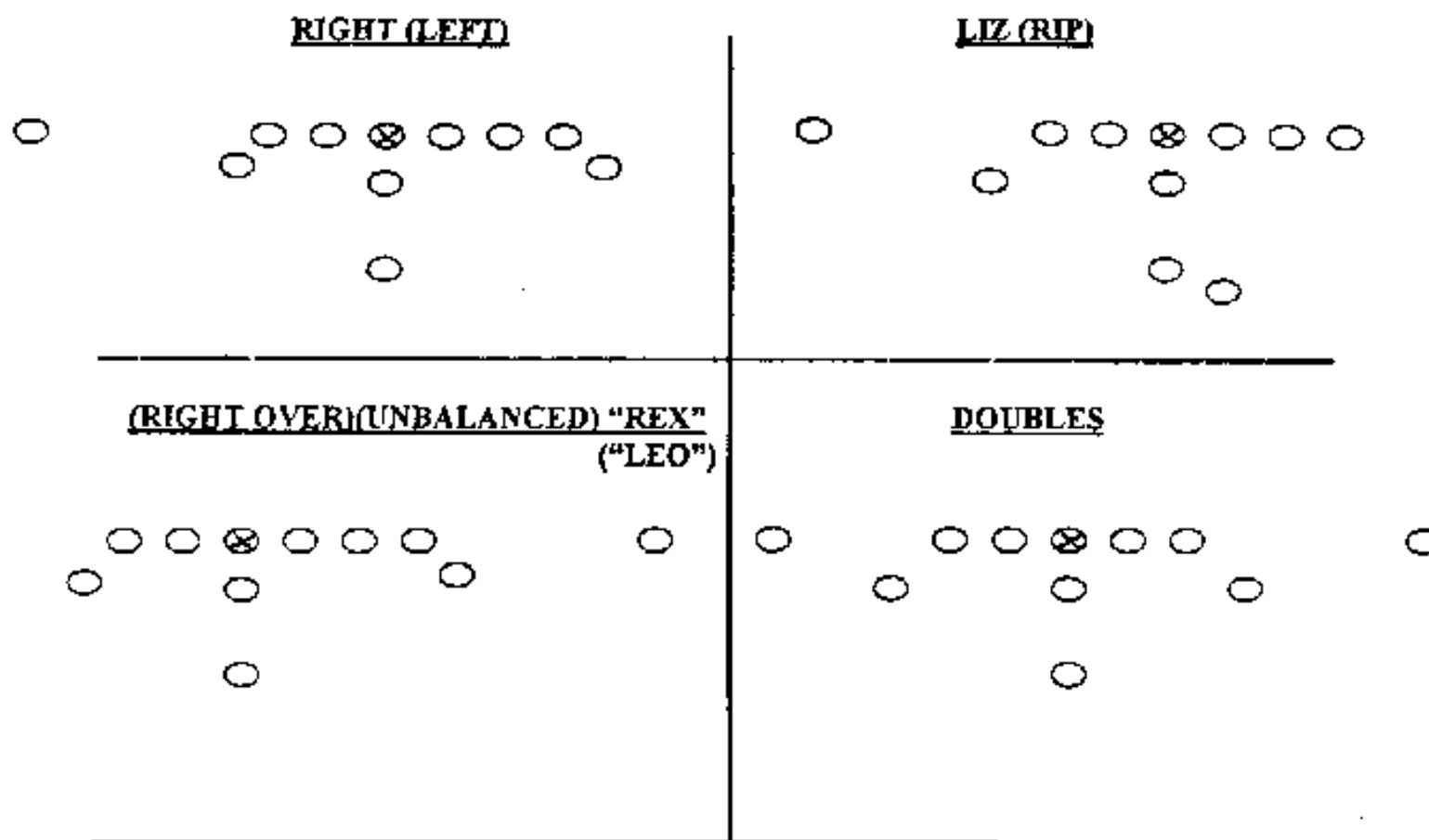


## FALCON FLEX BONE

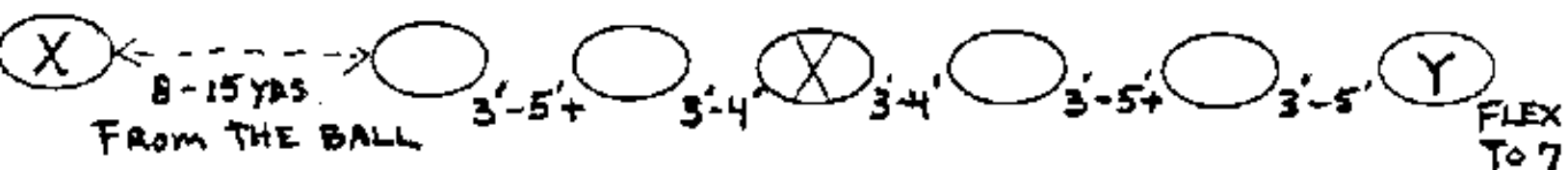
At the Air Force Academy our offense is based on the execution of 1) the triple option, 2) counters from the option and 3) a one-on-one action passing game. Our basic theory is to take advantage of whatever the defense gives us. We limit the number of plays, so we may vary our blocking patterns and spend more time on execution.

In this paper we will not attempt to cover the entire offense, but will outline the important basics of our run and our pass game.

### FORMATIONS (We flip-flop only the receivers)



### LINE SPLITS

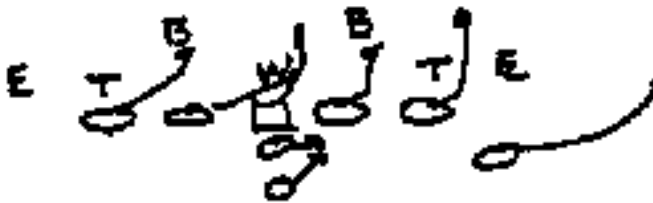


