNMENTS:

X : Block Near Safety.

R: Shift down to become Tackle. Decoy Pass Pro for Two-Count then Crack ILB.

A : Block Far Safety.

U : Decoy Pass Pro for Two-Count then Crack ILB or look for work.

C : Decoy Pass Pro to Two-Count then Pull, Sprint and Block WLB or CB.

Y : 18 Pass Pro

B : Clear Out

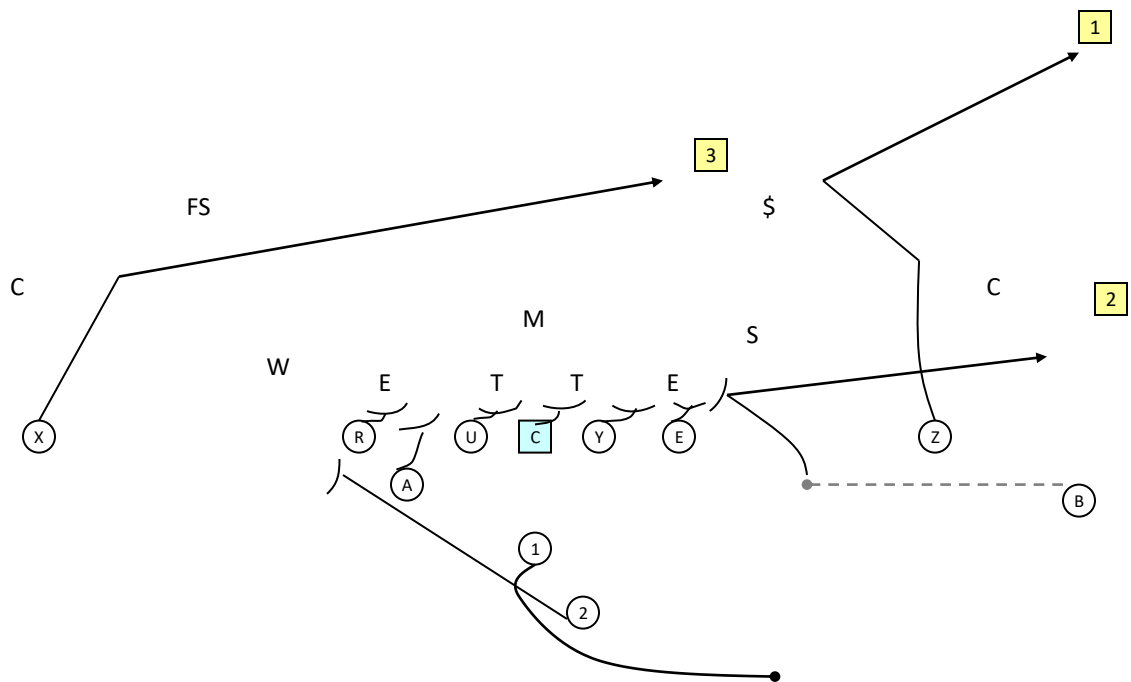
E : Hunt Block

Z : Clear Out

1 : 18 Action for 7 steps full speed. Plant right foot, pivot and Dart the ball to the # 2 Back.

2 : Decoy 18 Pass Pro for Two-Count. Work through traffic. Set up outside Tackle, catch & Go.

Fit (B) Zin 18 Razor

**ASSIGNMENTS:**

X : 14 yard Angle route

A : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

R : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

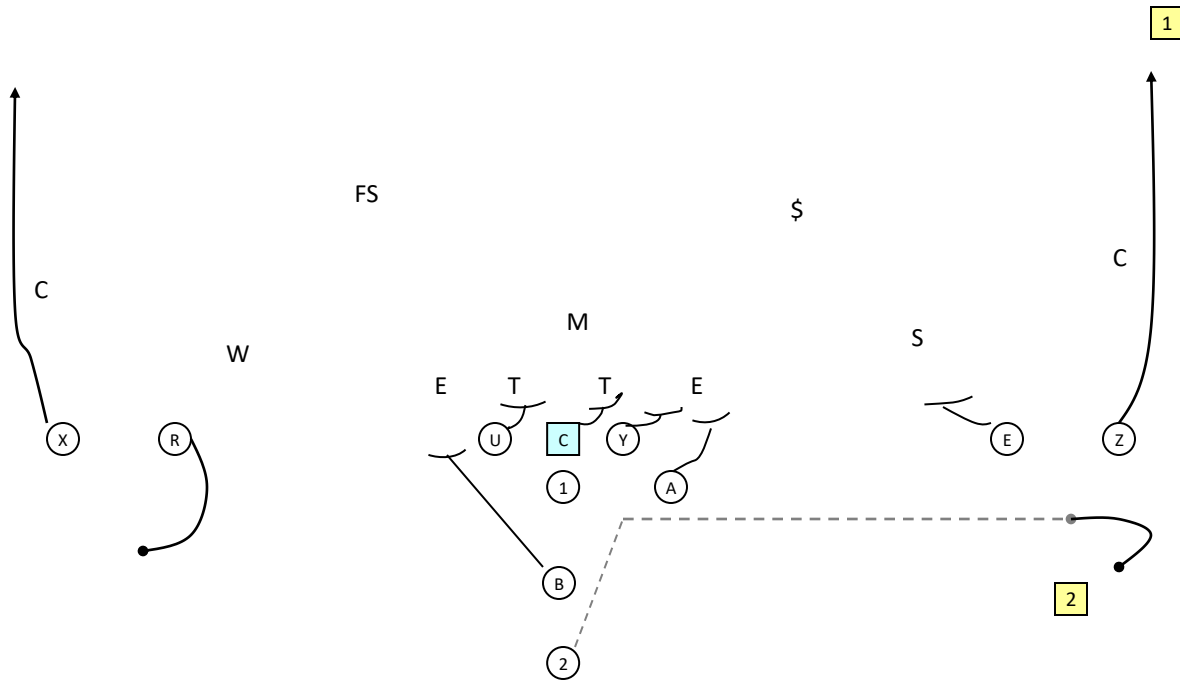
E : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

B : Zin Motion, Block 3 count check flat

Z : Post Corner

1 : Sprint Out: Reads: Post Corner, Check Flat, 14 Yard Angle Route

2 : Aggressively Set the Point, Back side pass Pro

**ASSIGNMENTS:**

X : Go Route

A : 290 Pass Pro

R : Decoy Negative Hitch

U : 290 Pass Pro

C : 290 Pass Pro

Y : 290 Pass Pro

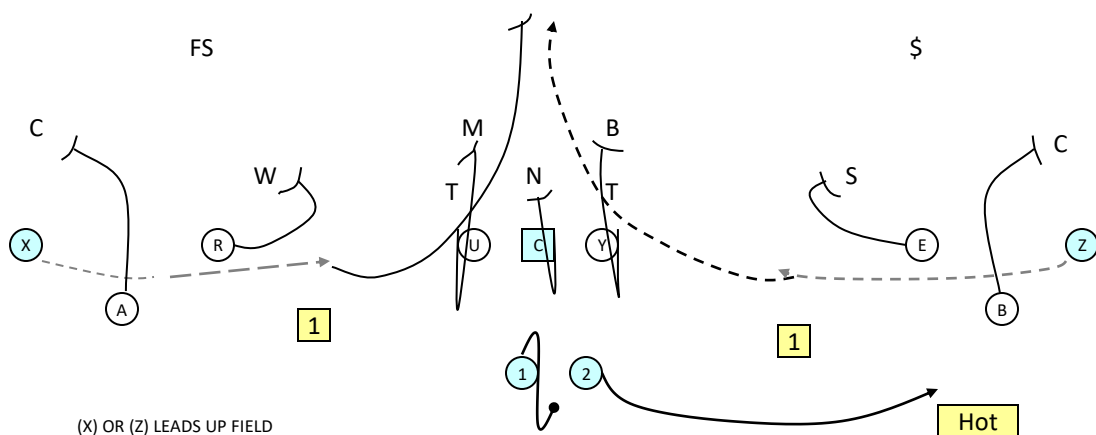
E : Stay on LOS and Stalk Block SLB, Crack him Inside to allow the # 2 back to go wide

B : 290 Pass Pro

Z : Go Route

1 : Read the RCB: IF he sits on the Hitch then Throw Fade to Z. IF he Bails, throw Hot to # 2

2 : Motion Right Full Speed. At the Snap Stop and Look Now for Hot Quick Screen & go wide

**ASSIGNMENTS:**

X : Take two steps back while working inside under control. If not thrown to you then lead block

A : Kick out the CB

R : Kick out the 1st threat vs. Man or Zone

U : Shock the # 3 technique, release him and sprint up field. Kick out the MLB or 1st threat

C : Shock the Nose, release him and sprint up field. Look for work and/or Double Team 1st threat

Y : Shock the # 3 technique, release him and sprint up field. Kick out the BLB or 1st threat