Line splits vary according to play, blocking patterns and defensive alignments. Usually maximum splits are used on runs and minimum on passing plays.

# LINE BLOCKING

Our line blocking rules are based on the techniques of the defensive downline. We use five different blocking schemes: 1) Zone 2) Veer 3) Base 4) Pulling and 5) Pass Pro. The play call and defensive structure determines the type of scheme used.

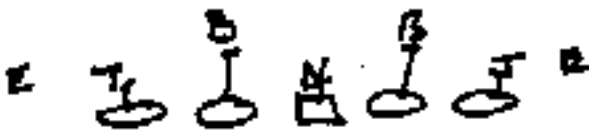
1) Zone (used -vs- 7 man fronts on triple options)



2) Veer (used -vs- 8 man fronts on triple options)

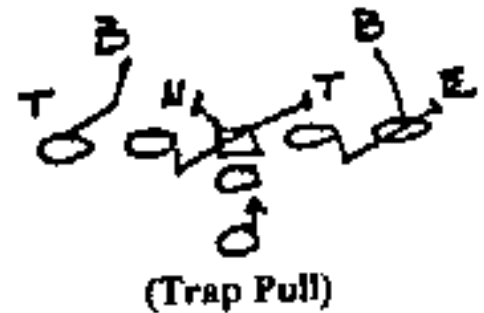
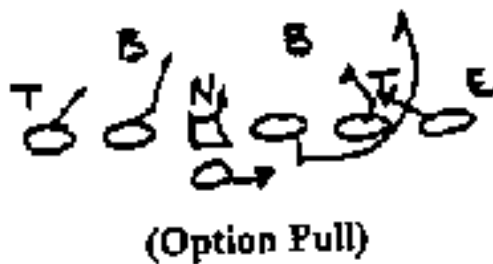


3) Base (used for direct hit and counter plays - also for some triple options)

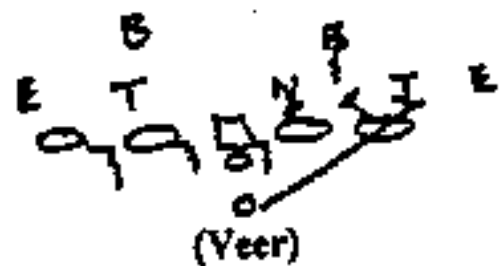


(Line may switch men also)

4) Pulling (used for options and traps)



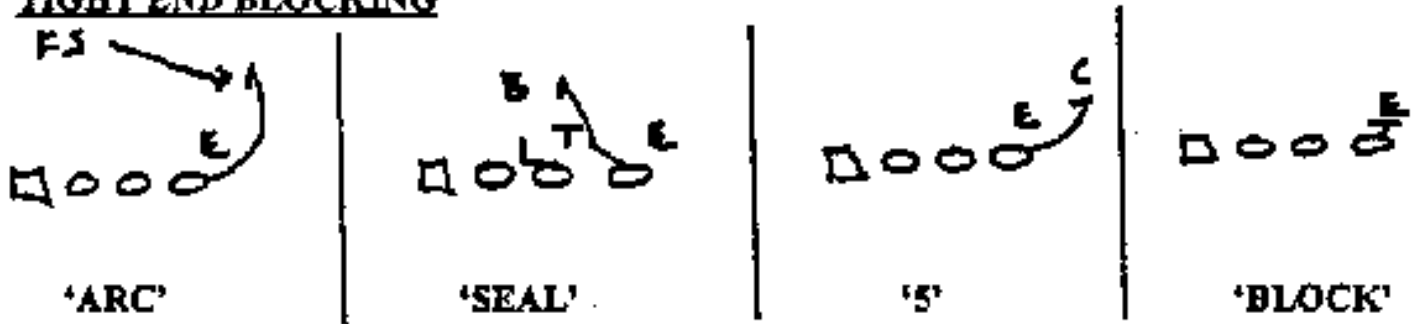
5) Pass Protection (is aggressive base or veer frontside and bling backside)



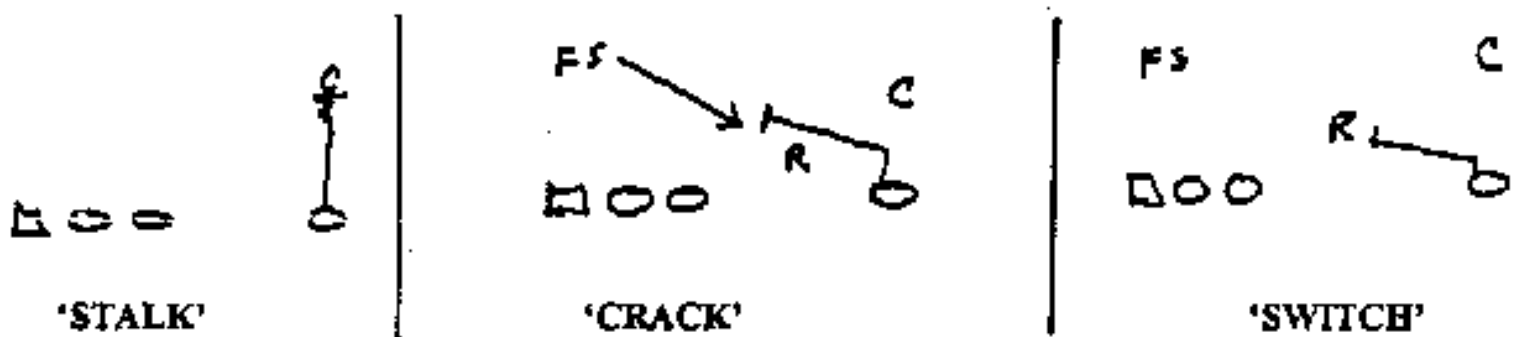
## RECEIVER AND RUNNING BACK BLOCKING

Our backs and receivers will change block patterns in order to force the defense to change option responsibilities. These changes can be called in the huddle or recognized on the move.