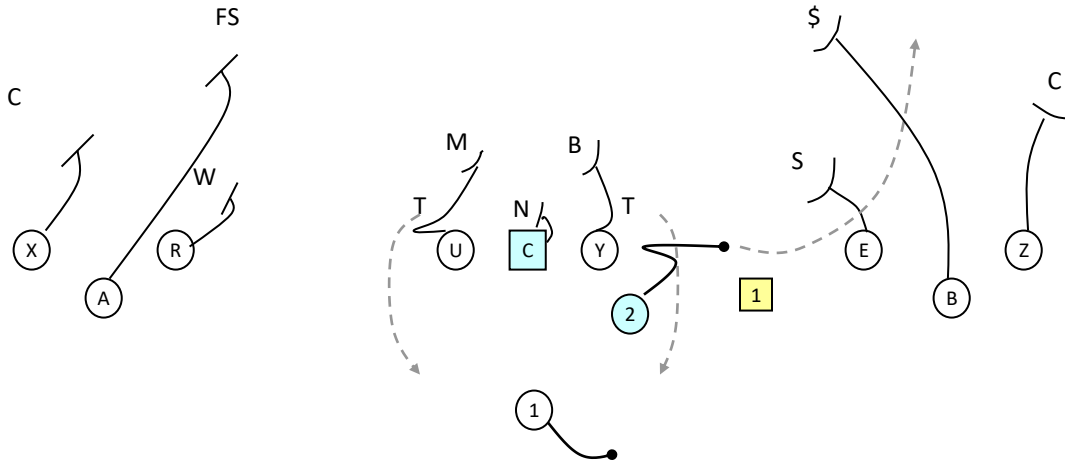
E : Kick out the 1st threat vs. Man or Zone

B : Kick out the CB

Z : Take two steps back while working inside under control. If not thrown to you then lead block

1 : Key # 2 Flare route as a Decoy while taking 3-step Drop, then throw Screen.

2 : Decoy Flare route, **however**, once in a while the ball will be thrown to you (esp. vs. Cover # 0)

**ASSIGNMENTS:**

X : Convoy

A : Convoy

R : Convoy

U : Pass set & "Flash" the weak side DE for a two-count, work up field to the MLB & Drive Block

C : Log or Drive Block the Nose (Heels to the Play)

Y : Pass set influence the play side DE and then Drive him out (Heels to the Play)

E : Convoy

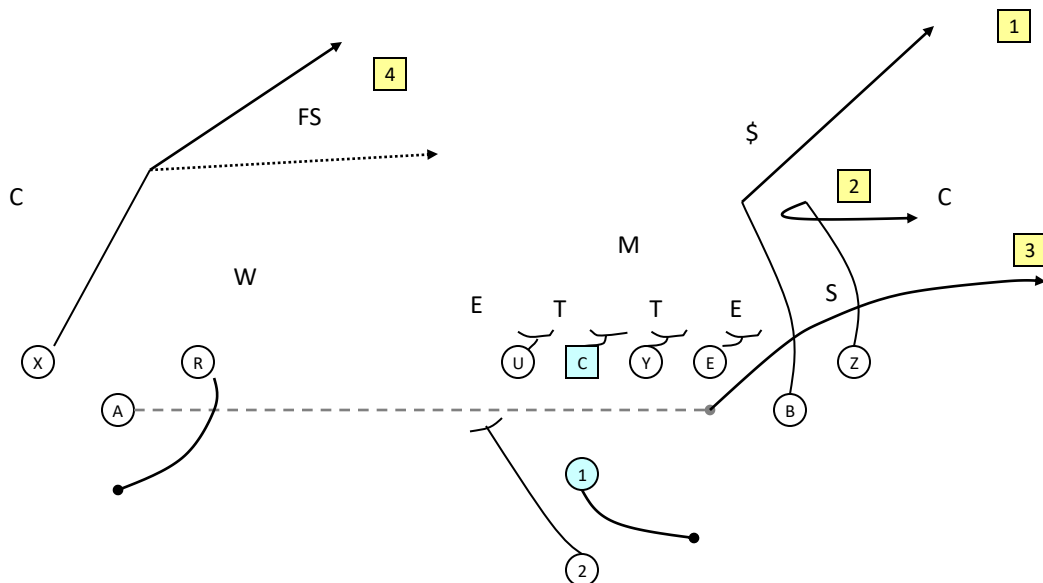
B : Convoy

Z : Convoy

1 : Mini-three step Decoy Drop (with your Eyes downfield) then get downhill fast to the play side

2 : Show Pass Pro, pause, let End loose, catch Shovel & read Inside Vertical to Outside track

Blue Tight Stagger (A) Seal 18 Smash

**ASSIGNMENTS:**

X : Backside Post or Dig, read coverage.

A : Zin Motion. After the Snap. Step Right Foot First then Flat Route

R : Decoy negative bubble.

U : 18 Pass Pro.

C : 18 Pass Pro.

Y : 18 Pass Pro.

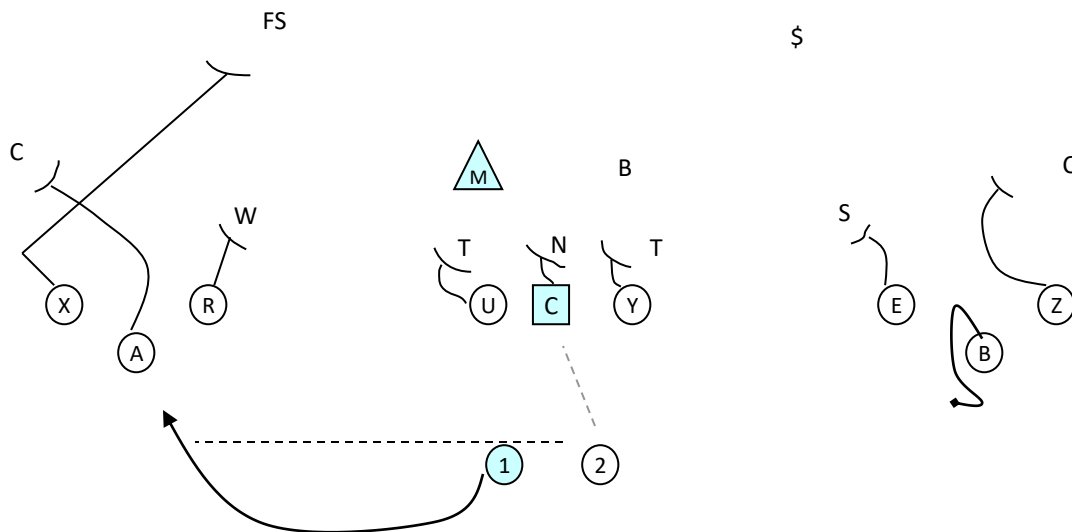
E : 18 Pass Pro.

B : Corner Route: 8 steps vertical then break Deep Over the CB.

Z : Pivot Route: 9 steps vertical, then Pivot and fill void vs. Zone, Break Away out vs. Man.

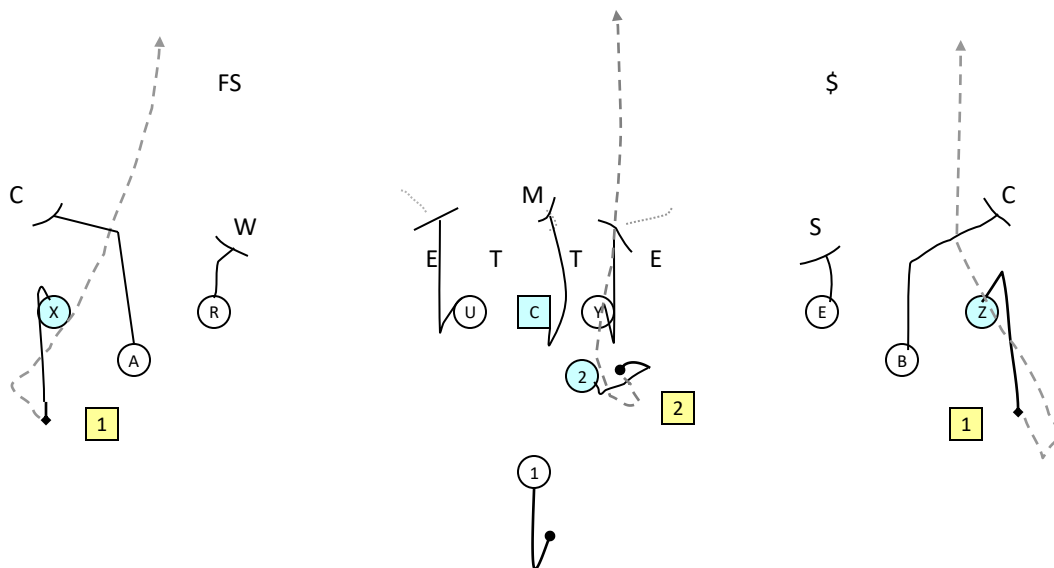
1 : 18 to 1/4 Roll. Reads: Corner route, Pivot, Flat to Backside Post or Dig.

2 : Set Backside Pass Pro Left

**ASSIGNMENTS:**

- X : Push up field 3 steps and then Crack the Free Safety
- A : Push up field 2 steps and then kick out/stalk block the CB
- R : Crack the WLB
- U : Reach/Zone step play side DE (Heels to the Play)
- C : Reach/Zone step play side and Log Nose (Heels to the Play)
- Y : Reach/Zone step play side and Log DE. Or, Shock DE and work up to the BLB.
- E : Convey
- B : Decoy Negative hitch
- Z : Convey
- 1 : Jab-step downhill with your right foot, then bucket step and Flare Route outside to the Left
- 2 : Mini-three step drop (with your Eyes downfield) to Freeze MLB, then Throw the Flare Left

Base Stagger Triple Screen

**ASSIGNMENTS:**

X : Quick Screen: 2 steps vertical and 3 steps back. Catch the ball and try to get outside.

A : Kick Out block on the CB.

R : Crack the WLB if he stays inside, otherwise Kick Out the WLB if he widens.

U : Decoy Pass Pro for a One-Count then release and sprint up field looking for work(Noon-10)

C : Decoy Pass Pro for a One-Count then release and sprint up field looking for work(Noon)

Y : Decoy Pass Pro for a One-Count then release and sprint up field looking for work(Noon-2)

E : Crack the SLB if he stays inside, otherwise Kick Out the SLB if he widens.

B :Kick Out block on the CB.

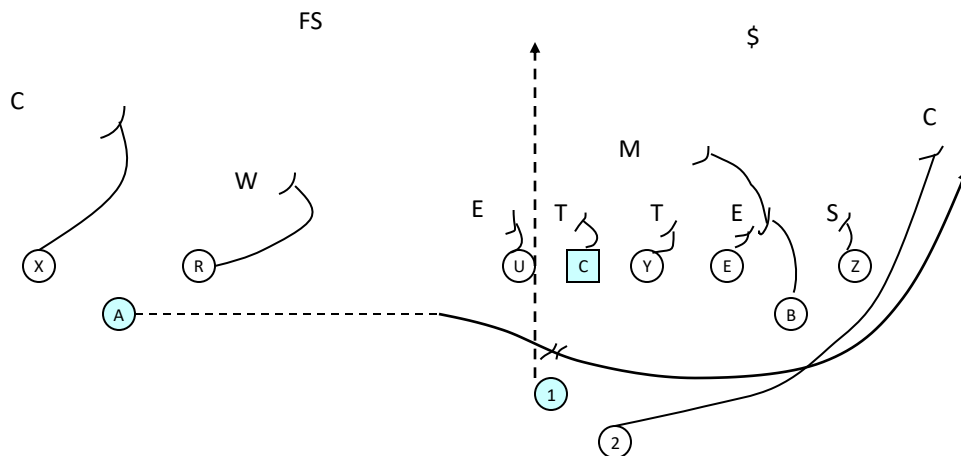
Z : Quick Screen: 2 steps vertical and 3 steps back. Catch the ball and try to get outside.

1 : 3 step Drop. Read: WLB or SLB. IF OLB Widen = throw DINK Screen. If Not = throw Quick.

2 : Decoy Pass Pro for One-Count and set up for DINK Screen. Catch the ball and Go.

Blue Tight (A) Burn Sweep Right

DVD TIMESTAMP

**ASSIGNMENTS:**

X : Convoy

A : Burn motion, angle back (turn shoulders from D). Secure Handoff & sweep right outside

R : Convoy

U : Secure inside Gap and zone block working up

C : Secure play-side Gap and zone block. Pick up MLB on Blitz only (Heels to the Play)

Y : Drive Reach Block the play-side DT & Log (Heels to the Play)

E : Drive Reach Block the play-side DE & Log (Heels to the Play)

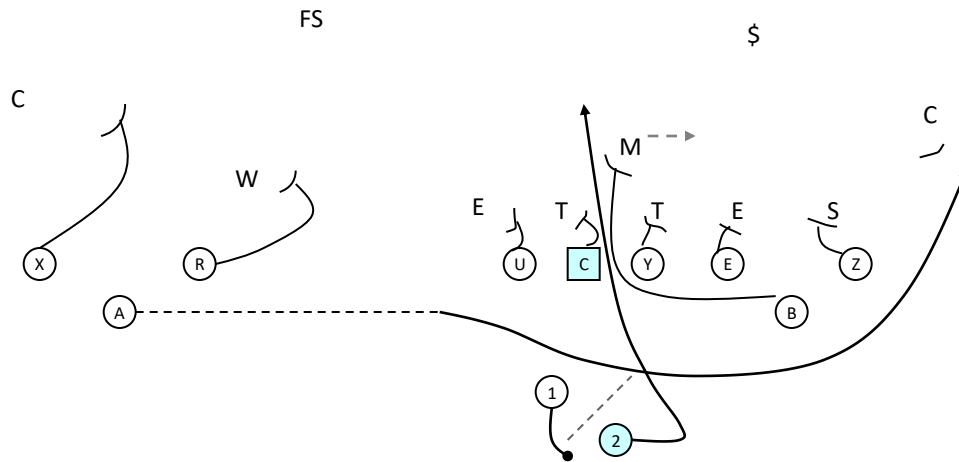
B : Double Down Hard (Trey React) on the play-side DE & work to MLB

Z : Reach/Log the SLB and (Heels to the Play)

1 : Give to the (A) on Burn Sweep, and Fake the QB Dart into Backside A-Gap. Sell it!

2 : Hard Arc release Outside the (Z) and stalk block the RCB

Blue Tight (A) Burn 20 Dart



GLIDE SHOVEL ACTION

ASSIGNMENTS:

X : Convoy

A : Burn motion angle back (turn shoulders from D). FAKE receiving the Handoff & Sell Sweep!

R : Convoy

U : Secure the inside Gap and Kick Out the backside DE.

C : Secure backside Gap and Kick Out backside DT

Y : Kick Out block the play-side DT & Log (Heels to the Play)

E : Kick Out block the play-side DE & Log (Heels to the Play)

B : Jab Step and Stay Low (Hide) & Pull Up through the # 0 Hole (Even) or the # 1 Hole (Odd)

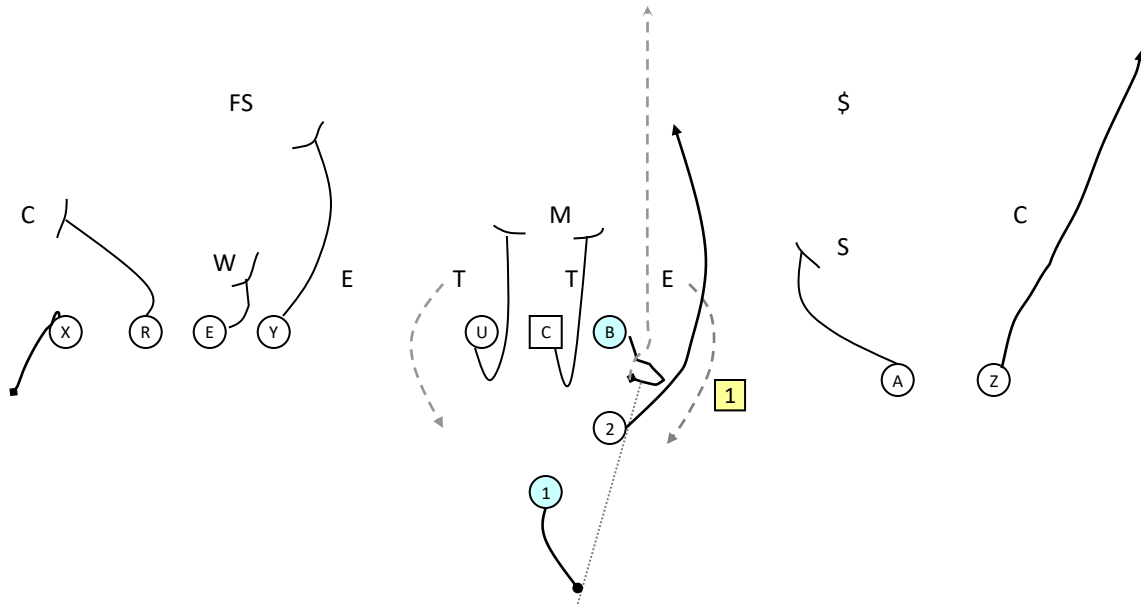
Z : Kick Out block on the SLB (Heels to the Play)

1 : FAKE give to the (A) on Burn Sweep. Take two step drop, shovel to 2 back

2 :Hard Jab Step Right: Pause catch shovel & Follow the (B) through #0 or #1 Hole on Dart

43 Stagger (2) Shoot B Dink Right

DVD TIMESTAMP

**ASSIGNMENTS:**

X : Decoy Quick Screen

R : Kick Out block on CB.

E : Dig Out WLB.

U : Decoy Pass Pro for a Two-Count, sprint up field look for work (Noon to 10)

C : Decoy Pass Pro for a Two-Count, sprint up field look for work (Noon)

B : Decoy Pass Pro and widen the DE. Sit in Void. Catch the ball and Go.

A : Dig out SLB.