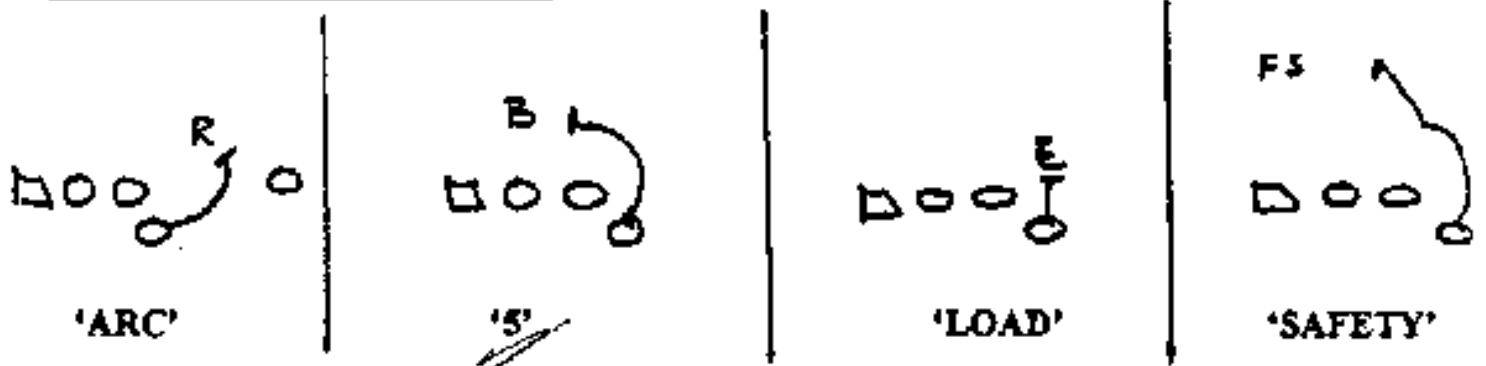
### TIGHT END BLOCKING



### WIDE OUT BLOCKING



### RUNNING BACK BLOCKING



These block patterns can be used in various combinations to gain us the best advantage for the type defense we are playing against.

## TRIPLE OPTIONS

We will run three different types of Triple Options in our offense. The inside veer is our starting point with the QB reading the first man on the L.O.S. from the B-Gap to the outside for the fullback hand-off. Our fullback's aiming point is the guard's outside hip and he reads his block to break inside or outside with the ball.

The following are examples of our inside veer versus seven and eight man fronts. Our 30 series is the option and the second number is the hole (odd left-even right). The third number or word is the block pattern.

*ZONE* 34 (-vs- Seven Man)

- READ
- PITCH



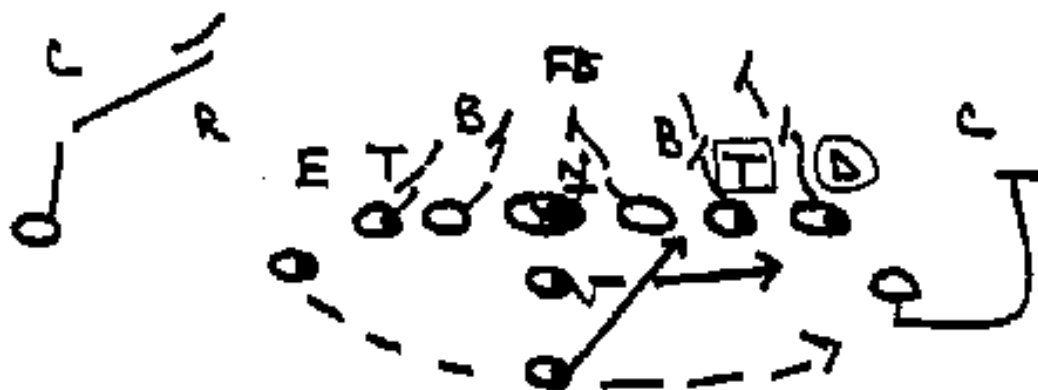
*INSIDE  
VEER* 34'5' (-vs- Eight Man)

- READ
- PITCH

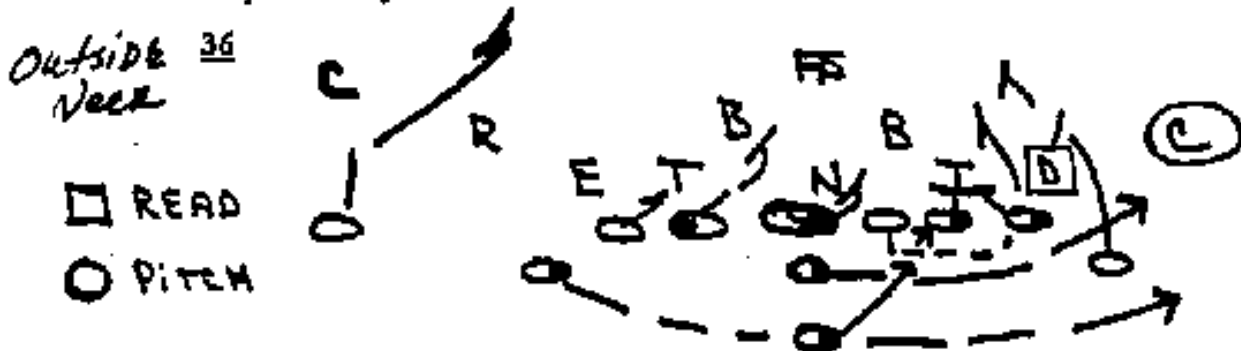


34 Seal (-vs- Eight Man)

- READ
- PITCH

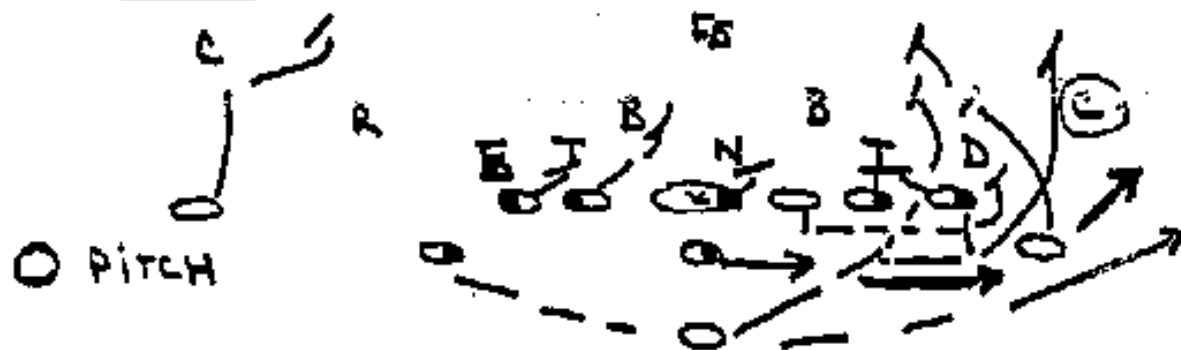


We also run the outside veer by taking minimum splits and reading the end man on L.O.S. We use a G-Scheme and our fullback aims for the inside hip of the tackle. This play is another way to keep the fullback in the game and forces a change in defensive responsibility.