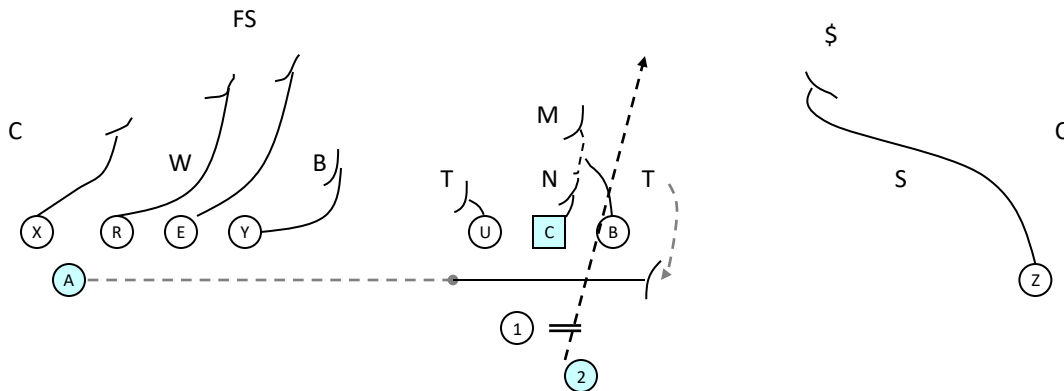
Y : Convoy to FS

Z : Clear Out.

1 : 3 step drop, then retreat 2 more steps after Pause. Dart the ball to the B at TE.

2 : Decoy Shoot Route down field Fast and Block

43 (A) Burn Lead Right



* (A) IDENTIFY YOUR TRAP DEFENDER FROM ACROSS THE FORMATION, PRIOR TO GOING IN MOTION

ASSIGNMENTS:

X: Convoy

A: Burn Motion Flat behind LOS. Identify the DE or DT you will Kick Out.

R: Convoy to Free Safety E: Dig Out first threat

U: Scoop Right

C: Ace React with B and seal off the DT or NT

Y: Dig Out first threat

E: Dig Out first threat

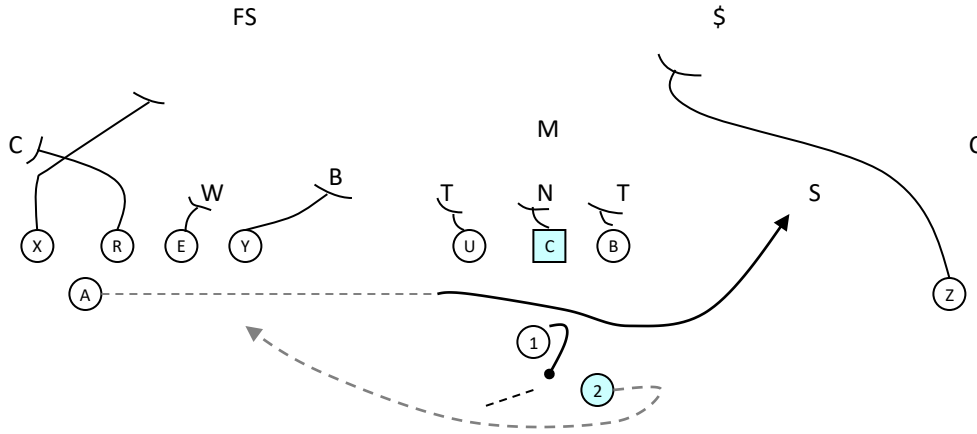
B: Ace React with the Center and work up to first ILB

A: Burn Motion Flat behind LOS. Identify the DE or DT you will Kick Out.

Z: Stalk Block the Cornerback

1: Air fake to the A back from left to right. Give the ball to the (2) on your right

2: Jab right one step and hit your track downhill Inside of Trap Block.

**ASSIGNMENTS:**

X : Initial push up field & Stalk block FS

E : Crack block WLB

R : Kick Out block on the Corner

U : Outside leverage zone steps on DT

C : Outside leverage zone steps on NT

Y : Crack block on the 1st threat inside, usually a LB

A : Decoy Burn Sweep motion right. Fake receiving handoff and Sell it wide!

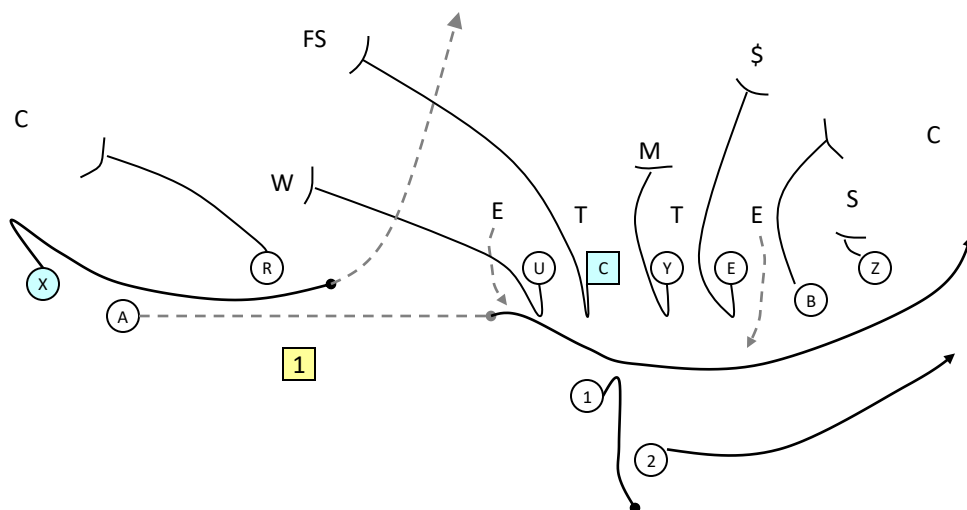
B : Scoop DT

Z : Convoy

1 : Receive snap, fake Sweep to (A). Pivot around and then pitch Right to the (2)

2 : Jab step R/L/R. Then Bolt Left, receive the Pitch and try to go Wide. Read Anchor Blocks.

Blue Tight (A) Burn X Middle Screen

**ASSIGNMENTS:**

X : Jab 1 step up field. Then Bolt inside 2-yards behind LOS. Catch Screen & Get Vertical fast

A : Burn motion angle back (turn shoulders from D) and Sell Sweep!

R : Kick out the RCB

U : Flash Decoy 190 Pass Pro for 1 count then Kick Out the WLB and go Fast

C : Flash Decoy 190 Pass Pro for 1 count then Kick Out the First Threat and go Fast

Y : Flash Decoy 190 Pass Pro for 1 count then Kick Out the First Threat and go Fast

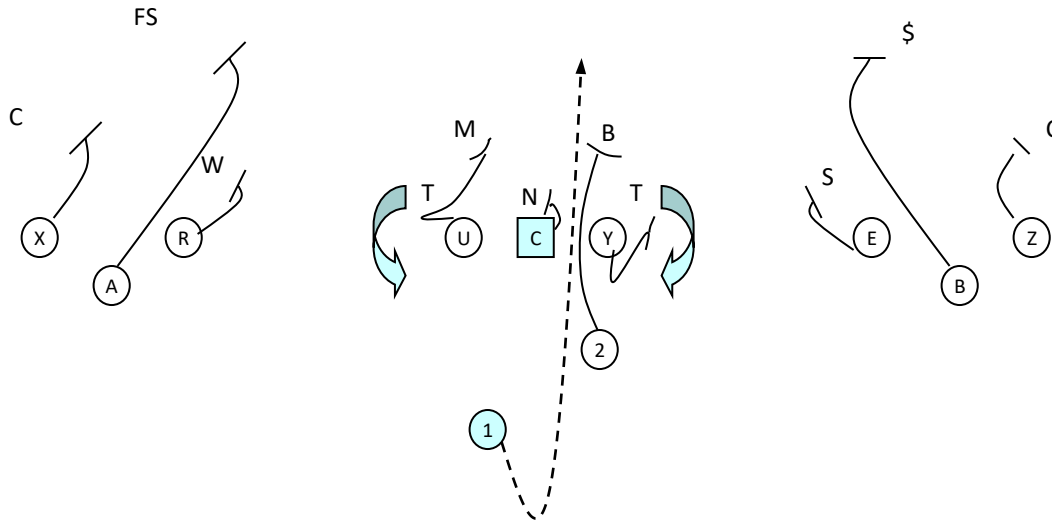
E : Flash Decoy 190 Pass Pro for 1 count then Kick Out the First Threat and go Fast

B : Flash Decoy 190 Pass Pro for 1 count then Kick Out the First Threat and go Fast

Z : Base Block and Allow No Penetration the whole time

1 : Fake Burn Sweep to A. Then Drop 3-steps to the Right. Plant Rt. Foot & Throw X Screen

2 : SELL the Lead Block on the Fake Sweep and DO NOT look back



PLAY NOTE: VIRTUALLY EVERY PLAY CAN BE RUN BY USING A STAGGERED SET OR CREEP MOTION

ASSIGNMENTS:

X : Convoy

A : Convoy

R : Convoy

U : Pass set & "Flash" the weak side DE for a two-count, work up field to the MLB & Drive Block

C : Log or Drive Block the Nose (Heels to the Play)

Y : Pass set influence the play side DE and then Drive him out (Heels to the Play)

E : Convoy

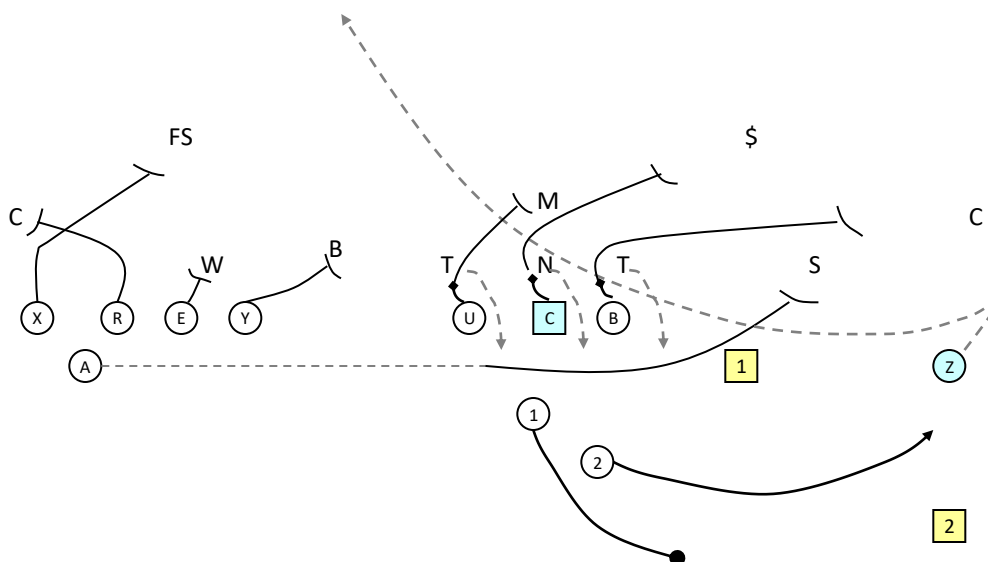
B : Convoy

Z : Convoy

1 : Mini-three step Decoy Drop (with your Eyes downfield) then get downhill fast to the play side

2 : Show Pass Pro, set, pause, let BLB drop, then attack BLB downhill and Drive block

43 (A) Burn (Z) Middle Screen

**ASSIGNMENTS:**

X : Sell post and Stalk Block FS

R : Kick out block Cornerback

E : Crack block WLB or first inside threat

U : Sell 190 Pass Pro for One Count, then release hard and attack downfield 1st threat

C : Sell 190 Pass Pro for One Count, then release hard and attack downfield 1st threat

B : Fire Out hard on DE, brush him and then Attack the Right Cornerback, kick out block.

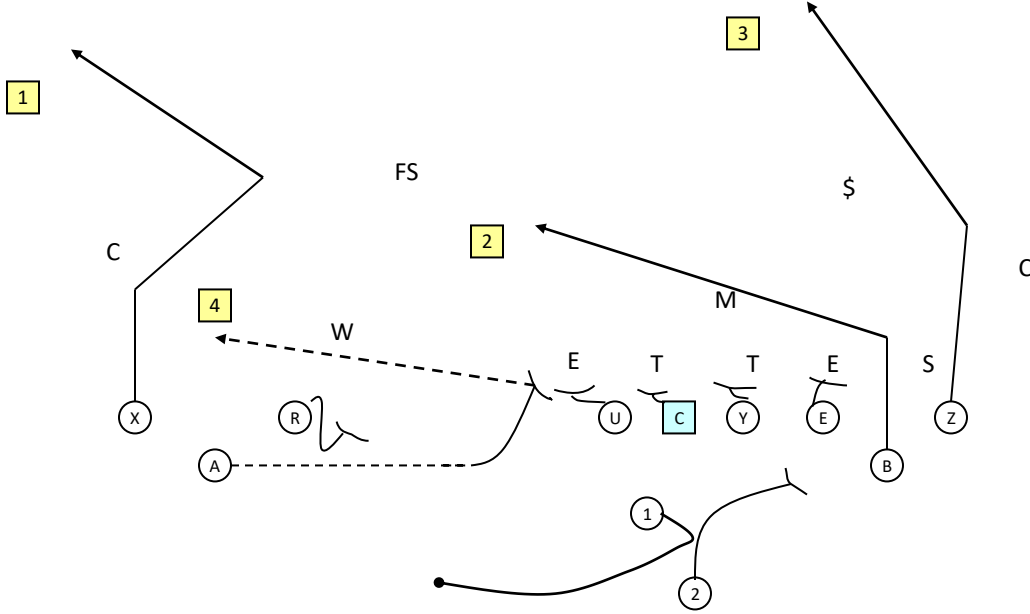
A : Decoy Burn Sweep Motion fast, sell the Fake. Then Kick Out block on SLB

Y : Crack block first inside threat, WLB or DE

Z : Jab step up field then bubble back inside, 2-yard behind LOS. Catch the ball and Go.

1 : Quick Burn Sweep Fake to A. Take 5-step drop. Read (Z) on Screen or (2) on Flare.

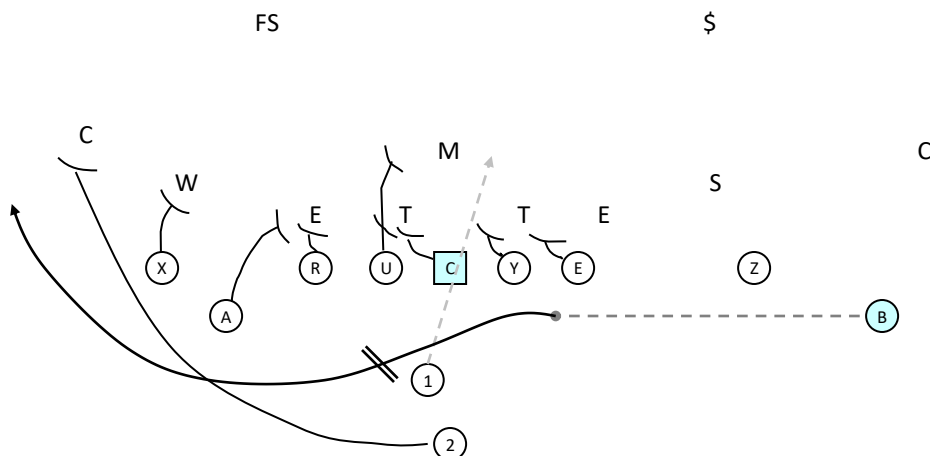
2 : Flare Right. Key the RCB. Stay 7-yards Behind LOS. You are the 2nd Read on the play.



ASSIGNMENTS:

- X : Post Corner Route. 7 steps vertical, 5 steps to Post and Read the CB coverage.
- A : Zin Motion, then secure DE for a 4-count. Check release to Flat as Outlet Receiver.
- R : Read the WLB to Pursuit Players. Help with Pass Pro for the QB Wagging Your way.
- U : 27 Pass Pro.
- C : 27 Pass Pro.
- Y : 27 Pass Pro.
- E : 27 Pass Pro
- B : Angle Route to no deeper than 14-yards.
- Z : Backside Post Route Behind the Safety unless the Void is too big to ignore.
- 1 : FAKE give to # 2 Back. Waggle Left. Reads: Post-Corner, Angle, Peek Post & Check Flat.
- 2 : Play Fake then Pass Pro backside pursuit 1st to show.

Fit (B) Burn Sweep Left

**ASSIGNMENTS:**

X : Crack Block the WLB

A : Crack Down on the DE, might be a Double Team with the R WR

R : Drive Block vs. DE if he is there.

U : Secure play-side Gap and work up to next level, allow no penetration

C : Secure play-side Gap and work up, allow no penetration

Y : Secure backside Gap and work up, allow no penetration

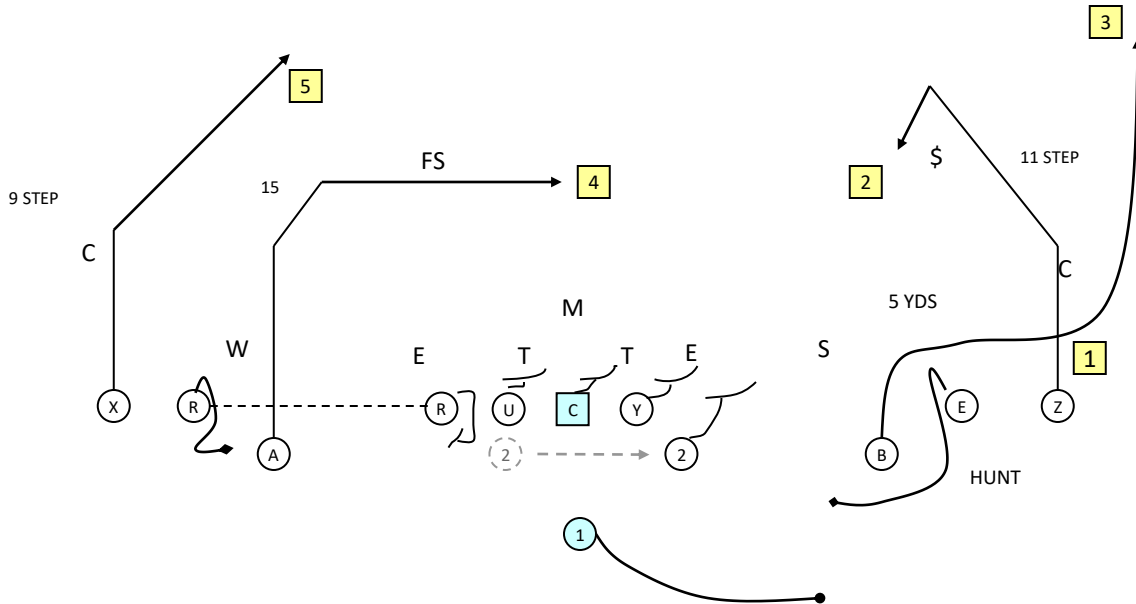
E : Secure backside Gap and work up, allow no penetration

B : Burn Motion and Receive the Hand Off. Sweep Hard to the outside.