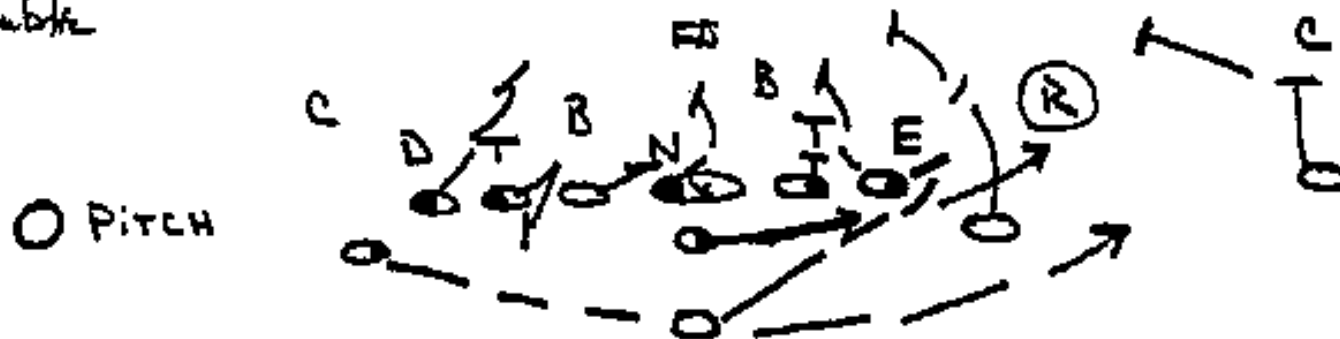
We will mix a predetermined keep play off the outside veer to force the ball to the secondary level. Our fullback will read the guard's block for inside-out on the LB to safety level. Our QB's pitch key is primary run support. He is taught to read the guard's block and follow the fullback.

36 KEEP



In addition to our keep play off the outside veer, we will also run a predetermined outside play off the inside veer. Our fullback will block the 5 technique defender and we will again option primary run support with our QB and pitch back.

*Double* 38'5'



Along with our triple options off the inside and outside veer, we will also run a midline option series where our read key is now the first man on the L.O.S. from the A-Gap to the outside for the fullback hand-off. Our fullback's aiming point is straight through the middle of the QB and he will break off the center's block if he is covered.

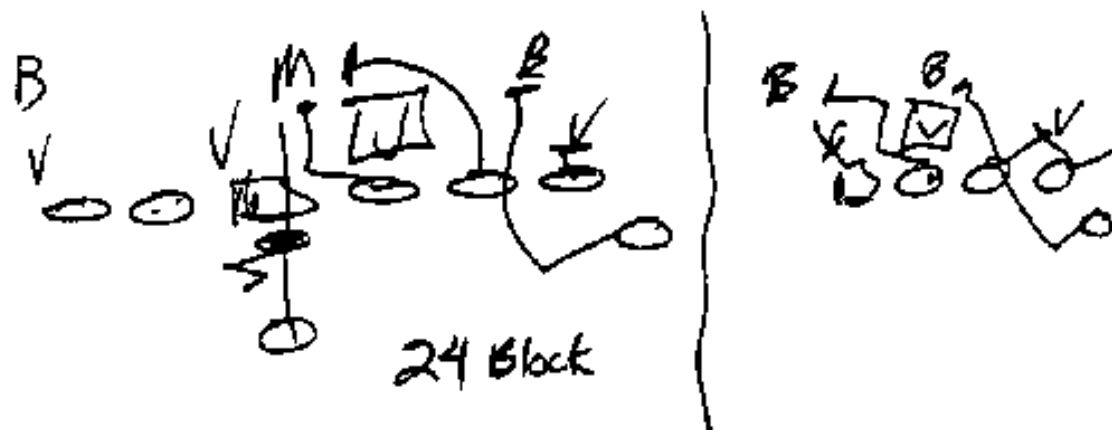
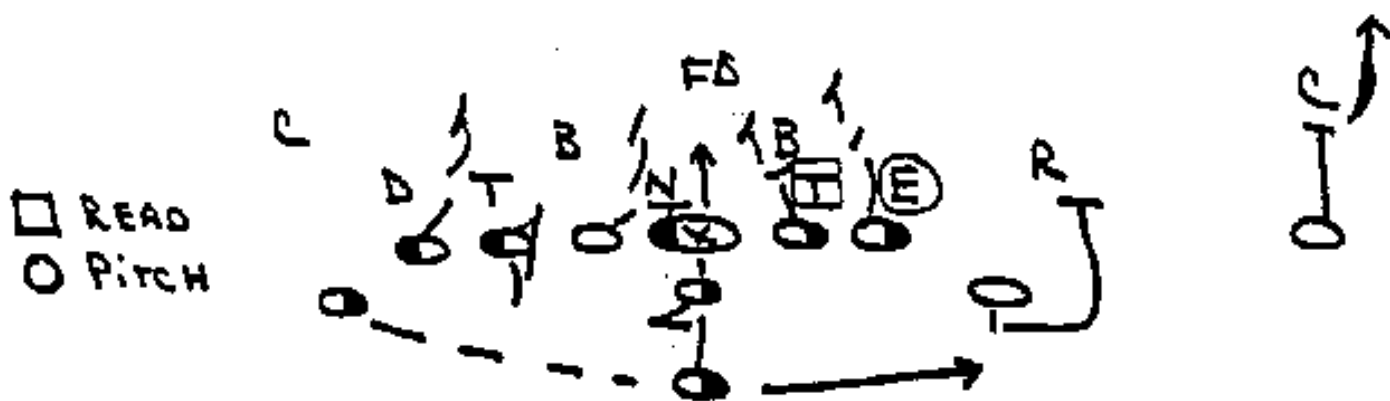
The following are examples of our midline series versus seven and eight man fronts. Our 20 series designates midline option and the second number is the hole. The word speed tells the type of motion for our halfbacks.