Z : Convoy

1 : Give to the (B) on Burn Sweep. Pause & Sell the Fake through # 0 or # 1 Hole on QB Dart

2 : Full Sprint and then Kick Out Block the CB



PLAY NOTE: VIRTUALLY EVERY ROLL OUT CAN BE RUN BY USING A STAGGERED SET OR CREEP/JOIN MOTION

ASSIGNMENTS:

X : Post route

A : Dig route

R : Decoy Negative hitch or Last second Shift to Anchor Tight to Protect back side on Pass Pro

U : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

C : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

Y : Reach/Zone Step Play side and Seal on 18 Pass Pro (Heels to the Play)

E : Hunt: Step with inside foot behind the L.O.S. Double the Point: Crack or Clean up Leaks

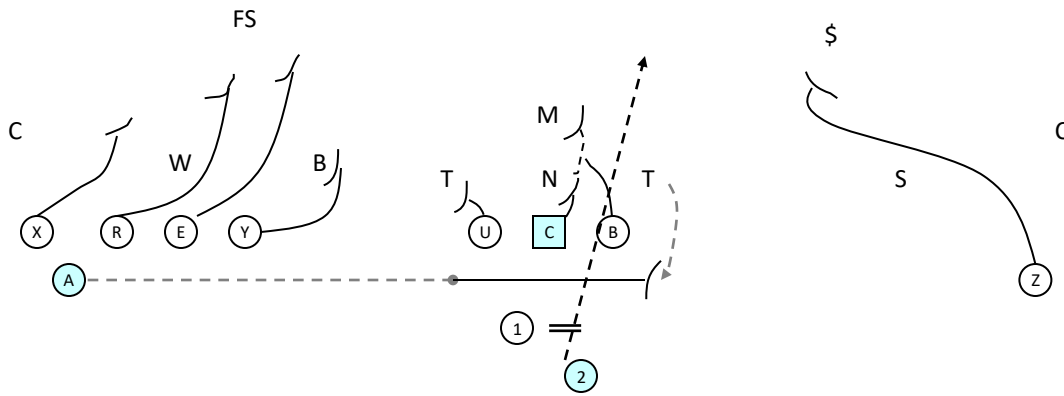
B : Speed Out (you are the first read) if QB takes Eyes off you, then turn your route into Wheel

Z : Post/Curl route, sell the Post and break down on your 11th step – Stay Wide as Pocket moves

1 : Sprint Out: Reads: Speed Out, Post/Curl, Wheel, Dig or Post. Then Run/Throw ball away

2 : Aggressively Set the Point with the Play side Guard and/or Anchor (Heels to the Play)

43 (A) Burn Lead Right



* (A) IDENTIFY YOUR TRAP DEFENDER FROM ACROSS THE FORMATION, PRIOR TO GOING IN MOTION

ASSIGNMENTS:

X: Convoy

A: Burn Motion Flat behind LOS. Identify the DE or DT you will Kick Out.

R: Convoy to Free Safety E: Dig Out first threat

U: Scoop Right

C: Ace React with B and seal off the DT or NT

Y: Dig Out first threat

E: Dig Out first threat

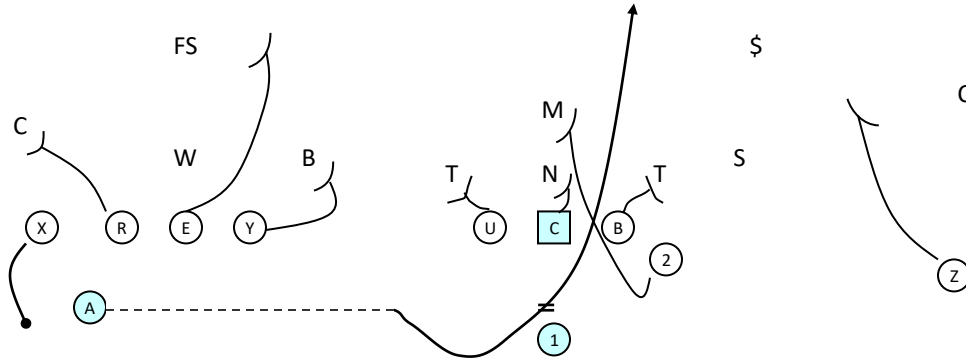
B: Ace React with the Center and work up to first ILB

A: Burn Motion Flat behind LOS. Identify the DE or DT you will Kick Out.

Z: Stalk Block the Cornerback

1: Air fake to the A back from left to right. Give the ball to the (2) on your right

2: Jab right one step and hit your track downhill Inside of Trap Block.

**ASSIGNMENTS:**

X : Decoy catching the negative hitch

E : Convoy to FS

R : Kick out block on Cornerback

U : Scoop inside and work up to first threat

C : Turn back block on DT or NT, but key MLB for hot blitz and scoop if needed

Y : Convoy to first threat

A : Burn Motion but Deeper (aim at QB's rear left hip). Take handoff downhill fast & go.

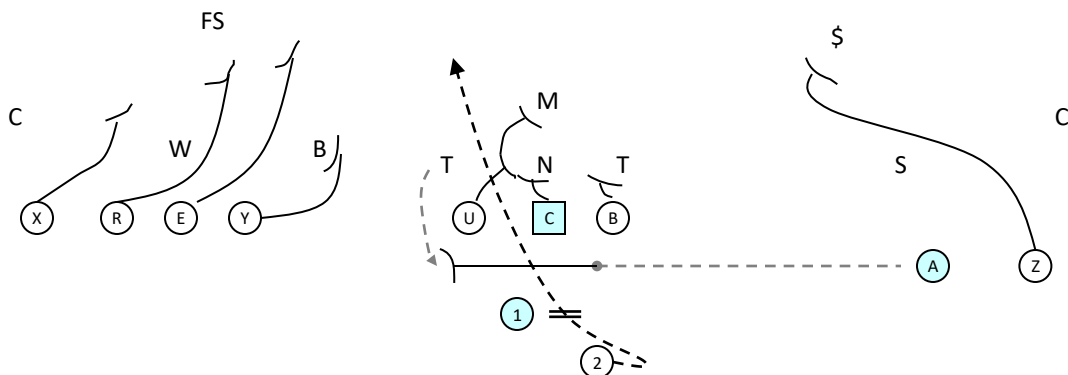
B : Kick out block on DT, but can also Fold with (2) back on different fronts.

Z : Dig out first inside threat and kick out block. Cut off pursuit.

1 : Receive snap give Falcon to (A). Then decoy Fake Boot Left

2 : Kick Out first threat Or Fold Inside look for work on DT and then Crack first ILB

43 (A) Burn Lead Left



* (A) IDENTIFY YOUR TRAP DEFENDER FROM ACROSS THE FORMATION, PRIOR TO GOING IN MOTION

ASSIGNMENTS:

X: Stalk Block Cornerback

A: Burn Motion Flat behind LOS. Identify the DE or DT you will Kick Out

R : Stalk Block Free Safety

U: Ace React with Center and work up inside to first ILB

C: Ace React with U and seal off the DT or NT

Y : Scoop OLB. Adjust split if necessary to close gap and get a better angle.

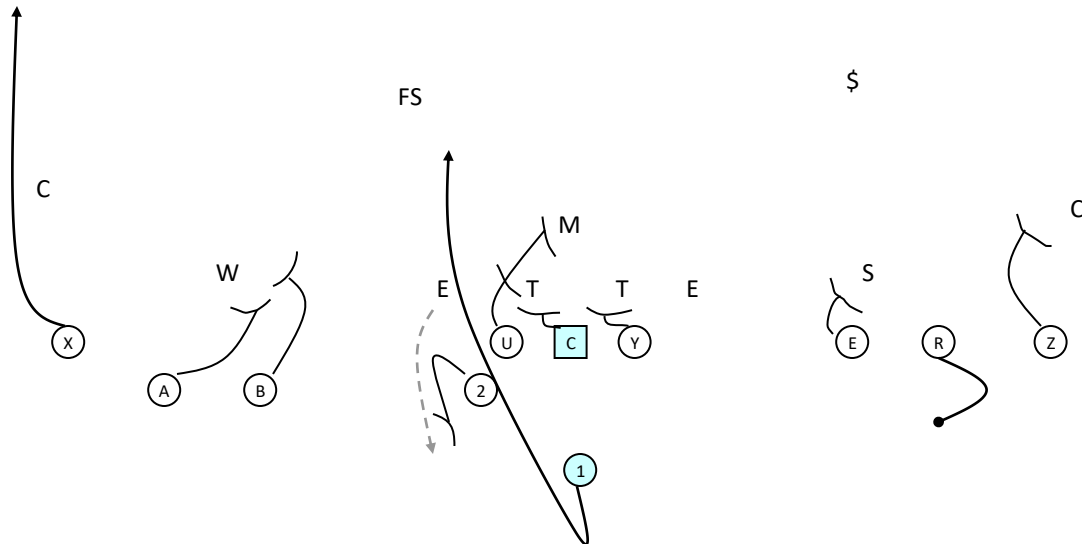
E: Dig Out first threat

B: Scoop Left

Z : Convoy

1 : Air fake to the A back from right to left. Give the ball to the (2) on your left.

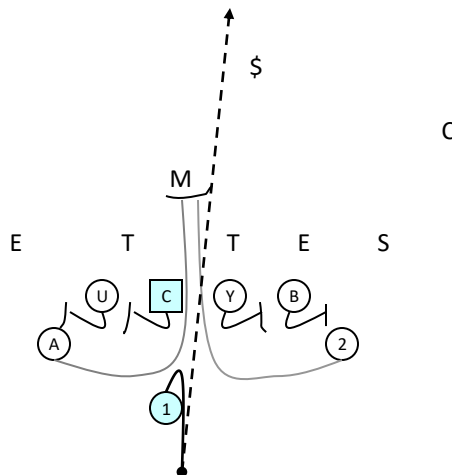
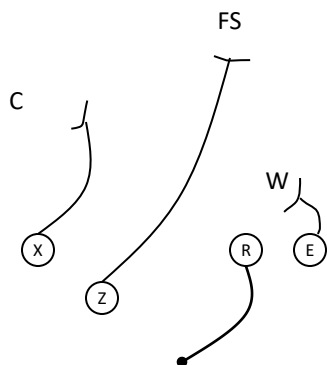
2 : Jab left one step and hit your track downhill fast after receiving the handoff Inside of Trap Block



PLAY NOTE: VIRTUALLY EVERY PLAY CAN BE RUN BY USING A STAGGERED SET OR CREEP MOTION

ASSIGNMENTS:

- X : Go Route
- A : Convoy WLB
- B : Convoy WLB
- U : Combo Block to 2nd Level (MLB).
- C : Zone steps, combo block with (U)
- Y : Inside leverage, zone steps
- E : Convoy WLB
- R : Decoy negative hitch
- Z : Convoy Corner
- 1 : Receive snap and show Pass Action quick Drop. Let (2) Ride End High, then Go.
- 2 : Ride End, Wash High and seal Up field



Interior White Box players need to win inside leverage and track DL outside. Both wing backs wrap inside and clean up any defenders. QB shows pass action with quick drop,

ASSIGNMENTS:

X : Convoy

E : Kick Out WLB

R : Decoy negative bubble

U : Decoy 190 Pass Pro and kick out DE

C : Decoy 190 Pass Pro and kick out DT

Y : Decoy 290 Pass Pro and kick out DT

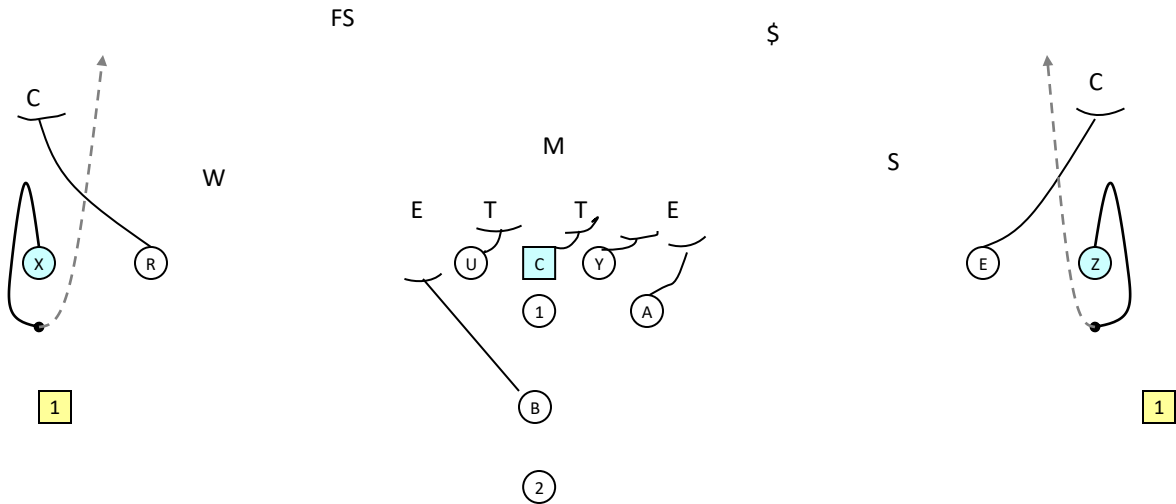
A : Decoy 290 Pass Pro and Lead Block for QB through hole. Take first ILB to your side

B: Decoy 290 Pass Pro and kick out DE

Z : Convoy

1 : Receive snap and show Pass Action quick Drop. Let (A) & (2) Funnel through and then Go!

2 : Decoy 190 Pass Pro and Lead Block for QB through hole. Take first ILB to your side.



ASSIGNMENTS:

X : Jab 1-step up and take 2 steps back. Catch the Ball. Try to go Wide but OK to cut up field

A : 290 Pass Pro

R : Either Kick Out block on the CB or Log Him but do NOT hesitate go fast

U : 290 Pass Pro

C : 290 Pass Pro

Y : 290 Pass Pro

E : Either Kick Out block on the CB or Log Him but do NOT hesitate go fast

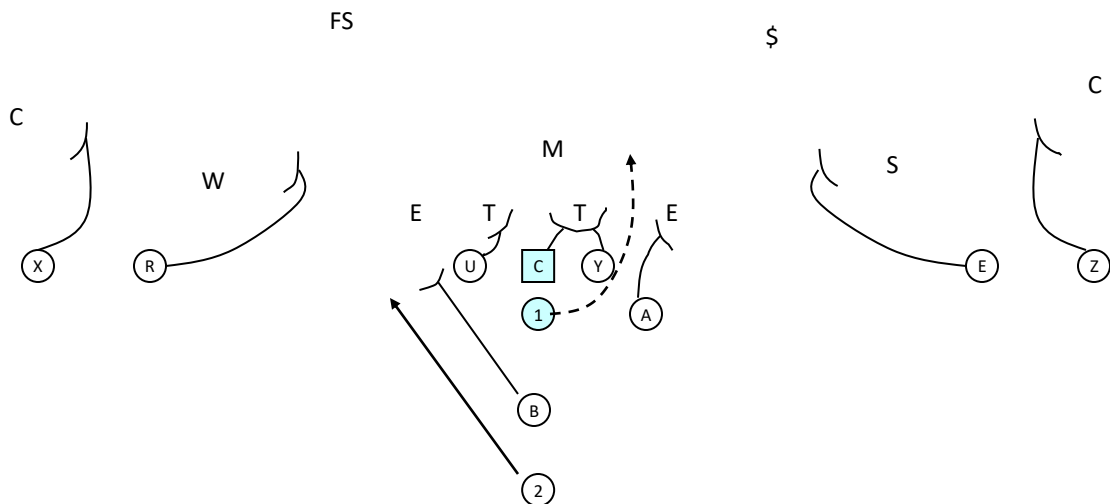
B : 290 Pass Pro

Z : Jab 1-step up and take 2 steps back. Catch the Ball. Try to go Wide but OK to cut up field

1 : Read the WLB or SLB, and then to the CB's. Take the Easiest Choice immediately.

2 : At the Snap Step either way and settle like taking a Fake handoff to tie down ILB's

Big Nasty QB Sneak



ASSIGNMENTS:

X : Convoy

A : Allow No penetration and kick out first threat

R : Convoy

U : Drive block first inside threat

C : Drive block first threat

Y : Drive block first inside threat

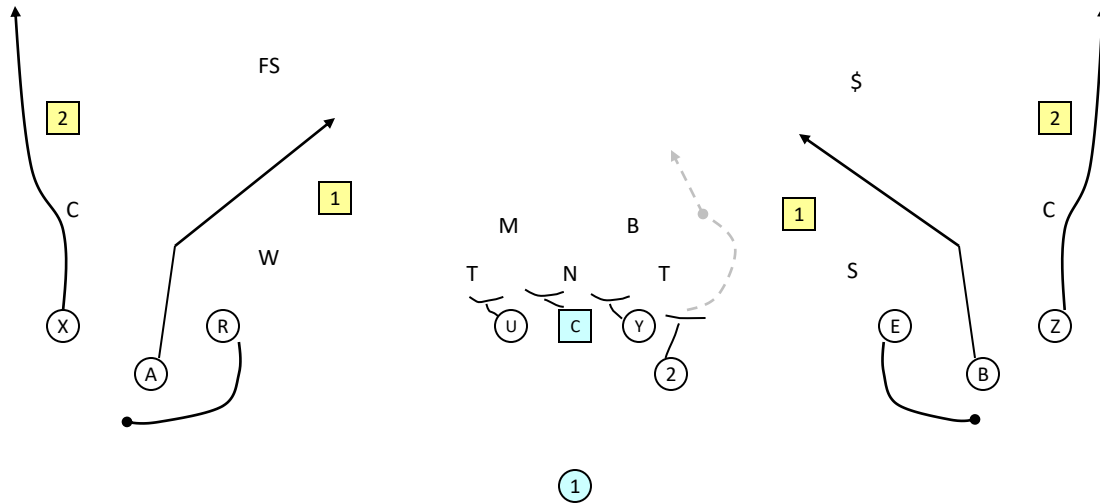
E : Convoy

B : Kick out first threat OR shift to Wing Set and Drive Block first threat, no penetration

Z : Convoy

1 : Secure the Snap. And Get your Pads Low, Drive Hard with your feet and Score!