MID LINE

20 SPEED (-vs- Seven Man)



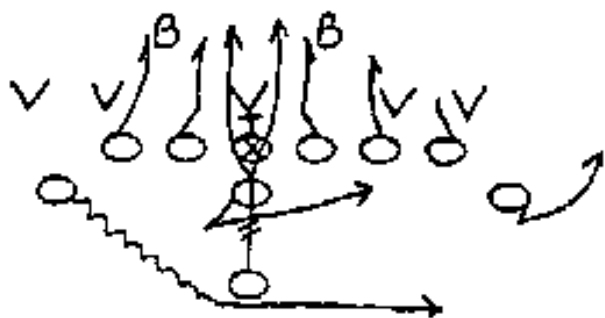
20 SPEED (-vs- Eight Man)



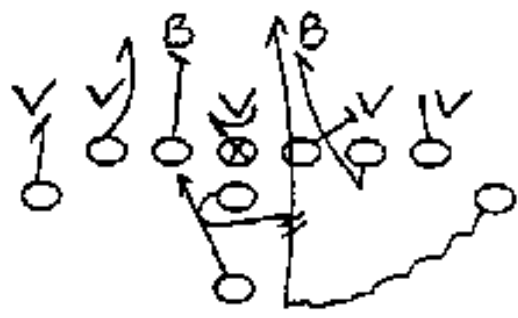
# COUNTERS

Our counters are used to slow down or take advantage of over pursuit against our option game. We have six basic counter plays - 30-31 a FB Cut, 8-9 Power, 12-13 a HB Dive, 14-15 a HB Crossbuck, 16-17 FB Trap, and X-Reverse with our wide out. The blocking for our counter plays is usually Base, however the line may switch assignments according to defensive sets.

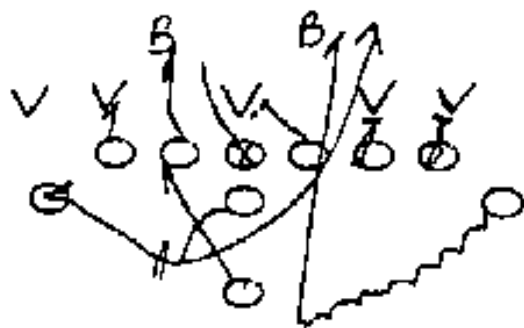
(30) FB CUT



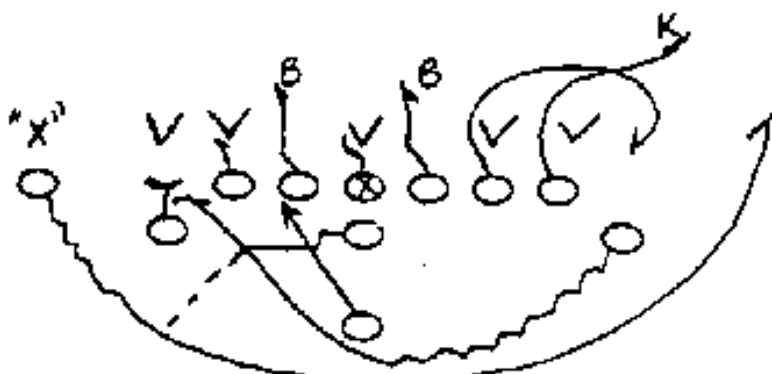
(12) HB COUNTER



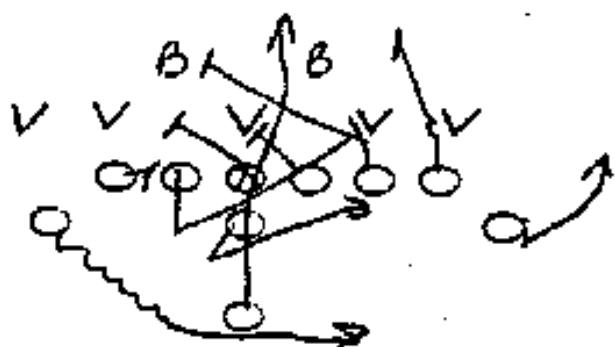
(14) CROSSBUCK



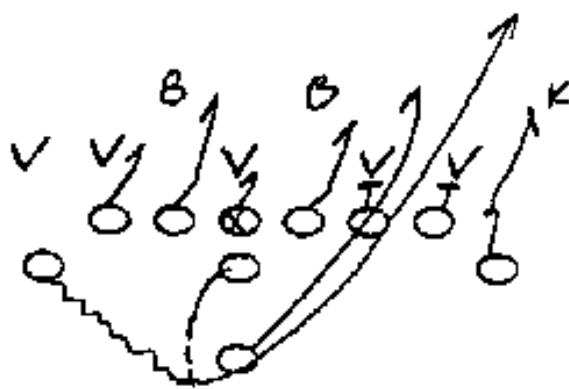
X-REVERSE



(16) FB TRAP



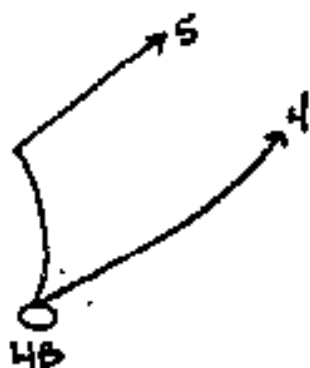
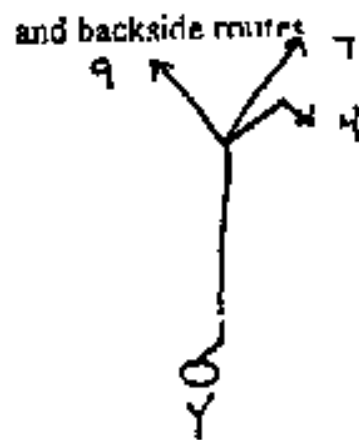
( 8 ) POWER



## PASSING GAME

We use our passing game in much the same manner as we do our counter running game. We try to take advantage of what the defense is doing to stop our option game. Most of our passing game comes off an option fake and will be thrown to a single receiver or as a read with two receivers. Our main method to throw the ball in long yardage situations is sprint out with two and three receiver routes.

Our play-action passing game is broken down as frontside (ball thrown in the direction the QB is faking) and backside (away from QB action). We use a 2 digit system to identify frontside routes. The first number is the action direction and the second number is the route. A 3 digit number identifies a backside route. The first two numbers are the action direction and the third number is the route. The route tree is the same for frontside and backside routes.



FRONTSIDE - 47 (Post to X)



BACKSIDE - 404 (Combination: Y Hook, HB Wheel)