2 : Block Either way after Decoying



PLAY NOTE: POSSIBLE CHECK SHOOT vs. MAN OR CIRCLE vs. ZONE ON 190 PASS ROUTES

ASSIGNMENTS:

X : Vertical release and on your 6th step, break to the Fade route

A : 5-step Slant route

R : Decoy Bubble Screen. Hunt block 1st threat if QB scrambles.

U : 190 or 290 Pass Pro Set to the call side

C : 190 or 290 Pass Pro Set to the call side

Y : 190 or 290 Pass Pro Set to the call side

E : Decoy Bubble Screen. Hunt block 1st threat if QB scrambles

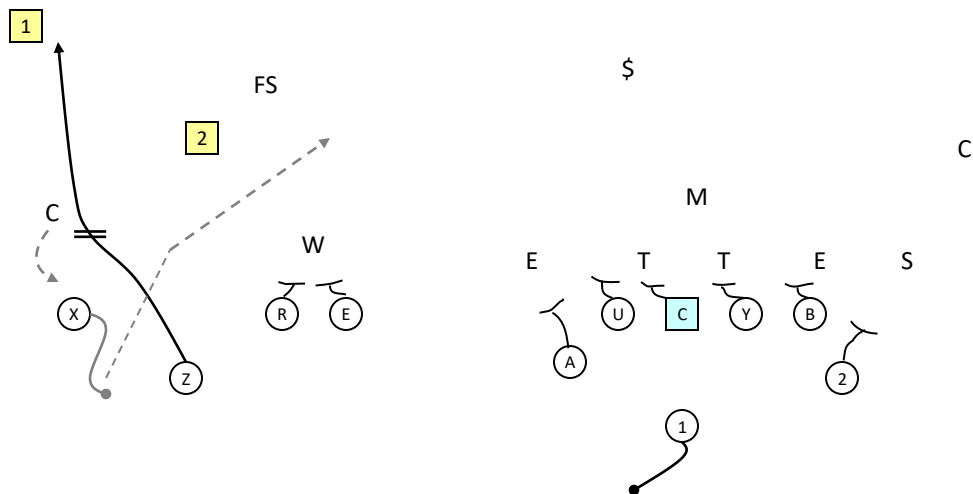
B : 5-step Slant route

Z : Vertical release and on your 6th step, break to the Fade route

1 : Read: Slant route, Fade, to the # 2 Back check down route. Run or Throw the football away

2 : Set Pass Pro Opposite the Call and block.

124 Smoke Left (X) Slant

**ASSIGNMENTS:**

X : Decoy receiving Quick Screen. Then Run your 5-step Slant Route hard and catch the ball

E : Stalk WLB and you cannot go downfield until ball crosses neutral zone

R : Stalk WLB and you cannot go downfield until ball crosses neutral zone

U : 190 Pass Pro

C : 190 Pass Pro

Y : 190 Pass Pro

A : 190 Pass Pro

B: 190 Pass Pro

Z : Fake Blocking for Quick Screen and Chatter Feet. Explode up sideline & Catch the ball

1 : Pump Fake Quick Screen to X. IF the LCB bites throw to Z, otherwise hit the X on the Slant

2 : 190 Pass Pro

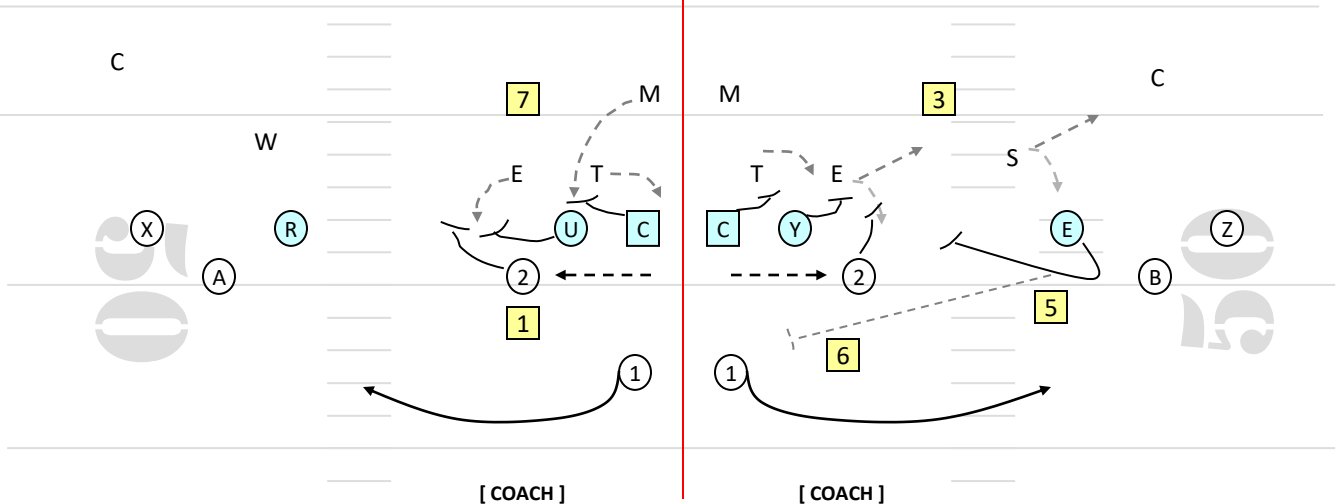
Half-Line Drill for Sprint Pass-Pro

DVD BONUS

This drill is used for perfecting 18 & 27 Roll-out pass protection and combats defensive schemes seen in A-11 games. Perfect this drill from the very first day of practice and you will have a successful pass protection! It can be worked as one drill (left & right) or in a half-line format

27 PASS PRO

18 PASS PRO



USE TWO CENTERS AND BOTH SNAP TO QBS (or) WORK EACH SIDE SEPARATELY.
COACHES STAND BEHIND EACH SIDE OF OFFENSE AND DIRECT BLITZ SCHEMES

DRILL NOTES:

1. (#2) Mix up "QB STAGGER" or "CREEP" motion to put the (#2) in the best leverage position for the outside shoulder landmark of the (END).
2. (U & Y) practice stepping onto the line of scrimmage at angles (See P. 10) to put themselves in the best leverage position to win the block.
3. Defensive coaches stand behind the drill and signal to (END & S) = BAIL or BLITZ. This will help identify "Zone Blitzing" schemes. If (#2) sees (END) bail, eyes immediately to (S OR W) and get wider. If (S) comes, QB 3/4 Roll!
4. (C, Y, 2 & E) attack the (T, END, S) as close to the LOS as possible.. BE AGGRESSIVE! (Y & 2) can "Wash" the (E) flat down L.O.S.
5. Check to see if the (S) is blitzing. If not, Hunt Block any (END or M) leak into the back field.
6. If (Y & 2) have the (E) under control, look for back side pursuit. This is key! Defenses will send the (W).
7. Defensive coach mix up the (M, T & END). Will help reinforce zone blocking rules for (U,C,Y,2). Example: (C) do not chase (T) back across your face away from flow of the QB Roll-out direction. Stick to rules!

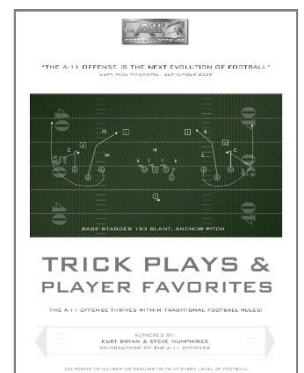
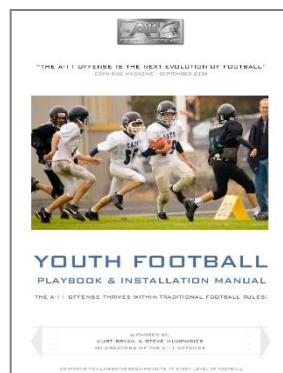
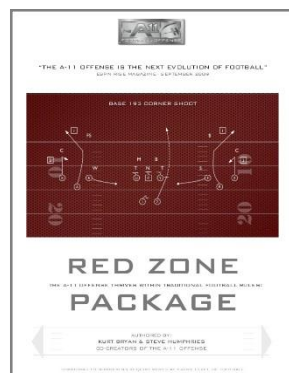
THE A-11 OFFENSE THRIVES WITHIN TRADITIONAL FOOTBALL RULES!

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"In a standard formation with five fixed offensive linemen, a play can unfold with only 36 different scenarios in terms of who can advance the football - including a quarterback sneak. But, in the A-11 offense, the receivers, backs and linemen (even the quarterbacks) are interchangeable, and the number of different possibilities for what can happen on a given play skyrockets to 16,632." - Scientific American Magazine

FOR MORE A-11 PLAY PACKAGES, INSTALL MANUALS AND DVD'S



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